

the chivalry & sorcery

sourcebook



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Fantasy Games Unlimited, Inc.

the chivalry & sorcery
sourcebook
a supplement

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Introduction

In the summer of 1977, when we first released Chivalry & Sorcery, we believed that we had published a truly complete game that would never need a supplement. That the book you are now reading exists, demonstrates how wrong we were. C & S is indeed the most complete game ever created, but it is an ongoing campaign and new aspects of the campaign are constantly coming to light and need codification. For these reasons we have created the Sourcebook.

This supplement includes answers to the most commonly asked questions about C & S, a full explanation of how to use the magick system created in Chivalry & Sorcery, and new rules for medicine, diseases, trade, agriculture, forestry, sieges, and marshalling feudal forces in time of war. We'd like to be able to say that this will be the final true supplement to C & S, but it is a continuing campaign and one cannot be sure of what new things will come up that have not been as fully covered as we would like.

Current plans call for expansions to the world of Chivalry & Sorcery, as we have already expanded the world with the naval dimension. Future releases will include King Arthur, which recreates the world of Merlin and Camelot, and an expansion into the worlds of the Steppes Nomads, the Vikings and the Celts, with appropriate new magick user types and social systems. We are also at work on an expansion into the Middle East to make the Crusades a possible world for a C & S campaign. This will include a detailed look at the Saracens and other Eastern cultures.

Note that these are expansions and not supplements in the traditional sense. Chivalry & Sorcery is certainly complete enough for an individual's needs and appetite and is complete in its own right. These expansion booklets are designed for those who wish to recreate worlds outside of the medieval European framework of C & S. They are really more playing aids and expansions than supplements and we hope to avoid confusion by stating this in print. The expansion booklets are not necessary to the play of Chivalry & Sorcery, and are the result of the huge scope of the original campaign and its continuing growth and expansion.

For those who wish to expand the world of C & S, we hope you enjoy our efforts in this direction. Comments and suggestions are welcome.

Scott B. Bizar
Editor

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Designing Outdoors Adventures

In a C & S style of campaign, a good proportion of adventures will occur in the outdoors setting. The world is a wide place, indeed, and it offers too many opportunities for encounters and experience to be ignored. Moreover, since "Fantasy" traditionally involves a quest, characters should be expected to travel about. That requires an environment drawn with no less care or detail than the "dungeons" which have hitherto been the prime arenas of fantasy role playing.

MAPPING THE WORLD

The geography of the campaign region is of major importance to outdoors adventures, for it conditions all activities and encounters. Several possibilities arise.

If the campaign is based upon a work of fantasy, the campaign designer will attempt to represent as accurately as possible the actual lands of the fantasy world. This will require careful reading of the work selected as the foundation of the campaign. There are a number of popular fantasy worlds that have already been mapped, and these will prove easiest to develop into game campaigns. Tolkien's Middle Earth is perhaps the most completely portrayed, and several other mapped worlds that come to mind are those of Morcock's Elric, Norton's Witch World, Howard's Conan, and Leiber's Fafhrd and the Grey Mouser. Games like Archworld (FGU) also provide detailed maps suitable for adaptation to a campaign.

If the campaign is player conceived, the campaign designer enjoys complete freedom to develop the world as he wants it. Such worlds tend to be on a smaller scale than the above examples, often including only one or two kingdoms.

The campaign maps should be drawn in fairly broad scale, usually 1" = 5 to 20 miles. Important terrain features, roads, towns, castles, etc., can be marked on them. Hex sheets are most useful if they can be acquired.

Once the campaign map has been designed, attention can be paid to specific regions. I would suggest drawing such maps on 8 1/2" x 11" paper, for this size is suitable for placing in a notebook and also can be xeroxed easily for duplicate copies. Regional maps should be drawn on a scale of 1" = 100 to 500 yards to permit inclusion of as much detail as is required for Game Master reference. Duplicates containing more general information (important secrets are omitted) could be prepared and issued to characters native to the region for the duration of a game session, after which they are returned to the Game Master. This permits players to have general knowledge of the region of their birth while still being "in the dark" about the mysteries of the place. Only the player(s) possessing characters native to the region would be permitted to look at the duplicate; strangers would have to make do with general distance references, etc., as they try to prepare a rough map of their own. Returning the maps at the end of a session maintains security, for memory is unsure and others will not have the opportunity to see them.

Wilderland maps can be player designed or else topographical survey maps may be purchased at relatively minimal cost from the appropriate department of your government. Such survey maps should be of wilderness areas. They provide incredible detail and are most useful for this reason.

Regional maps do not all have to be prepared by the campaign designer. Players possessing nobles or mages who dominate a particular region could design the maps of their territories and would retain a copy because of their intimate knowledge of the area. Indeed, such players often act as local Game Masters when the action is carried into areas under their control, for they command the troops, etc., of the region.

WEATHER

Weather conditions will vary considerably, depending upon the region one is in, etc. The following tables are intended to serve as guides, only, and may be modified to suit local weather patterns:

General Weather Conditions: Check morning, afternoon, evening, and night.

D100	Spring/Fall Weather	D100	Summer Weather	D100	Winter Weather
01-05	Dense Fog & Cool	01-02	Dense Fog & Cool	01-07	Blizzard/Heavy Snow
06-10	Mist & Cool	03-05	Mist & Cool	08-15	Steady Light Snow
11-15	Heavy Rain & Cool	06-10	Steady Rain & Cool	16-20	Light Snow Showers
16-20	Light Rain & Cool	11-15	Steady Drizzle & Cool	21-25	Fog/Ice Fog & Cool/Cold
21-35	Drizzle & Cool	16-20	Drizzle & Cool	26-50	Overcast & Cool/Cold
36-55	Overcast & Cool	21-30	Intermittent Showers	51-70	Cloudy & Cool/Cold
56-65	Cloudy & Cool	31-35	Thunderstorm	71-90	Clear & Cool/Cold
66-75	Cloudy & Warm	36-45	Cloudy & Cool	91-00	Sunny & Warm (thaw)
76-85	Clear & Cool	46-55	Cloudy & Warm		
86-00	Clear & Warm	56-65	Clear & Cool		
		66-75	Clear & Warm		
		76-00	Clear & Hot		

Night : -15
Morning : - 5
Afternoon: + 7
Evening : -10

Night : -5
Morning : no modification
Afternoon: +7
Evening : -5

November: +15
December: no modification
January : -10
February: - 5

These general weather conditions are those typical of the forested lands of Europe. In northern climates, conditions tend to be more severe; in Mediterranean climates, they are warmer and drier. If steppelands and plains are involved, conditions in spring, fall and summer tend to be fairly dry, with rains in late summer and early fall. It is impossible to include all of these conditions in one set of tables, so players are urged to design their own weather charts to reflect the weather conditions they desire.

Winds

Wind direction is very important when conducting the Hunt, for breezes carry scents and sounds a considerable distance. Depending upon the nature of weather conditions and the nature of winds in the region, as decided by the Game Master, winds can remain fairly constant (check once every 2 hours) or be capricious (check every hour). Roll 2 D6 for prevailing wind, then consult the Wind Shift Table for changes:

D6	Prevailing Wind #1	or Prevailing Wind #2	D100	Wind Shift Variation
2-3	South	North-West	01-15	Wind shifts 1 point clockwise
4	South-East	West	16-30	Wind shifts 1 point anticlockwise
5	East	South-West	31-40	Wind shifts 2 points clockwise
6	North-East	South	41-50	Wind shifts 2 points anticlockwise
7	North	South-East	51-65	Wind shifts on Wind Table
8-9	North-West	East	66-00	Wind remains constant
10	West	North-East		
11-12	South-West	North		

OVERLAND MOVEMENT

When C & S was designed, movement was conceived largely in terms of encounter situations rather than in terms of extended pursuits. With the development of hunting rules and the additional likelihood of extended pursuits of/by enemies overland, more comprehensive rules were required to account for movement.

All creatures are assigned a Fatigue Point (FP) level equal to their Body and Fatigue levels (or body levels, if fatigue levels are not stipulated). The FP total represents the stamina and reserve strength of a creature - the distance it can go at various speeds before it begins to lose Fatigue/Body points.

For each 2.5 minute cross-country/road turn, FPs are deducted from the FP total for movement. When all of the FPs are used up, 1 point/2.5 minute turn is lost from Fatigue/Body levels of the creature:

Run or Max. Speed: FP loss/turn as indicated in the Endurance column.
 3/4 Speed : 60% FP loss (50% for wolves, Wolfhounds).
 1/2 Speed : 30% FP loss (25% for dogs, wolves, steppe horses, Elves, Hobbits).
 Walks : 10% FP loss (cats 5%).

There are also other impediments:

Partially encumbered (40% to 50% carrying capacity used to bear burden) = double FP loss.
 Running in chain hauberk (1/2 or 3/4 speed; full is impossible) = double FP loss.
 Running in combination plate or full plate (1/2 speed only) = triple FP loss.
 Fully encumbered (50% + carrying capacity used to bear burden) = triple FP loss.
 Fully fatigued (all fatigue points lost) = lose body points.

For example, let us take a man with body 16 and fatigue 9. FPM (Fatigue Points for Movement) = $16 + 9 = 25$. Here are the possibilities:

Run at 857 yds/turn = 2 FP/turn = $25/2$ or 12.5 turns for 6.2 miles.
 3/4 speed or 656 yds/turn = 1.2 FP/turn = $25/1.2 = 20.8$ turns for 7.75 miles.
 1/2 speed or 437 yds/turn = 0.6 FP/turn = $25/0.6 = 41.7$ turns for 10.4 miles.
 Walk or 225 yds/turn = .2 FP/turn = $25/.2 = 125$ turns for 15.9 miles.

Running in chain hauberk at 1/2 speed, for example, would expend 2×0.6 FP or 1.2 FP, giving 20.8 turns for 5.2 miles. If the character was also fully encumbered, FP loss = $2 + 3 = 5 \times 0.6$ or 3 FP/turn, giving 8.3 turns for 2.1 miles.

Clearly, the system offers considerable scope with respect to running down enemies by grinding them literally into the ground.

Wounded men are regarded as being partially encumbered if under 25% body damage, and fully encumbered if over 25% damage. The same is true of animals, monsters, etc.

Cripples begin at slow walk (1/2 walk speed), with 10% FP loss; then 50% for walking speed and 100% for half-speed. Crawling is at 1/4 walk speed at 50% FP loss if injured.

Flying creatures may cruise at 1/2 speed for 5% FP loss, slow cruise at "walk" speed for 1% FP loss.

The FPM levels can be recovered at a rate of 25% per hour of rest. Constitutions of 14-18 add +5%, 10 + 10%, and 20 + 25% to FPM recovery. 10 minute rests/hour are advisable.

Once distances have closed to battle ranges, switch to the individual movement speeds given in C & S.

HUMAN FORM CREATURES TERRAIN MOVEMENT (in yards/meters per 2.5 minutes; $\div 73 = \text{m.p.h.}$)
 In Open Undergrowth Dense Cover Swamp Swimming

CREATURES	Walk	Run	Walk	Run	Walk	Run	Walk	Run	Av.	Max.	Endurance
Man	225	875	125	450	75	300	75	150	75	175	2 FP/turn
Elf	225	1100	175	625	125	450	75	200	75	200	1 FP/turn
Hobbit	200	825	125	450	100	325	25	75	25	50	2 FP/turn
Dwarf	200	750	125	400	75	275	25	75	25	50	2 FP/turn
Kobold	200	725	125	375	75	275	25	75	-	-	3 FP/turn
Goblin	200	750	125	375	75	275	25	75	-	-	3 FP/turn
Orcs	200	775	125	375	75	275	25	75	-	-	3 FP/turn
Uruk Hai	225	850	125	425	75	275	75	150	-	-	3 FP/turn
Bugbear	225	925	125	500	75	300	75	150	-	-	3 FP/turn
Hobgoblin	225	950	125	500	75	325	75	175	-	-	3 FP/turn
Gnoll	225	900	125	500	75	300	75	175	-	-	3 FP/turn
Ogre	225	900	125	500	75	325	75	175	-	-	3 FP/turn
Mtn. Troll	225	900	125	475	75	300	75	150	-	-	3 FP/turn
Cave Troll	225	800	125	400	75	300	75	150	-	-	3 FP/turn
Wood Troll	225	1000	150	600	125	400	75	150	-	-	3 FP/turn
Water Troll	225	900	125	475	75	300	75	250	100	300	3 FP/turn
Giant	300	1700	250	700	100	400	50	150	-	-	3 FP/turn

RIDING/PACK/ DRAFT ANIMALS

Riding Palfrey	250	1900	125	650	75	300	75	150	75	125	4 FP/turn
Lt. Horse	250	2000	125	650	75	300	75	150	75	125	2 FP/turn
Med. Horse	250	1800	125	625	75	325	75	150	75	125	3 FP/turn
Hv. Horse	250	1650	125	625	75	325	75	150	75	125	4 FP/turn
Great Horse	250	3000	125	850	75	400	75	200	100	200	2 FP/turn
Mule	225	1600	125	600	75	275	75	150	75	125	3 FP/turn
Laden	225	1200	125	500	75	250	50	100	50	75	4 FP/turn
Wagon	225	1000	50	150	-	-	-	-	25	25	5 FP/turn
Draft Horse	225	1600	125	600	75	275	75	150	75	125	3 FP/turn
Laden	225	1200	125	475	75	225	50	100	50	75	4 FP/turn
Wagon	225	1000	50	100	-	-	-	-	25	25	5 FP/turn
Donkey	225	1400	125	450	75	250	50	100	50	100	3 FP/turn
Laden	225	950	125	400	75	175	50	75	25	75	5 FP/turn
Oxen/Cattle	200	1400	100	500	50	250	50	100	50	100	4 FP/turn
Wagon	175	750	50	125	-	-	-	-	25	25	6 FP/turn

BEASTS OF PREY

Brown Bear	200	1600	125	700	75	400	75	150	75	150	6 FP/turn
Grizzly	200	1700	125	700	75	400	75	150	75	150	6 FP/turn
Polar Bear	200	1800	125	750	75	450	75	200	100	250	6 FP/turn
Leopard	225	2750	125	950	75	475	75	225	75	125	7 FP/turn
Panther	225	2800	125	975	75	475	75	250	75	125	7 FP/turn
Cheetah	225	5500*	125	1100	75	650	75	125	25	50	10 FP/turn
Lion	225	2500	125	750	75	450	75	200	50	100	8 FP/turn
Tiger	225	2700	150	850	75	500	75	200	75	125	7 FP/turn
Dire Wolf	225	2000	125	750	75	425	75	175	75	125	1 FP/turn
Grey Wolf	225	1850	125	700	75	400	75	175	75	125	1 FP/turn
Warg	225	1875	125	700	75	400	75	175	75	125	1 FP/turn
Wolverine	175	1500	100	675	75	375	75	175	75	125	7 FP/turn
Constrictor	15	350	10	75	10	50	25	100	50	125	10 FP/turn
Lge. Constr.	15	400	10	75	10	50	25	100	50	125	10 FP/turn
Crocodile	125	700	25	100	-	-	75	200	75	400	10 FP/turn

*For 500 yards only, at full FPM loss; such runs exhaust Cheetahs.

BEASTS OF PREY	TERRAIN MOVEMENT (in yards/meters per 2.5 minutes; $\div 73 = \text{m.p.h.}$)										
	In Open		Undergrowth		Dense Cover		Swamp		Swimming		
	Walk	Run	Walk	Run	Walk	Run	Walk	Run	Av. Max.	Endurance	
Weasel	200	875	175	800	150	700	25	50	25	25	1 FP/turn
BIRDS OF PREY											
On Ground	50	100	25	50	25	25	10	25	-	-	5 turns at run
Gerfalcon	2500	6000	400	2500	250	1200	-	-	-	-	15 turns at max.
Saker Hawk	2500	6100	425	2600	250	1200	-	-	-	-	15 turns at max.
Merlin	2500	6200	450	2600	250	1200	-	-	-	-	15 turns at max.
Lanner	2700	6300	450	2700	250	1200	-	-	-	-	12 turns at max.
Perrigrine	3000	9000	550	3300	2500	1800	-	-	-	-	7 turns at max.
Sparrow Hawk	2900	6800	525	3000	2500	1900	-	-	-	-	5 turns at max.
Eagles (All)	2500	6000	400	2000	200	1000	-	-	-	-	25 turns at max.
OTHER BIRDS											
Crouse	75	400	25	200	25	100	-	-	-	-	7 turns at run
Flying	2000	4700	450	2800	250	1250	-	-	-	-	10 turns at max.
Pheasants	75	375	25	175	25	100	-	-	-	-	5 turns at max.
Flying	2500	5500	475	2900	250	1350	-	-	-	-	10 turns at max.
Quail	200	750	50	200	50	200	-	-	-	-	10 turns at max.
Flying	2000	4300	450	2700	250	1150	-	-	-	-	7 turns at max.
Ducks	50	200	50	150	25	75	25	50	25	200	5 at run, 10 swim
Flying	2000	4500	425	2000	250	1000	-	-	-	-	25 turns at max.
Geese	50	300	50	150	25	75	25	50	25	200	7 at run, 10 swim
Flying	2000	4500	400	1800	250	900	-	-	-	-	25 turns at max.
Swans	50	200	50	150	25	75	25	50	25	200	5 turns, 10 swim
Flying	2000	4750	400	1800	250	900	-	-	-	-	25 turns at max.
Others	25	100	25	50	25	25	10	25	-	-	5 turns at run
Flying	2000	4500	475	3000	250	1700	-	-	-	-	10 turns at max.
BATS (Fly)	1500	3000	450	2900	250	1500	-	-	-	-	10 turns at max.
HUNTING & WAR DOGS											
Talbot	225	1850	125	700	75	400	75	175	75	125	1 FP/turn
Staghound	225	1950	125	800	75	450	75	175	75	125	1 FP/turn
Wolfhound	225	2050	125	900	75	450	75	175	75	125	1 FP/turn
Southern Hd.	225	1850	125	700	75	400	75	175	75	125	1 FP/turn
Mastiff	225	1850	125	700	75	400	75	175	75	125	1 FP/turn
Armored	225	1750	125	650	75	375	75	150	75	125	1 FP/turn
Sheep Dog	225	1850	125	700	75	400	75	175	75	125	1 FP/turn
Mutts	225	1800	125	700	75	400	75	175	75	125	1 FP/turn
SMALL ANIMALS											
Badger	150	650	125	500	100	300	-	-	-	-	3 FP/turn
Cat	175	1500	175	1200	150	900	25	75	25	25	3 FP/turn
Cat Familiar	175	2000	175	1400	150	1100	100	250	25	75	0.3 FP/turn
Crab	20	125	10	25	-	-	25	50	25	25	1 FP/turn
Fox	225	1850	200	1200	150	900	25	75	50	100	0.5 FP/turn
Frog/Toad	25	350	10	25	10	25	25	250	50	175	1 FP/turn
Toad Familiar	25	450	10	50	10	50	25	350	50	275	0.3 FP/turn
Hare/Rabbit	50	1500	25	1100	25	850	-	-	25	25	1 FP/turn
Hedgehog	25	250	25	150	25	150	-	-	25	25	2 FP/turn
Lizard	25	550	25	400	25	250	25	275	50	125	3 FP/turn
Otter	200	1000	125	400	75	300	175	600	75	800	1 FP/turn
Sm. Rodents	25	450	25	375	25	300	10	50	10	25	1 FP/turn
Skunk	25	550	25	400	25	300	25	75	25	50	2 FP/turn
Tortoise	5	5	5	5	5	5	-	-	-	-	-N/A-

SMALL ANIMALS	TERRAIN MOVEMENT (in yards/meters per 2.5 minutes; $\div 73 = \text{m.p.h.}$)										
	In Open		Undergrowth		Dense Cover		Swamp		Swimming		Endurance
	Walk	Run	Walk	Run	Walk	Run	Walk	Run	Av.	Max.	
Tortle	5	10	5	5	5	5	5	25	25	150	-N/A-
Sm.Viper	15	350	5	50	5	25	25	75	25	75	1 FP/turn
Lge. Viper	15	400	5	50	5	25	25	75	25	100	1 FP/turn

LARGE ANIMALS

Boars	175	1500	150	750	75	300	25	75	25	75	2 FP/turn
Wild Pigs	175	1450	150	725	75	275	25	75	25	75	3 FP/turn
Hind	225	1900	150	750	75	400	25	75	50	125	2 FP/turn
Stag	225	2000	150	775	75	425	25	100	50	125	2 FP/turn
Great Stag	225	2500	150	825	75	475	25	100	50	125	1 FP/turn
White Stag	225	2750	150	900	75	525	25	125	50	125	1 FP/turn
Cattle/Oxen	1400	1400	100	500	50	250	50	100	50	100	4 FP/turn
Bulls	1500	1500	100	600	50	250	50	100	50	100	4 FP/turn
Hogs/Sheep	175	1400	150	725	75	275	25	75	25	75	3 FP/turn

GIANT ANIMALS

Giant Ants	200	1000	125	550	75	275	-	-	-	-	4 FP/turn
G.Centipede	350	1500	200	750	100	400	-	-	75	125	3 FP/turn
Giant Crab	75	600	50	250	-	-	75	150	50	50	10 FP/turn
Killer Frog	75	1000	50	500	25	300	75	275	75	250	7 FP/turn
G.Porcupine	75	500	50	225	50	200	-	-	50	75	5 FP/turn
Giant Ram	225	1500	150	750	100	300	50	75	50	100	2 FP/turn
Giant Rat	200	1200	175	950	150	500	75	150	50	150	2 FP/turn
G.Scorpion	150	650	75	300	50	200	-	-	-	-	4 FP/turn
Giant Skunk	150	800	125	600	100	275	50	100	50	100	5 FP/turn
Giant Snake	75	550	25	200	25	100	25	175	50	175	5 FP/turn
Giant Spider	250	1000	175	600	125	400	50	150	-	-	3 FP/turn
War Elephant	225	1300	125	1000	125	350	50	100	50	125	8 FP/turn
Giant Weasel	225	1500	125	950	125	650	75	150	75	125	6 FP/turn
G.Wolverine	200	1700	125	900	125	450	75	200	75	175	7 FP/turn

LEGENDARY MONSTERS & BEASTS

Basilisk	225	1400	150	600	75	200	50	125	75	125	4 FP/turn
Centaur Ldr.	225	2500	125	650	75	300	75	150	75	125	3 FP/turn
Centaru	225	2250	125	650	75	300	75	150	75	125	4 FP/turn
Centaur Yg.	225	1750	125	650	75	300	75	150	75	125	5 FP/turn
Chimera	225	2500	125	750	75	450	75	200	50	100	3 FP/turn
Flying	1500	5000	250	500	250	350	-	-	-	-	0.5 FP/turn
Cockatrice	225	875	125	425	50	125	50	75	-	-	3 FP/turn
Flying	1500	3000	2000	450	200	300	-	-	-	-	2 FP/turn
Gorgon	225	1000	125	400	100	200	50	150	-	-	1 FP/turn
Flying	1500	3500	250	500	250	350	-	-	-	-	0.5 FP/turn
Griffin	225	2500	125	750	75	450	75	200	50	100	2 FP/turn
Flying	2500	7500	250	725	250	400	-	-	-	-	0.5 FP/turn
Harpies	225	500	100	200	50	125	25	50	-	-	5 FP/turn
Flying	1500	3750	250	700	250	375	-	-	-	-	1 FP/turn
Hippogriff	225	2500	125	625	75	325	75	150	75	125	2 FP/turn
Flying	2500	6500	250	700	250	425	-	-	-	-	0.5 FP/turn
Hydra	225	1000	100	175	25	150	50	250	50	250	6 FP/turn
Manticore	225	2500	125	750	75	450	75	200	50	100	8 FP/turn
Minotaur	225	1000	125	450	75	300	75	150	75	150	2 FP/turn
Pegasus	225	3000	125	450	75	300	75	150	75	150	2 FP/turn
Flying	3000	9000	250	500	250	375	-	-	-	-	0.5 FP/turn

LEGENDARY MONSTERS & BEASTS	TERRAIN MOVEMENT (in yards/meters per 2.5 minutes; $\div 73 = \text{m.p.h.}$)										
	In Open		Undergrowth		Dense Cover		Swamp		Swimming		Endurance
	Walk	Run	Walk	Run	Walk	Run	Walk	Run	Av.	Max.	
Unicorn	225	3700	125	1000	100	550	100	200	100	200	0.5 FP/turn
Wyvern	225	900	175	300	75	150	25	75	-	-	FP/turn
Flying	2000	3750	250	450	250	350	-	-	-	-	1 FP/turn
Will o'Wisp											
Flying	225	2000	225	2000	225	2000	225	2000	225	2000	-N/A-
Young Dragon	225	1300	150	600	100	400	100	250	-	-	7 FP/turn
Flying	2500	6000	250	500	250	400	2500	6000	2500	6000	2 FP/turn
Mature Dragon	225	1500	150	600	100	400	100	250	-	-	10 FP/turn
Flying	3000	7500	250	450	250	375	3000	7500	3000	7500	1 FP/turn
Old Dragon	225	1800	150	650	100	450	100	275	-	-	10 FP/turn
Flying	3000	8500	250	250	250	250	3000	8500	3000	8500	0.5 FP/turn

UNDEAD

Skeletons	225	850	100	425	75	275	75	125	-	-	-N/A-
Zombies	150	500	100	300	50	200	50	100	-	-	-N/A-
Ghouls	225	900	125	425	75	325	75	175	75	125	-N/A-
Deaths	225F	850F	225F	850F	225F	850F	225F	850F	225F	850F	-N/A-
Wights	225F	850F	225F	850F	225F	850F	225F	850F	225F	850F	-N/A-
Vampires	225	925	125	475	75	325	75	175	-	-	-N/A-
Vamp.Bat/Gas	250F	2000F	250F	1500F	250F	900F	250F	2000F	250F	2000F	-N/A-
Spectres	250F	1000F	250F	1000F	250F	1000F	250F	1000F	250F	1000F	-N/A-
Mummies	150	850	100	450	75	300	75	125	-	-	-N/A-
Wraiths	250F	1000F	250F	1000F	250F	1000F	250F	1000F	250F	1000F	-N/A-
Nazgul	250F	1000F	250F	1000F	250F	1000F	250F	1000F	250F	1000F	-N/A-
Ghosts	150F	1000F	150F	1000F	150F	1000F	150F	1000F	150F	1000F	-N/A-
Phantoms	250F	1000F	250F	1000F	250F	1000F	250F	1000F	250F	1000F	-N/A-

All Undead marked "F" are in a "flying" mode. Such Undead are incorporeal or else are a flying form of being (Vampire Bat, for instance), and when they are immaterial they are unaffected by intervening terrain features.

ENCOUNTERS

Since the major portion of role-playing activities involve encountering some person, monster, or beast, the systems by which encounters are determined will be crucial to the conduct and balance of any campaign. In a "known" world context, the input of the campaign designer is crucial, for it is he who must interpret the world and gauge the probabilities of a particular type of encounter in a given location. All the encounters which are conceivable are not necessarily all possible or realistic. The nature of the being(s) encountered and the likelihood of being encountered in a given location must be decided in the light of the particular campaign.

Encounters may be of two types, planned encounters and chance encounters.

Planned encounters result from the Game Master's deliberately placing certain persons, beasts, or monsters in a specific location. If the adventure party chances upon the place in which the being(s) can be encountered, an encounter is highly likely. However, even this is subject to the peculiarities of the being, the time of day or night, and so on.

Taking Tolkien's Lord of the Ring as an example, Wights will be encountered in the Barrow Downs, but only at night because they remain in their tombs in daylight. An encounter probability would take that factor into account, making daylight meetings 0%. Night meetings could be a straight percentage chance or, perhaps, a percentage related to the distance the party is from the barrow of a particular Wight. Since such encounters occur in relation to the Game Master's conception of the region, it is properly his task to decide such matters. Planned encounters tend to be part of a carefully conceived and orchestrated scenario, and it is fitting and right that the Game Master exercise control over the action.

Chance encounters result from some random probability determination - the "luck" of the dice. No universal set of encounter tables can be designed which serve the needs and desires of every

campaign. It is with this consideration in mind that the following pages of chance encounter tables are presented as MODELS upon which Game Masters can pattern their own encounter tables. Of course, it might be that the tables are generally applicable as they stand, but they should in no way be regarded as authoritative and absolute. C & S is a designer's game, and percentages should be changed to suit the nature of the individual campaign.

Chance encounters should always be seen as compromises. They are guides to play, and Game Masters are used to exercise discretion whenever the encounter rolled would be unlikely in the world they have conceived or would result in untoward play imbalance. There is nothing "clever" in the random appearance of a monster so fearfully powerful that a party will have little chance against it. That is where Game Masters may use behavior patterns of encountered beings to role play them and develop situations which can offer a chance of survival to outmatched parties of adventurers. The chance encounter is, furthermore, a scenario generator, a source of ideas and situations permitting players to react to various factors of their environment. Combat need not be the primary object on the part of the Game Master or the players.

NON-PLAYER CHARACTERS (NPC)

The following procedures are recommended once a chance encounter occurs:

1. Determine the Alignment of the NPCs. Roll D20 for the leader of the group encountered. It is the leader's moral character that will govern the actions of his followers. Only if it is important to the action will other Alignments be found for the remaining NPCs. It should be noted that Alignment differences (eg: Chaotic meets Law) do not automatically signal the commencement of hostilities. Alignment is a measure of mortal character, not fanatical devotion to some religion or other.
2. Determine the experience levels of the NPCs encountered, as described below:

NON-PLAYER CHARACTER FIGHTING MEN

Roll D100 to determine the type of Fighting Men encountered. Numbers are highly variable, but they should be consistent with the location, the situation, and considerations of common sense and balanced game play:

1-65 = Men-at-Arms 66-90 = Mounted Sergeantry 91-00 = Knights

Mounted Sergeantry could easily be accompanied by foot troops. Knights are often attended by Squires, Mounted Sergeantry, Men-at-Arms, Ladies, and indeed almost anyone that might be under their protection or a member of their court if the Knight leading the group is of high noble rank.

Men-at-Arms will be of experience levels 1-10 (roll D10), with a Sergeant of experience level 6-15 (roll 5 + D10) commanding parties of 10 men or more. Large parties will have a number of Sergeants as section and company commanders.

Mounted Sergeantry will be of experience levels 6-15 (roll 5 + D10), for they are hardened veterans. The leader always has the highest experience level (roll 2 D10 or take the experience level of the highest Sergeant).

Knights will be of experience levels 6-25 (roll 5 + D20). Squires will be of experience levels 1-6 (roll D6) if Squires-in-Training or of levels 6-15 (roll 5 + D10) if Squires-at-Arms. To determine social rank of Chivalry, use the C & S Social Class determination (p. 8-9). This will generate encounters with Lords and Princes.

Once experience is found, determine the service and intentions of the NPCs. The percentages are optional and may be altered to suit the nature of a particular campaign:

Men-at-Arms/Sergeants Owning Service:

01-30 Vassals of Landed Knight
31-40 Vassals of Bannerette or Baron
41-50 Vassals of a titled Lord
51-60 Vassals of the King

Intentions or Duty of Fighters Encountered:

Vassals subtract -5%; free Mercenaries 46-00 only
01-25 Patrolling/guarding/collecting taxes
36-45 Checking out/arresting suspicious strangers
46-50 Fighting some enemy

Men-at-Arms/Sergeants Owing Service:

61-70 Mercenaries in service of a Town
 71-80 Members of a Fighting Order
 81-90 Employees of a Merchant/Guild
 91-00 Mercenaries:
 01-50 Contracted company
 51-75 Free Company
 76-00 Unattached

Knights Owing Service:

Lords do not check service unless not of titled rank, and are held to be independent is 31-80 is not rolled:

01-30 Vassal of Landed Knight
 31-60 Vassal of Lord
 61-70 Member of a Fighting Order
 71-80 Vassal of the King
 81-00 Knight Errant (unattached)

Knights-Errant will never roll an Intention/Duty under 26 and will challenge all Knights encountered to a "friendly" trial at arms. A Lord may delegate a champion to fight in his place.

Remember, wherever the Game Master finds it advantageous to the course of the adventure, he has the option of altering the intention or duty stated by the random result. For example, in times of war, Fighting Men will tend to be patrolling and are highly suspicious of strangers. Knights encountering Knights will joust (in a friendly way unless they are enemies) out of "courtesy" and custom. NPCs are characters, too, and may be role-played as suits the occasion.

NON-PLAYER CHARACTER BRIGANDS

Depending on the area, brigands may be mounted or on foot. Mounted brigands tend to be found in open countryside, where cover is sparse, and represent large, well-organized bands. Most will be in class 0 to 3 armour; leaders and their lieutenants may have class 3 to 5 armour. Fighters average 20% of the group encountered, non-fighters 80%.

Brigand/Fighters: Experience level D10
 Brigand/Leaders: Experience level D10 + D6

Brigand Lieutenants: Experience level D10
 Brigand Non-Fighters: Experience level D6

Intentions of Brigands, Deployment: roll D100

01-20 Ambush & robbery by D20 on foot	66-75 On way to prepare ambush/to hideout*
21-30 Ambush & robbery by D10 mounted	76-80 In search of entertainment, etc.*
31-35 Ambush & robbery by D20 mounted	81-85 Camped*
36-43 Pursuit by D10 on foot	86-90 Pretending to be wayfarers*
44-50 Pursuit by D20 on foot	91-95 On way to/from "Fence"*
51-65 D20 on foot/D10 mounted ahead & robbing or pursuing others	96-98 Messenger to brigand chief/fence/et.
	99-00 Messenger to member of adventure party

*Numbers variable. A brigand camp may be quite large and Game Master discretion should be exercised when giving the apparent character of the place and the men in it. They could appear "innocent" hunters, wayfarers, etc., or look guilty as sin.

NON-PLAYER CHARACTER THIEVES

Thieves tend to limit their operations to the towns, although they can be found accompanying parties of wayfarers. 85% belong to Guilds, 15% are "independents", the latter operating in

Intentions or Duty of Fighters Encountered:

51-55 Recruiting
 56-60 Looking for an enemy/thief/etc.
 61-65 Looking for personal enemy
 66-70 Going to/from some assigned duty
 71-75 Looking for entertainment
 76-80 Talking, wagering, etc.
 81-85 Going to visit friends/coming home
 86-87 Message for member of adventure party
 88-00 Camped/setting up camp/cooking meal, etc.

Intentions or Duty:

01-25 Patrolling/guarding/inspecting demesne
 26-30 Fighting some enemy
 31-45 Hunting
 46-60 Going to visit friends/coming home
 61-75 Escorting Lady/party under protection
 76-80 Looking for enemy
 81-85 Looking for Monster
 86-90 On quest
 91-95 Camped
 96-99 Looking for entertainment/talking/wagering/etc.
 00 Message for member of adventure party

small towns, villages, and the like where Guild organization is relatively non-existent.

Thief/Non-Fighter: experience level D20

Assassin/Fighter: experience level D20

Intentions of Thieves: roll D100

In town: 85% Guildsmen, 15% Independent
Country: 20% Guildsmen, 80% Independent*

Intentions of Assassins: roll D100

In town: 85% Guildsmen, 15% Independent
Country: 30% Guildsmen, 70% Independent*

*Independents in the countryside, small towns, villages, etc., tend to be affiliated with a band of brigands.

01-35 Attempt to cut purse/pick pocket
36-50 Intent on mugging, has Assassin thug(s) as partner, and follows you waiting for opportunity
51-65 Intent on burglary, 25% chance of following you home if you appear to be prosperous.
66-70 Con man looking to cheat victim
71-75 Gambling and looking for victim (clogged dice, etc., giving 2% advantage/experience level to the thief)
76-80 On Guild business
81-85 Looking for entertainment
86-90 Looking for a "job"
91-93 On way to/from "Fence"
94-96 Hiding/fleeing from crime
97-98 Hiding/running from Watch
99-00 Messages to member of party

01-25 Intent on mugging a member of the party
26-35 In the act of mugging someone else
36 Intent to assassinate a member of the party ("contract" let by unknown enemy)
37-40 In the act of assassinating someone else
41-45 Hiding/Fleeing scene of the crime
46-49 Hiding/Fleeing from the Watch
50-55 Pimping
56-60 Extorting "protection money" from a Tradesman
61-65 Extorting "protection money" from party
66-70 With Burglar going to/from a "job" or on lookout during a burglary
71-75 On Guild business
76-90 Looking for entertainment. May wish to gamble but "hates" losing.
91-00 Looking for a "job"

Thieves and Assassins are the masters of the "indirect approach" and rarely, if ever, advertise their identities or intentions. Many will assume the guise of "respectable" citizens or, indeed, appear to follow accepted trades in the community. Game Masters should orchestrate encounters accordingly. Females with exceptional beauty may attempt to use feminine wiles to gain their ends.

Beggars (roll D6 for experience) are Non-Fighters. They tend to seek handouts with a persistence that can be maddening at the best of times and utterly obnoxious at their worst. They also function as information gatherers for both the Thieves' Guild and the local authorities, for they see much in their line of work and make it a point to accost all strangers to obtain alms. When rebuffed, they tend to be insulting to the extreme.

NON-PLAYER CHARACTER CLERICS

Clerical types tend to be drawn from a wide variety of Church institutions and will be involved in a broad variety of pursuits.

Established Clergy are members of the formal Church hierarchy and have a 65% chance of being abroad on Church business and a 35% chance of being out on private business:

01-10	Seminary Student or Deacon	:	Experience level D6
16-25	Priest (no parish)	:	Experience level 4 + D6
26-35	Curate	:	Experience level 4 + D10
36-50	Chaplain (to Knight or Lord)	:	Experience level 6 + D10
50-65	Chaplain (to Bishop, Primate, etc.)	:	Experience level 6 + D20
66-90	Rector (Parish Priest)	:	Experience level 6 + D10
91-95	Dean	:	Experience level 8 + D10
96-98	Canon	:	Experience level 8 + D10
99	Archdeacon	:	Experience level 10 + D10
00	Bishop (10% chance Archbishop, 5% Primate):	:	Experience level 10 + D20

Church Business:

- 01-30 One of the following, as appropriate to the Cleric's rank:
 -buy/sell with town tradesman
 -buy/sell with Guildsman
 -visit/negotiate with nobleman
 -negotiate with local authorities
 -negotiate with Lord, Crown
 -Church Convocation or Conference
 -going to visit Church superior
 -inspection of Church domains
 -delivering message
- 31-40 Healing the sick in the community
 41-50 Soliciting alms for the poor
 51-60 Preaching sermon
 61-70 Seeking materials for Santification of sacred waters, scroll, etc.
 71-80 Dispensing alms to the poor
 81-90 Seeking out the ungoldly
 91-95 Seeking out a specified heretic or Enemy of God
 95-00 Any other mission allocated

Private Business:

- 01-25 Going on pilgrimage or quest
 26-30 Looking for religious books to buy
 31-35 Eating/drinking or seeking same
 36-40 Looking for entertainment
 41-50 Taking care of family or friends
 51-60 Going to the hunt, tourney, or to practice fighting skills.
 61-70 Going to seek a quiet place of meditation or meditating
 71-90 Protecting the poor from unjust oppression
 91-00 Any other activity that is suited to a Cleric. (Here, the Alignment plays a significant role, and the Cleric of high alignment may be getting into trouble or doing something frowned on by the Church)

When rolling Alignments for Clerics, re-roll scores over 10 for Bishops, Archdeacons, and Canons. No Cleric will have an Alignment over 16.

Monastic Clergy are members of a cloistered religious order and have a 90% chance of being abroad on Church business and a 10% chance of being about on private business:

- 01-10 D10 Novices + 1 Monk/Nun (of level 4 + D10) : Experience level D6
 11-20 D10 Lay Brothers + D6 Monks (of level 4 + D10): Experience level D6
 21-85 D10 Monks/Nuns : Experience level 4 + D10
 91-99 Chapter Official (Chaplain, Cellerer, Precentor Sacristan, Almoner, with 01-10% chance of Abbot or Abbess in party). D20 Monks/Nuns (above) : Experience level 8 + D10
 00 Official of Monastic Grand Order, with escort : Experience level 8 + D20

Church Business: as for Established Clergy

Private Business: as for Established Clergy

Friars are mendicant monks or may attend a small rural chapel. They are very much in the world and have only a 25% chance of being abroad on Church business and a 75% chance of being about on their own business:

- 01-75 Mendicant (vow of poverty) : Experience level 2D6
 76-95 "Fighting" Friar (Friar Tuck variety): Experience level 2D10
 96-00 Hermit (Alignment 1-2) : Experience level 8 + D20

Church Business: as for Established Clergy

Private Business: as for Established Clergy

Military Orders are Fighting Clerics and tend to be very efficient and fanatical warriors. They have a 1-50% chance of being on patrol (highly suspicious of infidels), 51-75% chance of being on Church Business, and a 76-00% chance of being on private business:

- 01-40 Sergeants/Men-at-Arms : Experience level 5 + D10
 41-90 Knight of the Order (plus attendant troops, if appropriate) : Experience level 5 + D20
 91-95 Chapter Officer (Knight Commander/House Master): Experience level 10 + 2D10
 96-99 Provincial Officer (Provincial Commander) : Experience level 12 + 2D10
 00 Officer of the Grand Order (Seneschal/Grand Master) : Experience level 15 + 2D10

A ranking official of a Military order will tend to have an escrot of lordly proportions.

Church Business: as for Established Clergy

Private Business: as for Established Clergy
or for Knights or Fighting men.

NON-PLAYER CHARACTER MAGICK USERS

Magick Users should not really be encountered randomly in a C & S campaign. They are typically few in number in any true fantasy novel or legend, and they should be rare in a game as well. Because of their Art, they rarely are in places as a matter of chance, and thus should be pre-determined NPCs who are encountered because they are in a certain place with a definite intention in mind. Such intentions might be:

Looking for entertainment/amusement.
Seeking needed materials for enchantments (if Evil, a 25% chance materials required are sacrifice or victim; if Neutral, a 10% chance).
Going to/from Secret Society meeting.
Going to/from or in place of meditation to contemplate or practice the Arts.
Going on quest to nearby/distant place.
Going to visit friends/coming home.
Going on pilgrimage.
Going on long journey.
On Guild business or other personal business.
Going to eat/drink somewhere.
Seeking personal enemy.
On errand/quest for Master.
Seeking member of adventure party/wishing to involve someone in party with his affairs.

Such a list is endless. In any event, the encounter should be seen as not being a matter of "chance" at all, for the Mage will be where he wants to be and will meet or avoid the party in accordance with his own plans and motives. All too often the senario seems to begin in the legends and the fantasy novels, "I've been waiting for you..."

The proficiency and magical equipment of the Mage is highly variable, but some guidelines are in order:

1. Chance of Focus: The probability of a Mage having a Focus is directly related to his MKL and his social status:

MKL 1-2: No Focus

MKL 3-8: Probability of Focus = MKL + %age given below:

Serf	= 1-15%	Guildsman	= 1-45%	Elf	= 1-70%
Yeoman	= 1-30%	Noble	= 1-45%	High Elf	= 1-90%
Townsmen	= 1-30%	Royalty	= 1-60%	Dwarf	= 1-50%

MKL 9+: Focus has been enchanted.

2. Chance of Magical Items: The probability of a Mage having magical potions, scrolls, etc., corresponding to Simple Magical Devices (C & S, p. 71) is equal to his MKL + %age given above for his social class. One check may be made for each MKL he possesses.
3. Chance of an Amulet of Protection = MKL + % given above for his social class.
4. Chance of Knowing a Spell: Refer to C & S, p. 66. This is, however, only a general guide, and Game Masters may rule that NPC Mages have acquired certain spells, particularly if they are within a specialization (Thaumaturgists, for instance, are masters of Illusions and will tend to have mastered those at or below their casting levels as a matter of course).
5. Devices of Power: When magical devices of great power are concerned, the rule of thumb should always be the level of the Mage and the appropriateness of having such a device under the circumstances of the encounter. Such devices should be rare, by their very nature.

NON-PLAYER CHARACTER ELVES & FORESTERS

All Elves are Magick Users. However, with the exception of the High Elves, who are obviously high-talent Mages, most Elves will not pose much of a problem when setting up chance encounters.

Use the chance of a focus to determine the probability of an Elvish bow. After MKL 9, an Elf will have his bow and a good supply of magical arrows. Encounter percentages would be highly variable, and much depends upon the nature of the area. In Elvish woods, any woodsman encountered would likely be an Elf. Outside such areas, the encounters would tend to be of the "planned" variety.

Foresters may be encountered perhaps more than any other type of character in a woodland. Some are simply plain humans keeping the game laws; others are Fighters and/or Magick Users as well.

Elvish Foresters : Experience level D20
 High Elves : Experience level D10 + D20
 Fighter/Foresters : Experience level D20
 Non-Fighter Foresters : Experience level D10
 Shaman/Dance Chant Foresters: Experience level D6 + D20

Most Foresters will tend to be ordinary men, not Magick Users. Fighter/Foresters will usually be on patrol, hunting, and the like. Their task is to keep the woodlands for their Lords and to prevent poaching. They also wage war on monsters and marauding beasts, and act as scouts against invaders. Non-Fighter Foresters are the serfs who have taken up poaching for a vocation or who assist in the great hunts of the nobility.

IN TOWNS & CITIES

A host of different personages can be encountered in urban environments. Indeed, within view of the characters might be seen as many as 20 or 30 different classes of people at one time. Thus the Game Master must exercise quite a bit of personal control over the action. Some people will be readily recognizable by their clothing, etc., and thus questions from the players about the nature of people around them could be met without die rolling; the Game Master will simply decide whether or not the type of person sought is present in the area. Other classes will be less recognizable. In any event, town encounters should be played by ear, to a degree. Of course, a well-developed town will have definite personality NPCs (as in Judges' Guild City State and Thunderhold), so some encounters will be "planned".

<u>Nature of Urban Encounter</u>	<u>Morn</u>	<u>Day</u>	<u>Evening</u>	<u>Night</u>	<u>Late Night</u>
No encounter	01-10	01-05	01-10	01-20	01-30
The Daytime Crowd: tradesmen, pedlars, pushcart men, entertainers, wagons & tradesmen, beggars, Town Officials, Officials of Royal Bureaucracy, pilgrims, messenger, physician, surgeon, University sage/scholar, Guildsmen (10% Guild Syndic), Thieves mingling with the crowd, pimp and/or courtesan, apprentices, runaway serf looking for job, Knights & Squires/Nobles & Ladies, children, commoners, gawking yeomen & serfs, Clerics, etc.	11-65	06-65	11-50	-	-
The Watch	66-75	66-75	51-60	21-35	31-50
Thieves (1-3 in day, 1-10 after dark)	76-80	76-80	61-67	36-50	51-70
Fighting Men	81-93	81-93	68-89	51-70	71-75
Procession (Civic/Church/Noble/Royal)	94	94	94	-	-
Smugglers	-	-	91	68-71	76-80
Illicit Lovers	-	-	-	72-75	81-83
Drunken party-goers (often rowdy)	-	-	-	76-89	84-90
Vermin (rats, feral pets, small animals)	95-00	95-00	92-00	90-00	90-00

Only in towns where there is some reason for a monster to be lurking about in the shadows, (rarely in daytime) should a monster encounter be envisaged. These can be arranged.

Game Masters should orchestrate the scenarios which develop. Not all of the encounters will be aimed directly at the adventure party. For example, an encounter with Thieves could be:

1. A man running with something clutched under his arm, and someone calling from behind, "Stop, Thief!" Players are obligated to answer the hue-and-cry.

2. A group of shadowy figures crouched over the fallen body of another.
3. A man struggling with an assailant and crying out for help.
4. Several figures lurking in a shadowed doorway. They may be observing a rich merchant on his way home after a drunken party at the Guild Hall.

The choices are manifold, and to limit the possibilities too much by making rigid prescriptions is unnecessary.

ON THE HIGHROAD

Traffic on the roads depends upon the nature of the roads and the surrounding countryside.

<u>Nature of Highway Encounter</u>	<u>Near Town</u>		<u>On Highroad</u>		<u>Rural Road/Near Fief</u>		
	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Morn</u>	<u>Afternoon</u>	<u>Night</u>
Serfs to/from town/market/fields	01-10	01-02	01-05	-	01-25	01-25	01-03
Yeomen to/from town/market/fields	11-20	03-05	06-15	01-03	26-35	26-35	04-05
Drovers with herds/flocks & dogs	21-25	06-08	16-22	04-05	36-45	36-45	06-07
Pedlars (ealhordan, tinker, etc.)	26-30	09	23-26	06-07	46-48	46-48	08
Tradesmen with wagons/carts & apprentices (butcher, baker, weaver, tailor, dyer, etc.)	31-40	10-11	27-35	08	49	49	-
Wandering Troubadours/Jongleurs/Players	41-45	12-13	36-40	09	50	50	09
Guildsmen with apprentices (10% chance of Guild Syndic on Guild business)	46-50	14	41-56	10	-	-	-
Banker/Moneylender/Goldsmith/Jeweler (usually with an escort)	51-53	15	46-67	11	-	-	-
Fighting Men (see NPCs. On the fief, it is usually a patrol)	54-65	16-19	48-65	12-16	51-69	51-69	10-12
Pilgrims (mixed types)	66-68	20	66-70	17-18	70	70	13
Beggars/unemployed/cripples/lepers	69-71	-	71	-	-	-	-
Thief/Brigands/Assassin/Courtesan	72-75	21-22	72-78	19-30	71	71	14-15
Animal Trainer/Ostler/Forester/Nobles with dogs & horses. 25% chance of a hunt in pursuit of a quarry	76-77	-	79	31-34	72-77	72-77	16-17
Road Repair crew	78-80	-	80-81	-	78	78	-
University Sage/Scholar/Physician/Chirurgeon/Apothecary	81-83	23	82	35	-	-	-
Messenger/Royal Official	84-85	24	83	36-37	79	79	18
Clerics (see NPCs)	86-90	25	84-89	38-42	80	80	-
Great Lord/Bishop/Prince/King & retinue	91-92	26	90-91	-	-	-	-
Runaway serf/apprentice/monastic	93-94	27-33	92-93	43-47	81-85	-	19-29
Student on Wanderjahr with his Master	95	34	94	48	86	81	30
Animals	96-00	35-95	95-99	49-90	87-98	82-97	31-90
Monsters	-	96-00	00	91-00	99-00	98-00	91-00

<u>Nature of Highway Encounter</u>	<u>Wilderland</u>		<u>Enchanted Forest</u>	
	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>
Serfs/Yeomen to/from town/market/fields	01-04	-	-	-
Drovers with herds/flocks & dogs	05-07	01	-	-
Pedlars	08-09	02	01-02	01
Merchant Caravan (under escort)	10-15	03	03	02
Fighting Men	16-20	04-05	04-05	03
Clerics	21-24	06	06	04
Brigands	25-40	07-25	07-08	05
Pilgrims	41-45	26-27	09	06
Runaway/Deserter/Fugitive	46-50	28-30	10	07
Messenger	51	-	11	-
Forester Patrol/Elvish Patrol	52-65	31-45	12-30	08-20

Hunters/Animal Trainers/Fishermen/
 Falconers
 Animals
 Monsters

66-75 46-49 31-33 21
 76-90 50-85 34-80 22-75
 91-00 86-00 81-00 76-00

It should be noted that a Highway Encounter in Wilderland and Enchanted Forest is subject to a general Wilderland Encounter check beforehand.

IN THE FIEFLANDS

The Fieflands tend to be well-inhabited and, during the day, it is difficult not to meet someone. At night, few tend to be abroad that one would like to meet.

<u>Nature of Encounter</u>	<u>Settled Countryside</u>				<u>Wilderland Fief</u>		
	<u>Morn</u>	<u>Day</u>	<u>Eve</u>	<u>Night</u>	<u>Morn</u>	<u>Day</u>	<u>Night</u>
Fief Inhabitants: in fields/woods	01-70	01-75	01-40	01-30	01-40	01-60	01-10
poachers yeoman farmers							
hunters friar/hermit/priest							
herdsmen lovers							
serfs Manor Patrol (25% in							
foresters day, 80% at night)							
servants Knight & Squire							
The Hunt Lord & family							
Strangers: usually on roads; those	71-75	76-80	41-50	31-40	41-45	61-65	11-20
off roads in woods, etc., probably							
are up to little good:							
Cleric Fighting Men							
refugee runaway							
fugitive lost travellers							
troubadour smugglers							
jongleur poachers							
players cattle thieves							
visitor spy							
pedlar							
Brigands:	76-77	81-82	51-55	41-45	46-50	66-75	21-40
Animals:	78-99	83-99	56-98	46-95	51-95	76-95	41-85
Monsters:	00	00	99-00	96-00	96-00	96-00	86-00

For encounters in the forest and woods, see "Encounters in Settled Forest Regions" in the next section.

CHANCE ENCOUNTERS IN FORESTS & WILDERLAND

Wilderness regions tend to be quite empty of human life and few encounters with people occur off the roads. There are different kinds of wilderness as well, and each has its own probabilities of chance encounters. To determine the probability of an encounter, consider the character of the region, then roll D100 to determine the % chance of an encounter. If an encounter occurs, roll D100 to determine its nature, and move on to the NPC/Animal/Monster Appearance Table appropriate to the situation.

<u>Nature of Encounter</u>	<u>ENCOUNTERS IN TRUE WILDERLAND SETTINGS: every 2 hours, day & night</u>											
	<u>On Highroad</u>				<u>Game Trail</u>				<u>In Clearing Pool/Stream</u>			
	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>
% Encounter	01-25	01-15	01-40	01-25	01-55	01-30	01-35	01-35	01-50	01-30	01-50	01-40
Traffic*	01-15	01-05	-	-	-	-	-	-	-	-	-	-
Woodsmen	16-25	06-07	01-15	01-02	01-20	01-10	01-20	01-10	01-05	-	01-05	-
Sm. Animal	26-80	08-60	16-50	03-35	21-50	11-35	21-50	11-40	06-70	01-40	06-50	01-35
Lge. Animal	81-95	61-80	51-85	36-80	51-90	36-75	51-90	41-75	71-80	41-60	51-75	36-55

Unusual An.	96-99	81-90	86-95	81-90	91-95	76-88	91-99	76-90	81-90	61-80	76-90	56-75
Monster	00	91-00	96-00	91-00	96-00	89-00	00	91-00	91-00	81-00	91-00	76-00

Nature of Encounter	ENCOUNTERS IN "SETTLED" FOREST REGIONS: every 2 hours, day & night											
	On Highroad			Game Trail			In Clearing Pool/Stream			Off Trails		In Swamps
	<u>Day</u>	<u>Night</u>		<u>Day</u>	<u>Night</u>		<u>Day</u>	<u>Night</u>		<u>Day</u>	<u>Night</u>	
% Encounter	1-45	01-20	01-40	01-25	01-50	01-25	01-30	01-35	01-40	01-30	01-50	01-40
Traffic*	01-40	01-10	-	-	-	-	-	-	-	-	-	-
Woodsmen	41-50	11-15	01-20	01-04	01-20	01-10	01-20	01-10	01-04	01-02	01-10	01-02
Sm. Animal	51-90	16-70	21-55	05-40	21-50	11-45	21-60	11-50	06-70	03-40	11-60	03-45
Lge. Animal	91-97	71-90	56-90	41-85	51-95	46-80	61-95	51-85	71-90	41-80	61-85	46-75
Unusual An.	98-00	91-98	91-98	86-95	96-99	81-92	96-99	86-95	91-97	81-90	86-95	76-90
Monster	-	99-00	99-00	96-00	00	93-00	00	96-00	98-00	91-00	96-00	91-00

Nature of Encounter	ENCOUNTERS IN ENCHANTED FOREST REGIONS: every hour, day & night											
	On Highroad			Game Trail			In Clearing Pool/Stream			Off Trails		In Swamps
	<u>Day</u>	<u>Night</u>		<u>Day</u>	<u>Night</u>		<u>Day</u>	<u>Night</u>		<u>Day</u>	<u>Night</u>	
% Encounter	01-25	01-25	01-45	01-30	01-60	01-35	01-45	01-35	01-55	01-40	01-60	01-50
Traffic*	01-05	-	-	-	-	-	-	-	-	-	-	-
Woodsmen	06-10	01	01-05	01	01-05	01	01-05	-	01	-	01-03	-
Elves, etc.*	11-20	02-05	06-15	02-03	06-15	02-10	06-15	01	02-10	01	04-06	-
Sm. Animal	21-60	06-50	16-45	04-35	16-45	11-30	16-40	02-35	11-50	02-40	07-50	01-30
Lge. Animal	61-80	51-70	46-85	36-70	46-85	31-60	41-80	36-70	51-70	41-60	51-75	31-50
Unusual An.	81-95	71-85	86-95	71-80	86-95	61-75	81-90	71-83	71-85	61-75	76-90	51-65
Monster	96-00	86-00	96-00	81-00	96-00	76-00	91-00	84-00	86-00	76-00	91-00	66-00

*Traffic as given for "The Highway".

*Elves, etc., refers to the fact that Enchanted Forests usually "belong" to someone, and unusual or magical things are happening in them. In Elvish Forests, most Woodsmen are Elves. In Entish Forests, Woodsmen or Elves could be Ents, at the Game Master's discretion. In other Enchanted Forests, Woodsmen, Elves, etc., could be patrolling Foresters, Men-at-Arms, and the like.

Encounters do not have to be face to face. In many instances, players will merely hear the song or cry of a bird or animal or see its tracks. In the case of the latter, the Game Master may rule on their freshness or age. In some instances, the animals, etc., could be in places of concealment and watching the party. Such matters could be made subject to random determinations, but it perhaps restricts the Game Master too much. The following behaviors are therefore given as suggestions of possible actions:

Birds

Flying overhead
Singing in tree/bush/on rock
Sitting in tree overhead
Swimming (water fowl)
Nesting
Silently watching party
Feeding
Making kill (if predatory)
Bird messenger

Animals

Hungry and looking for food
Grazing/eating kill
Stalking prey nearby (if predatory)
Stalking party (if predatory and large or in packs)
Thirsty and looking for water/drinking
Urinating/defecating
Mating/rutting (if springtime)
Sleeping/sleepy and unalert
With young
In open/under cover
Animal Messenger
Marking territory/defending territory against trespass
Fleeing/hiding from predator or hunters nearby

Unusual animals and Legendary Beasts tend to behave in a manner consistent with the above. In the case of Great Eagles, Griffins, and the like, who inhabit the High Places and come to Earth only to make a kill, the options are more limited.

Monsters

Monsters have a vast number of motivations. Unintelligent and semi-intelligent monsters tend to behave like animals, for the most part. Intelligent monsters behave with the same cunning⁴ and attention to planning that characterizes any party of men. Goblins, Trolls, and their kind will tend to have such intentions as robbery, robbery and killing, taking captives for ransom, etc., but it can be possible that they are cold, lost, hungry and afraid in some circumstances. Game Masters should avoid the "Killer Instinct" and play the situation with some imagination. Rarely are all monsters hostile at all times.

Goblins, Trolls, Giants:

Camping/preparing meal/eating & drinking
 Setting ambush for party
 Setting ambush for others
 Ambushing other party
 Robbery intended
 Robbery & slaying intended
 Capture for ransom intended
 Lost and Seeking aid
 Returning from raid with loot/prisoners
 Seeking enemy
 Hunting game/dressing carcass/fishing
 Patrolling area for "The Boss"
 Bandaging wounds after losing battle
 Collecting toll
 Escorting someone
 Looking for work with a generous Chaotic
 Riddle game desired (Giants, Goblins)
 Terrorizing villagers/cattle "lifting"
 Torturing prisoners
 Requesting information, directions
 Giving information, directions
 Lying outrageously

Building fort/bridge/cave complex
 Preparing for war/planning raid
 Meeting with mysterious strangers
 Gambling/offer to gamble with party
 Quarrel in progress
 Dividing loot (often quarrel in progress)
 Pillaging ambush caravan/looting bodies
 Having "fun" skinning Dwarves/Hobbits/Elves
 Preparing gallows/stake and faggots/etc.
 Using gallows/stake and faggots, etc.
 Cutting down trees (bad in Elvish and Entish forests)
 Causing a fair damsel distress
 Aiding friends
 Coming to aid of friend in party
 Recognizing member of party from former expedition (friend/foe)
 Evening old scores and accounts
 Settling leadership of their band
 Intending to buy/sell/trade goods, loot or prisoners
 etc., etc., etc.

From the foregoing, it becomes apparent that more than just another bout of killing may be in the offing. Intelligent monsters behave in much the same manner as people do, only they tend to express their desires in actions perhaps a trifle more "crude" and "vulgar" than in human society.

Goblin races and Gnolls may be given favorite weapon bonuses (C&S, p.7) for weapon skill. Only one weapon should be singled out. Kobolds and Goblins would receive non-fighter bonuses, while Orcs, Uruk Hai, Hobgoblins, Bugbears, and Gnolls have fighter bonuses. Goblin race ranks of King, Orc-Lord, and Uruk Hai Warlord are able to use any Chivalric foot weapon. All Goblin race officers are equivalent to Sergeants and may use the "Chivalric" scimitar or any battle axe in the Chivalric combat table (C&S, p.57). All regular troops use Infantry weapons (C&S, p.57) or the Goblinoid scimitar:

Goblinoid Scimitar (infantry weapon) 100 SP/7 Dr. wt. 3 blows/2 WDF Length: 3

0	1	2	3	4	5	6	7	8	9	10
50	45	40	35	30	20	15	10	05	00	-5
30	25	20	15	10	05	00	05	05	05	05

Goblinoid weapons may be obtained from Goblins or from a veteran of a battle with Goblins who have carried off a souvenir.

Exceptional Monsters:

The C & S monster/animal characteristics are capable of some modification to permit the development of exceptionally dangerous adversaries. As a rule of thumb, such creatures could have their body/fatigue levels increased by up to 25%, their hit bonuses by 25% (eg., if hit bonus was +2=, 125% = +25%), and similarly their dodge and parry bonuses could be improved. Such

creatures would appear quite "normal" until engaged in a fight.

Water Trolls:

Water Trolls are noted for their high intelligence and skill in many of the legends. One feature is their ability to use weapons with particular skill, although they also fall back on fang and claw. Give Water Trolls full weapon skill bonuses as for Fighters for 3 weapons, such weapons being of any class (C & S, p.57).

Giants:

Giants are really crummy fighters, so give them non-fighter weapon skill bonuses for infantry weapons and non-fighter weapons. One weapon may be selected.

SMALL ANIMAL ENCOUNTERS

Depending upon the type, location, time of day, season, etc., from 1-20 small animals may be encountered. Some will be solitary, others in groups, depending upon their natures. Game Masters should use discretion when determining numbers and behavior of encountered animals rather than depending upon random dice.

<u>Animals Encountered</u>	<u>On Highroad</u>		<u>Game Trail</u>		<u>In Clearing</u>		<u>Pool/Stream</u>		<u>Off Trails</u>		<u>In Swamps</u>	
	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>
Badger	-	01	01-02	01-04	01-02	01-04	01	01	01-02	01-04	-	-
Bats	-	02	-	05-06	-	05-07	-	02	-	05-06	-	-
Crows	01-02	-	03	-	03-04	-	02	-	02	-	-	-
Cuckoos	02	-	04	-	06	-	03-04	-	03-04	-	-	-
Ducks	-	-	-	-	-	-	04-10	-	-	-	01-09	-
Doves	03	-	04	-	07	-	11-13	-	05	-	-	-
Eagle	-	-	05	-	08	-	14	-	06-08	-	-	-
Feral Cat	04	03-04	06	07-09	09-10	08-12	15-16	03-09	09-10	07-12	10-11	02-10
Feral Dogs	05-08	05	07-09	10	11-12	13	17	10	11-13	13-14	-	-
Fox	09	06	10-12	11-13	13-14	14-15	18	11-12	14-17	15-19	-	-
Frog/Toad	-	-	-	-	-	-	19-24	13-22	-	-	12-20	10-25
Geese	-	-	-	-	-	-	25-31	-	-	-	21-2	-
Grouse	10	-	13	-	15-20	-	32	-	18-19	-	-	-
Hawk	11	-	14	-	21-24	-	33-34	-	20-24	-	28-30	-
Hare/Rabbit	12-15	07-11	15-24	14-20	25-40	16-30	35-39	23-29	25-34	20-29	31-33	26-28
Hedgehog	16	12-13	25	21-23	41	31-33	40	30	35	30	-	-
Larks	17-21	-	26-29	-	42-27	-	41-44	-	36-37	-	-	-
Lizards	22-23	14-17	30-31	24-28	48-50	34-39	45-50	30-39	38-39	31-33	34-40	29-45
Nightingale	-	18-20	-	29-30	-	40-41	-	40-44	-	34-39	-	-
Owl	-	21-24	-	31-33	-	42-46	-	45-50	-	40-44	-	46-49
Otters	-	-	-	-	-	-	51-60	51-55	-	-	41-45	50-55
Pheasants	24	-	32-33	-	51-60	-	61	-	40-41	-	-	-
Pigeons	25-27	-	34-35	-	61-64	-	62	-	42-43	-	-	-
Quail	28-29	-	36-39	-	65-70	-	63	-	44-47	-	-	-
Raven	30	-	4-	-	71	-	64	-	48	-	-	-
Sm.Rodents	31-50	25-50	41-55	34-50	72-81	47-70	65-70	55-64	49-60	45-60	45-60	55-65
Skunk	51-55	51-60	56-60	51-57	82	71-73	71-72	65-66	61-62	61-62	61-62	66-67
Snipe	-	-	-	-	-	-	73-78	-	-	-	63-68	-
Sparrows	56-75	-	61-69	-	83-88	-	79-82	-	63-67	-	69-70	-
Swallows	76-77	-	69-70	-	89-90	-	83-84	-	68	-	-	-
Swans	-	-	-	-	-	-	85-86	-	-	-	71-72	-
Thrushes	78-82	-	71-74	-	91-95	-	87	-	69-74	-	-	-
Tortoises	83	-	75-76	-	96	-	88	-	75-76	-	-	-
Turtles	-	-	-	-	-	-	89-91	67-71	-	-	73-77	68-72
Sm.Vipers	84-87	61-66	77-80	58-65	97	74-75	92	72-73	77-78	63-65	78-84	73-79
Lge.Vipers	88-89	67-70	81-82	66-69	98	76-77	93	74	79	66-67	85-88	80-84
Weasels	90	71-72	83	70-71	-	78-80	94	75	80	68	-	-
Roll 1-3	91-00	74-00	84-00	72-00	99-00	81-00	95-00	76-00	81-00	69-00	89-00	85-00

LARGE ANIMAL ENCOUNTERS

Large animals may be encountered in the flesh, or else their sounds or tracks may be detected and a bout of trailing may be necessary before the beast is confronted. In the case of tracks, only a Forester character will have any certainty of recognizing the spoor of the beast or of following it for any distance. Most characters will be "babes in the woods" and would be able to tell little from tracks. The same is true of sounds made by beasts.

Tracks may be fresh or of several days' age, the Game Master making such decisions. On Game Trails, as many as 1-10 different tracks may be found, requiring the expert judgment of a Forester to make any sense of them.

Depending upon the type, location, etc., from 1-20 large animals may be encountered. As in the case of small animals, Game Masters should use discretion and common sense when determining their numbers and behavior.

Animals Encountered	On Highroad		On Game Trail		In Clearing		Pool/Stream		Off Trails		In Swamps	
	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night
Brown Bears	01-05	01-15	01-15	01-15	01-20	01-20	01-20	01-10	01-15	01-10	01-10	01-05
Bears/Young	06-09	16-20	16-20	16-17	21-30	21-22	21-30	11-12	16-20	21	11-14	06-07
Boars	10-25	21-35	21-30	18-30	31-39	31-34	31-34	13-14	21-35	22-30	15-25	08-09
Hinds	26-35	36-38	31-40	31-33	40-50	35-40	35043	15016	36-40	31-32	26-32	10-11
Hinds/Young	36-42	39	41-50	34-35	51-60	41-42	44-50	17	41-44	33-34	33-38	12
Great Stag	37	-	51-53	36	61-62	43	51-53	18	45-50	35-36	39	13
Stags	38-39	40	54-60	37-39	63-70	44-46	54-59	19-20	51-60	37-40	40-41	14
Wild Cattle with bulls	40-50	41	61-65	39	71-76	47-78	60-63	20	61-63	41	-	-
Wild Pigs	51-59	42-45	66-70	40-41	77-79	49	64-65	21-22	64-65	42	42-45	15-16
Grey Wolves	60-70	43-59	71-75	42-55	80-89	50-60	66-75	23-35	66-75	43-55	-	-
Roll Tracks	71-80	60-65	76-90	56-60	90-95	61-65	76-95	36-40	76-90	56-60	46-55	-
Roll Sounds	81-98	66-95	91-95	61-90	96-97	66-85	96-98	41-80	91-95	61-80	56-70	16-60
Unusual An.	99-00	96-99	96-98	91-96	98-99	86-96	99	81-90	96-98	81-90	71-90	61-85
Legendary An.	-	00	99-00	97-00	00	97-00	00	91-00	99-00	91-00	91-00	85-00

UNUSUAL ANIMAL ENCOUNTERS

Unusual animals are those rarely encountered or else those which are not normally encountered in a particular environment.

Animals Encountered	On Highroad		On Game Trail		In Clearing		Pool/Stream		Off Trails		In Swamps	
	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night
Constrictor	01	01-02	01-03	01-03	-	-	01-05	01-05	01-04	01-04	01-08	01-10
Lge. Constr.	02	03-04	04-06	04-06	-	-	06-10	06-1-	05-07	05-07	09-16	11-20
Crocodiles	-	-	-	-	-	-	11-20	11-25	-	-	17-35	21-35
Dire Wolf	03-10	05-15	07-16	06-18	01-15	01-15	21-30	26-35	08-20	08-20	36-45	36-45
Grizzly	11-20	16-24	17-29	19-29	16-25	16-30	30-45	36-50	21-30	21-30	46-50	46-47
Polar Bear	21	25	30	40	36	31	46	51	31	31	-	-
Leopard	22-25	26-30	31-38	31-40	27-34	32-40	47-55	52-61	32-41	32-45	51-60	47-56
Lion	26-30	31-32	39-40	41-42	35-40	41-43	56	62	42	46	-	-
Tiger	31-35	32-37	41-47	43-55	41-45	44-48	57-66	63-72	43-55	47-62	61-65	57-62
Wargs	36-50	38-50	48-60	56-75	46-60	49-55	67-72	64-68	56-69	63-75	-	-
Wolverine	51-55	51-55	61-65	76-80	61-65	56-60	72-75	69-74	70-74	-	-	-
Roll Tracks	56-75	56-65	66-80	81-85	66-80	61-65	76-83	75-80	75-85	76-80	66-70	-
Roll Sounds	76-95	66-85	81-90	86-90	81-90	66-85	83-92	81-85	86-90	81-85	71-85	63-80
Legendary An.	96-00	86-00	91-00	91-00	91-00	86-00	93-00	86-00	91-00	86-00	86-00	80-00

LEGENDARY ANIMALS

Legendary animals divide into three categories. Depending upon the appropriateness of their appearance, one, two, or all three categories might be drawn upon in a chance encounter situation. If a randomized approach is being used, the following probabilities apply:

Creature Encountered	On Highroad		On Game Trail		In Clearing		Pool/Stream		Off Trails		In Swamps	
	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night
Giant Animal	01-85	01-70	01-85	01-60	01-90	01-65	01-90	01-55	01-75	01-50	01-65	01-45
Lycanthropes	86-90	71-85	86-90	61-85	91-95	66-85	91-95	01-80	76-85	51-80	66-80	46-65
Legendary An.	91-00	86-00	91-00	86-00	96-00	86-00	96-00	81-00	86-00	81-00	81-00	66-00

Creature Encountered	On Highroad		On Game Trail		In Clearing		Pool/Stream		Off Trails		In Swamps	
	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night
Giant Ants	01-02	01	01-04	01	01-05	01	01-02	01	01-07	01	01-06	01
G.Centipede	03	02	05-06	02	06-07	02	03	02	08-09	02	07-09	02
Giant Crabs	-	-	-	-	-	-	-	-	-	-	10-15	03-12
Great Eagle	04	-	07-08	-	08-10	-	04	-	10-12	0	16	-
Killer Frogs	-	-	-	-	-	-	-	-	-	-	17-26	13-25
G.Mosquitoes	05	06-09	09	03-07	11	03-09	05-08	03-12	13-17	03-12	27-36	26-35
G.Porcupine	06	10-11	10-11	08-10	12	10-13	09	13-14	18-21	13-17	-	-
Giant Ram	07-08	0	12-15	-	13-17	14	10-11	-	22-26	-	-	-
Giant Rats	09-10	12-14	16-18	11-16	18-20	15-18	12	15-16	27-30	18-22	37-42	36-42
Scorpions	11	-	19	-	21-22	-	13	-	31-33	-	43	-
Giant Skunk	12-16	15-20	20-24	17-22	23-24	19-21	14-15	17-19	34-36	23-27	44-45	43-45
Giant Snake	17-18	21-23	25-27	23-26	25	22	16-19	20-25	37-40	28-34	46-50	46-50
Giant Spider	19	24	28-30	27-29	26	23	20-23	26-69	41-43	35-39	51-55	51-57
War Elephant	20	-	30	-	27-28	24	24-25	-	44-46	40	-	-
Giant Wasps	21	-	31-32	-	29-31	-	26-28	-	47-48	-	56-59	-
Giant Weasel	22-23	25-29	33-33	30-34	32-33	25-27	29-30	30-31	49-50	41-43	-	-
G.Wolverine	24-29	30-35	37-41	35-39	34-38	28-32	31-32	32-33	51-55	44-48	-	-
Roll Tracks	30-40	36-40	42-51	40-44	39-44	33-37	33-41	33-37	56-60	49-53	60-64	-
Roll Sounds	41-45	41-50	52-56	45-59	45-49	38-45	42-50	38-50	61-65	54-60	65-70	58-60
Roll Lge.An.	46-90	51-85	57-80	50-75	50-75	46-70	51-75	51-70	66-75	61-70	71-75	61-65
Roll Un.An.	91-95	86-90	81-93	76-88	76-85	71-85	76-85	71-80	76-80	71-80	76-80	66-70
Roll Lycan.	96	91-95	94-95	89-90	86-87	86-91	86-87	81-88	81-83	81-90	81-85	71-80
Roll Leg.An.	97-00	96-00	96-00	91-00	88-00	92-00	88-00	89-00	84-00	91-00	86-00	81-00

Lycanthropes Encountered	On Highroad		On Game Trail		In Clearing		Pool/Stream		Off Trails		In Swamps	
	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night
Werebear	01-05	01-10	01-10	01-10	01-15	01-15	01-20	01-10	01-10	01-10	01-05	01-05
Wereboars	06-10	11-15	11-25	11-15	16-22	16-19	21-25	11-13	11-25	11-15	06-10	06-08
Werelions	11-15	16-17	26-35	16-18	23-32	20-24	26-30	14-15	26-30	16	-	-
Weretigers	16-20	18-30	36-40	19-35	33-37	25-38	31-40	16-30	31-40	17-29	11-20	09-20
Werewolves	21-30	31-40	41-50	36-50	38-47	39-50	41-45	31-35	41-50	30-35	-	-
Lizardmen	31-35	41-42	51-55	51-54	48-59	51-53	46-50	36-37	51-52	36	21-35	21-30
Ratmen	36-45	43-50	56-60	55-60	60-65	54-63	51-60	38-47	53-55	37	36-45	31-45
Roll Tracks	46-70	51-55	61-80	61-65	66-75	64-68	61-80	48-53	56-70	38-45	46-50	-
Roll Sounds	71-90	56-85	81-90	66-85	76-85	69-80	81-85	55-80	71-80	46-70	51-80	46-80
Roll Leg.An.	91-00	86-00	91-00	86-00	86-00	81-00	86-00	81-00	81-00	71-00	81-00	81-00

Legendary Animals Encountered	On Highroad		On Game Trail		In Clearing		Pool/Stream		Off Trails		In Swamps	
	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night
Dragons	01-02	01-02	01-02	01	01-03	01	01	-	01-03	01	-	-
Blatant Beast	03-04	03-04	03-04	02-04	04-05	02-03	02	01	04-05	02	-	-
Centaurus	05-07	-	05-09	-	05-10	04-06	03-04	-	06-07	-	-	-
Chimera	08	05	10	05	11	07	05	02	08-10	03	-	-
Gorgon	-	-	-	-	-	-	06-07	03	11-13	04	01-03	01-02
Griffin	09	-	11-12	-	12-14	-	08	-	14-18	05	-	-
Harpies	10-12	-	13	-	-	-	09	-	19-20	-	04-06	03
Hippogriff	13	-	14-15	-	15-19	08	10	-	21-24	-	-	-
Hydra	14	06-07	15-17	06-09	20-23	09-11	11-13	04-07	25-29	06-09	05-10	04-10
Manticore	15-24	08-10	18-21	10-11	24-29	12-13	14	-	30-35	10-11	-	-

Legendary Animals Encountered, cont.

Pegasus	-	-	-	-	-	-	15	-	36	-	-	-
Roc	25	-	22-23	-	30-32	-	16	-	37-39	-	11-13	-
Unicorn	-	-	-	-	-	-	-	04	-	-	-	-
Will o' Wisp	-	-	-	-	-	-	-	-	-	-	-	11-15
Wyvern	25	11	24	12	33	14	17	-	40-45	12	-	-
Questing Beast*	26-29	12-13	25-30	13-14	34-40	15-16	18-23	05-07	46-50	13-15	14-18	16-17
Roll Tracks	30-45	14-20	31-50	15-19	41-55	17-21	24-30	08-12	16-20	19-24	18-19	
Roll Sounds	46-60	21-50	51-60	21-40	56-60	22-50	31-50	13-40	61-65	21-40	25-50	20-50
Roll Lge.An.	61-80	51-75	61-85	41-70	61-85	51-80	51-70	41-75	66-75	41-70	51-70	51-65
Roll Un.An.	81-95	76-85	86-95	71-80	86-95	81-90	71-85	76-85	76-85	71-80	71-80	66-75
Roll Monster	96-00	86-00	96-00	81-00	96-00	91-00	86-00	86-00	86-00	81-00	81-00	76-00

*Questing Beast Tracks only!

MONSTER ENCOUNTERS

A wide variety and number of monsters can be encountered in a wilderland setting. For the intelligent races, check purpose as for Goblins, Trolls, or Giants. Undead attempt to terrify or slay their victims, or may attempt to enthrall them for some mysterious purpose of their own. If the monsters appear in an inappropriate setting, reroll on the general encounter chart to see what made a noise, etc.

Monster Encountered	On Highroad		On Game Trail		In Clearing		Pool/Stream		Off Trails		In Swamps	
	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night
Kobolds	-	01-05	-	01-05	-	01-05	-	01-05	-	01-05	-	-
Goblins	-	06-10	-	06-10	-	06-10	-	06-10	-	06-10	-	-
Hobgoblins	-	11-15	-	11-15	-	11-15	-	11-15	-	11-15	-	-
Bugbears	-	16-17	-	16-17	-	16-17	-	16	-	16-19	-	-
Orcs	-	18-27	-	18-27	-	18-29	-	17-22	-	20-27	-	-
Uruk Hai	01-09	28-40	01-05	28-40	01-05	30-40	01-03	23-26	01-05	28-34	01	01-04
Gnolls	-	41-45	-	41-45	-	41-45	-	27-30	-	35-38	-	-
Ogres	-	46-52	-	46-50	-	46-50	-	31-33	-	39-40	-	05-15
Trolls*	-	53-60	-	51-57	-	51-60	-	34-50	06-10	41-55	02-05	16-30
Giant*	01-15	61	01-10	58	01-10	61-64	01-10	51-53	11-20	56-58	-	31-33
Ghost	-	62-63	-	59	-	65	-	54	-	59	06-10	34-40
Skeleton I	16-18	64-66	11-12	60-63	11-12	66-68	11	55-56	21	60	11-14	41-45
Skeleton II	19-20	67-68	13	64-65	13	69	12	57-58	22	61	15-18	46-50
Zombie I	21-23	69-71	14-15	66-68	14-15	70-72	13	59-60	23	62	19-21	51-55
Zombie II	24-25	72-73	16	69-70	16	73	14	61-62	24	63	21-25	56-60
Ghouls	-	74-77	-	71-73	-	74-75	-	63-67	-	64-65	-	61-63
Death	-	78	-	74	-	76	-	68	-	66-69	-	64-66
Wight	-	79	-	75	-	77	-	69	-	70-75	-	67-68
Vampire	-	80-84	-	76-77	-	78	-	70-71	0	76-77	-	69-70
Wraith	-	85	-	78	-	79	-	72	-	78	-	71-72
Roll Tracks/ Sounds	26-75	86-95	17-40	79-90	17-50	80-90	15-50	73-85	25-50	79-85	26-50	73-80
Lge. Animal	76-00	96-00	41-00	91-00	51-00	91-00	51-00	86-00	51-00	86-00	51-00	81-00

*Trolls include Cave, Mountain, Wood, and Water varieties. The type encountered depends to a large degree upon the terrain. Wood Trolls would tend to abound in heavily forested areas, with Water Trolls in areas with pools, streams, or swamps. Cave and Mountain Trolls would be found only in hilly or mountainous regions. Similarly, Giants may be of the Hill, Cave, Cyclopes, or Cloud varieties. Hill and Cave Giants are found in appropriate terrain, while Cloud Giants tend to be great wanderers and go far afield from their towering homes. The Cyclopes tend to be found on islands, tending sheep and goats and inviting wayfarers to dinner.

A number of "watchdog" monsters like the Basilisk, Cockatrice, Gargoyle, Minotaur, etc., are not included because they are not wanderers. Such beasts tend to remain in the same place as

guards and properly are encountered in that role. Similarly, certain highly unusual animals (Apes, for example) and birds (Ibis, Peacock) are encountered too rarely to be worthy of special encounters.

Weather

MONTH	WIND					TEMPERATURE				
	NONE	LIGHT	BRISK	BLUSTERY	GALE	COLD	CHILLY	FINE	WARM	HOT
JAN.	01-60	61-80	81-90	91+	-	01-80	81+	-	-	-
FEB.	01-50	51-70	71-85	86+	-	01-60	61+	-	-	-
MARCH	01-40	41-60	61-75	76-95	96+	01-30	31-70	71+	-	-
APRIL	01-60	61-85	86-95	96+	-	-	01-50	51-90	91+	-
MAY	01-70	71-90	91+	-	-	-	01-10	11-70	71+	-
JUNE	01-80	81-90	91+	-	-	-	-	01-20	21-80	81+
JULY	01-80	81+	-	-	-	-	-	-	01-60	61+
AUG.	01-80	81+	-	-	-	-	-	01-20	21-80	81+
SEPT.	01-60	61-80	81-95	96+	-	-	01-10	11-70	71+	-
OCT.	01-40	41-65	66-85	86-95	96+	-	01-60	61+	-	-
NOV.	01-40	41-60	61-80	81-90	91+	01-30	31-90	91+	-	-
DEC.	01-60	61-80	81-90	91-95	96+	01-70	71+	-	-	-

MONTH	PRECIPITATION					MONTH	PRECIPITATION				
	ANY	SPRINKLE	SHOWER	HEAVY	STEADY		ANY	SPRINKLE	SHOWER	HEAVY	STEADY
JAN.	30%	01-40	41-70	71-80	81+	JULY	05%	01-80	81-95	96+	-
FEB.	25%	01-50	51-80	81-95	96+	AUG.	05%	01-80	81-95	96+	-
MARCH	20%	01-60	61-80	81+	-	SEPT.	15%	01-60	61-80	81-90	91+
APRIL	35%	01-40	41-70	71-90	91+	OCT.	25%	01-50	51-80	81-90	91+
MAY	25%	01-50	51-80	81+	-	NOV.	25%	01-40	41-70	71-85	86+
JUNE	15%	01-60	61-90	91+	-	DEC.	30%	01-40	41-70	71-80	81+

For precipitation, roll first under the "ANY" column for the month. If the roll is less than or equal to the listed percentage, roll again for the type of precipitation.

For Temperature and Wind, roll percentile dice and find the column for the proper month to cross reference the die roll for a result.

EFFECTS OF COMBINATIONS:

COLD + ANY PRECIPITATION = SNOW

Precipitation Type	Amount of Snow
SPRINKLE	LIGHT DUSTING
SHOWER	FROM 1/10" to 1"
HEAVY	1-2 INCHES
STEADY	2 D6 INCHES

SNOW accumulates during COLD weather and melts at a rate of 1" per day of CHILLY weather, 4" per day of FAIR weather, and all snow on the ground on a WARM or HOT day will melt.

SNOW that is 12"-24" deep reduces foot movement by one half; deeper snow reduces foot movement to one quarter normal and horse movement to one half normal. Snow less than 12" deep (but more than 3" deep) reduces foot movement by one quarter.

If TEMPERATURE is HOT or WARM, all SHOWERS and HEAVY precipitation are accompanied by thunder and lightning. Any precipitation reduces HOT temperatures to WARM and WARM to FAIR for the duration of the rain.

If the WIND is BRISK, BLUSTERY, or GALE, reduce TEMPERATURES by one category. This does not allow reduction into unusual categories (no percentage chance for the month) like COLD in May.

If yesterday's temperature was COLD, subtract 10 from today's temperature die roll.

If yesterday's temperature was HOT, add 10 to today's temperature die roll.

If the wind was BLUSTERY or GALE yesterday, add 20 to today's wind die roll.

If there was any PRECIPITATION other than SPRINKLE yesterday, subtract 25 when rolling for possible rain today. This may make rain impossible in some months.

PRECIPITATION TYPES

STEADY RAIN: Travel is one quarter of normal; off-road travel has a five sixths (roll six sided die) chance of becoming lost; roll once each hour for colds; chance of becoming surprised is increased by 30%; Bash percentages are doubled due to slippery footing; everything is soaked and nothing will burn unless it has been specially protected; meals cooked in the field are bad on 1-50%, neutral otherwise.

Duration is 24 hours, with a die roll at the end of the period; if the die roll is 1-2 on a six-sided die, the next day's weather is also steady rain.

SNOW: Results are the same as rain except that things do not get as wet. Fires can be started and food is cooked normally.

HEAVY: Same effects as for Steady Rain (and snow); wind increases by one category for the duration of the storm, which is 1 + 1 D6 hours (2-7 hours). Next day's weather is rolled normally.

SHOWER: Effects as for HEAVY for the duration of the storm, which is 10 x 2 D6 minutes (20-120 minutes). If the duration is less than seventy minutes, the party can stay reasonably dry under dense trees or similar cover.

SPRINKLE: Duration is 5 x 1 D6 (5-30) minutes. Parties can stay dry under trees. Chance of being surprised is plus 10% (not +30% as for heavier rains). Travel speed is not affected unless the party spends time under trees to keep dry. Roll for colds.

TEMPERATURE CATEGORIES

COLD (-5°C and below): Cold weather clothing must be worn at all times; failure to do so invites FROSTBITE on all exposed body parts. Cold weather gear reduces all combat bonuses by one half. Such cold weather gear must also be dry or it affords no protection.

Chance of FROSTBITE is (35 - Constitution)% per hour. If the temperature is rolled as COLD and there is also a BRISK, BLUSTERY or GALE wind, the chance of FROSTBITE is (50 - Constitution)%. FROSTBITE is insidious; thus the gamemaster should NOT tell the player he is becoming Frostbitten unless he rolls less than or equal to the character's Intelligence on a twenty sided die. If Frostbite is untreated for four hours, it becomes gangrenous.

SHOCK as a result of wounds is twice as likely to occur. If a person exposed to such COLD weather stops moving for any reason, he will freeze to death in Constitution/4 hours.

Warmth may be obtained by fire, tents, or makeshift shelters (which take three hours to construct.)

CHILLY -5 - +5C: Shock is 1½ times as likely to occur as a result of wounds; non-activity results in death in 2 x Constitution hours. Proper clothing reduces all combat bonuses by one quarter.

FAIR +5 - +20C: Good weather. No modifications to anything.

WARM +20 - +30C: Good weather, but tiring for hikes. Overland distance travelled is reduced by ¼.

HOT +30C and over: Overland travel is reduced by one third; characters with Constitutions of 16 or less lose one fatigue point per hour of activity between 10:00 AM and 5:00 PM. After the second consecutive hour of activity during these hours, check for SUNSTROKE ((20 - Constitution)% if in shade or (25-Constitution)% if in the sun - treatment is as for shock, except the victim is kept cool.)

Characters engaging in Melee during the above hours lose one fatigue point per melee round if in AC 0-3, 2 fatigue points if in AC 4-6, 3 Fatigue points if in AC 7-9, and 4 Fatigue points if in AC 10. If a character has no fatigue points left, do not take off body points, check for SUNSTROKE.

WIND EFFECTS

Winds serve to cool the ambient temperature. They can also interfere with archery. Use modifiers:

WEAPON	BRISK WIND	BLUSTERY WIND	GALE	
BOW	-10	-20	-40	These modifications apply to the archer's chance of hitting his target.
CROSS BOW	-5	-10	-20	

Designing C&S Monsters

In the final analysis, any fantasy role-playing game aims at the encounter between man and "monster". Chivalry & Sorcery monsters might appear to be rather limited in numbers to those players conditioned to the veritable avalanche of dungeon and wilderness nasties that can be found in the prozines and apazines of fantasy gaming and in other fantasy role games. However, it should be remembered that C & S was designed initially as a fantasy simulation set in a middle ages environment, and the monsters chosen for it were those typical of such a setting.

That does not mean that other monsters are automatically excluded from a C & S campaign. Quite the contrary! The fantasy world created by a Game Master and his friends need not be a historical mediaeval world at all. Remember, "feudalism" is a type of social/political/economic ordering of society and can apply to Anyplace and Anywhen. The range of possible worlds of fantasy that can be characterized by one sort of feudalism or another is large. Such worlds are limited only by the imaginations and organizational skills of those designing them.

Within a fantasy world, there could be a place for almost any type of creature. But - and it is a very big BUT - the monsters should have their PLACE! The chance of encountering a given monster should be directly related to its nature and the appropriateness of his presence in a particular region. Some monster types, and especially the "exotic" varieties created out of whole cloth by players instead of being drawn from actual myth and legend, ought to be strictly limited both in numbers and in the locations in which they might be encountered.

There are players who regard the number of monster types as somehow being a measure of the quality of a campaign. That is a mistaken assumption.

Numbers in themselves never amount to "better". There are hundreds of different monsters now available. It is rare that any one Game Master will have the time, inclination, or ability to use them all in an effective manner. Considering that every mistake, every failure to exploit the full potentials of a given monster type results in player victories and experience bonuses, quantity is simply not quality. It is, at best, only a novelty that quickly wears off. At its worst, it is bad campaigning. No gimmick monster, however "cute" or "clever" it may be, will ever replace imaginative and skillful Game Mastering.

What is perhaps of greatest value are the possibilities for selecting specific monsters from the plethora of beasties available. Each Game Master has his favorite monsters, as do the players. Selection of monsters for a campaign is a personal matter. It cannot be otherwise, for each campaign will bear the mark of the Game Master conducting it. I, myself, will have nothing to do with monsters that violate my personal sense of what is authentic and reasonable. The monsters I design and use have to meet my standards of believability and good play balance. To a degree, my preferences are a matter of personal prejudice, and I prefer authentic monsters adapted honestly and fairly accurately from actual myth and legend, or from good works of fantasy fiction.

I do not condemn monsters designed outside the bounds of tradition. Umber Hulks have always occupied a special place in my mean little Game Master's heart. But I do reject many of the poorly conceived "monsters" arbitrarily designed and introduced into many campaigns without any real thought as to their impact on play balance, not to mention more fundamental considerations which shall be raised shortly. I do not accept any defense of such monsters on the grounds that "it's only a game". Nor do I accept the argument that just because the designers of one game or another put in or excluded a monster that I either have to use it or refrain from using it. There is no "one true way" in such matters except sweet reason and developing fair and balanced play.



BASIC STANDARDS OF MONSTER DESIGN

When choosing monsters to adapt to a fantasy campaign, one has several sources. First, they may be adapted directly from actual myths and legends. Second, they may be drawn from works of fantasy fiction. Third, they can be created entirely as the product of a designer's imagination.

When monsters are based upon "real" models, models drawn from legend or fiction, a designer is under an obligation to present the monster as it actually appears in the sources. The legends and fictional works provide stories which can be used to gauge the physical and other characteristics and abilities of various monsters. Such stories are valuable guides to design.

Legendary monsters and those of fantasy fiction should be drawn true to their sources because nothing grates on the nerves of someone familiar with the "genuine article" more than seeing plain violence done to a monster because the designer of that creature was ignorant of the sources or else thought that he could "improve" on the original model.

Let me give several examples. Hydras (there was really only one) are giant, serpent-like creatures with three heads. According to the Greek legend in which it appears, every time that one head was severed from the body, two would grow instantly in its place. I cannot comprehend the reasoning that converted this very satisfactory, very deadly creature into a dinosaur-like monster! The term "Hydra" is very specific in meaning. If one is going to name a monster "Hydra" present the Hydra that Hercules fought, not a totally different creature which bears little or no resemblance to the original. People, like me, who are familiar with the legends will become confused by the indefensible liberties taken. Again, the Gorgons were three sisters with snakes in their hair, one of which was the famous Medusa slain by Perseus. I don't understand how they could be confused with the brazen bulls which Jason yoked to plow a field, one of the tasks set for him to win the Golden Fleece!

Such incredible and insensitive, heavy-handed and ill-informed botch-ups abound in the realm of fantasy role-gaming. If one is going to be "original", he should at least have the grace to

keep his hands off genuine monsters and invent ones that do not steal their names. As a student of legendary lore and as an educator, I resent the propagation of ignorance.

Dragons are a prime case in point. As I pointed out in C & S, Dragons were mediaeval symbols of great destructive force - almost irresistible in their power. Chinese Dragons, if one is going to turn to that other great source of Dragon Lore, were sometimes very benevolent, but again represented great and almost irresistible force. To reduce them to 40 or 50 hit point worms is plain scarilege! It misrepresents and degrades one of the mightiest monsters to fly through the pages of world myth and legend. But in how many campaigns is dragonslaying taken for granted because the dragons are "pushovers"? Try out a C & S Old Dragon sometimes. You'll find out why instant promotion and national honours are accorded a dragon slayer! If your character survives the encounter, that is.

Trolls are my first and favorite love amongst the monsters. C & S Water Trolls are the epitome of trolldom and are modelled after those of Nordic Legend and saga. In particular, the Anglo-Saxon Beowulf influenced the game monster for it presents a very satisfying and complete rendering of such creatures in the persons of Grendel and his mother, the dread Sea Hag. They appear as tall, man-shaped beings of great strength and fearsome power. Thus Water Trolls can reach heights of 8' and weights of 800 Dr. (more if armor is worn, which some intelligent trolls did on occasion). Their strength is legendary, so they are given 4x their weight in carrying capacity. Their bodies could absorb incredible amounts of damage, yielding 125 hit points, and could quickly regenerate (+3 points/melee round). Their armour class is very high, for trolls have scaly, flinty, or rubbery hides that resist ordinary weapons (1/2 damage and no critical hits). With their mass they were able to bash and batter their way through a room full of armed warriors, single out a victim, and carry him off with ease. Creatures of darkness, they possess night vision and detest the light of day, but only in Tolkien are they turned to stone by daylight! In battle, their armaments and prowess are formidable. An Old Water Troll in C & S can deliver 157.5 points of damage per melee turn (assuming all blows strike home) in 9 blows at +45% hit probability, their large claws tearing through armour as if it were cardboard. This is only damage caused by their claws; bites are an added bonus, while "hugs" can produce still additional damage. More than 200 points of damage could be caused in a single round of melee if the troll landed every blow. Lest anyone think this is extreme, remember that trolls had a reputation for being able to rip a warrior's head off with a single blow, and two trolls in Beowulf terrorized the entire Danish nation. Nor are they stupid; many trolls have an intelligence that is truly fiendish in its cleverness. Nor will trolls - especially water Trolls - ignore the use of weapons, which permits them to do even more damage. In keeping with the legends, they dislike fire intensely and can be seriously injured by it - the only edge that mortal men have when dealing with such beings.

Trolls, in short, are not "pussycats" to be used for combat practice by low level characters.

The guidelines used for legendary beasts are equally applicable for those monsters drawn from fantasy fiction. Be true to the actual monster.

NATURAL LAW

No matter how "fantastic" the setting, the basic laws of the universe should apply.

This fact about the nature of the universe - any universe - has been all too often lost on many game designers and players alike at one time or another. Part of the problem is that many players themselves are still acquiring a working knowledge of basic physics, chemistry, and biology - as well as any other relevant science. There will be someone out there ready and eager to interject at this point that "it's only a game". I agree, but I will remind him that role games necessarily and inevitably simulate environments. Players have been too thoroughly conditioned by their own life experiences and have acquired enough knowledge about what happens in their own world to make setting it aside far too difficult. It is too much to expect of players to demand that they accept an arbitrary universe conceived by the Game Master which has natural laws too far removed from those of our real world. Water flows downhill, not up. Rocks do not hang suspended in midair (unless comprised of ferrous material and buoyed up by an electromagnetic field). Living creatures can be damaged and killed by physical agencies. These are facts of science. Why should it be suddenly different in a "fantasy" world?

A Game Master bent on violating natural laws should be required to present detailed explanations of the "laws" of his universe which conflict with those we know prior to playing in his world.

Any surprises in this area are simply inexcusable.

Biological science should be our general guide when designing "natural" monsters - creatures of the animal and plant kingdom. Any "natural" monster that seriously violates biological "truth" is a poorly designed monster and should be thrown out with the bathwater. Also, if the monster is "alive" and has a physical body, it can be and is fully subject to physical laws.

Here is a practical application of these principles. Supposing that a Giant Slug is biologically possible, we would do well to begin with an overgrown version of the common garden variety. A "giant" slug would be "sluggish" in its movements and would not properly be capable of fast or even moderately fast speeds, even when in a hurry, because of the nature of its locomotive apparatus and its mass. It would have a soft, almost pulpy body, and thus also a very low armour class. Because that body is resilient, it would absorb damage from club and mace-like weapons with ease (1/2 or 1/4 damage at best); but edged or pointed weapons would readily open up its body and allow the escape of internal fluids- Because it is a low order creature, it would possess the vitality of such primitive life forms and would therefore have a body high in hit points. Covered with a slimy secretion, it would likely be resistant to but not proof against fire. Certainly it would instinctively dislike heat, just as real slugs do. A large bag of salt would drive it crazy if broken across its body. Its eyesight would be limited, but it could sense vibrations through the ground (caused by walking or other movement). It would not possess devastating weapons besides an acidic mouth capable of engulfing its prey. Of course, some compromises could be made on this last point, permitting it to spit an acid secretion for 20 or 30 feet. Its intelligence, however, would be excruciatingly low, and its general manner would be pacifistic unless attacked or hungry. Certainly it will be easily confused, and one might readily distract it by throwing it food. With a very low-grade intelligence, magical commands might have to be limited to simple terms, like "Stop!" or "Go Away!". Illusions would instantly be believed by such a creature.

The real danger of a Giant Slug is bumping into it - literally. In a confined space, it could accidentally knock a person down and crush him under its bulk. Hardly exciting, but that's the way it would really be.

Some of the "giant worms" are really nothing more than magnified and modified insects on the centipede model. Others are more "worm-like". The characteristic mark of such creatures in fantasy campaigns is their singularly carnivorous nature. Indeed, a whole host of dungeon crawlies is possible, but some self-restraint is advised on the part of monster designers. Such creatures would tend to be low-grade types, ruled by instinct. With such creatures, "out of sight" means "out of mind". Their powers of "sticktoitvity" are strictly limited. Thus they amount to natural subterranean hazards. They would be hard to kill because of their low-level natures, but never would they be immune to natural agencies. Using real-life models in nature would yield the best results. There are enough genuine horrors in nature to provide scads of "crawlies" for any campaign. Tough, but stupid!

The same is true of "giant insects". These will tend to be of a carnivorous nature and will be tenacious in the extreme. Often they will be hard-shelled, yielding a high armour class. They possess considerable vitality. Some, like ants, will be capable of fairly good speeds. However, once again, their intelligences will be low-grade and they will be easily distracted. Model them after their real counterparts. Fire will be devastatingly effective, and even an outthrust torch will cause them to hesitate in the attack.

Higher order animals can be designed from their natural counterparts. Giant versions are merely bigger and equipped with larger natural armaments.

Biological and zoological science will be the source of all relevant factors that shape such monsters. Magnification of size might be "impossible" in scientific terms, but that is a concession which can be readily supported in fantasy gaming. Incredible armaments and invulnerability to natural forces (sharp weapons, fire, cold, blocks of stone dropped on them, etc.) are indefensible, however.

Various amoebic life forms can be postulated - giant one-celled creatures. But the actual natures of such creatures should not run to silly prescriptions requiring the use of such and such a spell, etc., to stop them because they are mysteriously (and inexplicably) "invulnerable"

to fire or lightning or whatever. Certainly an amoebic creature will find its being attacked by edged or mace-like weapons "amusing" because its protoplasmic simplicity prevents damage from such attacks. One could stipulate, however, that a hit in the nucleus of a super-sized one-celled creature was a "mortal blow". In any event, heat and cold would have devastating effects on them all. Lightning is an electrical discharge producing blast and burn, as well as electric shock, all of which would cause havoc to a simple one-celled organism. With a primitive biological make-up and a totally instinctive directive force impelling it, it would definitely obey instinct and avoid "hot" and "cold" places and things!

All manner of oozes, jellies, puddings, and the like are exceedingly primitive life forms. Their sensory apparatus is limited in range and information-gathering power. Their modes of attack are essentially singular: engulf the food and digest it with powerful acids. They will move slowly, definitely slower than a man, and their determination to pursue prey that has slipped outside of sensory range is nil. One would almost have to walk into the reach of such creatures to be in trouble. Above all, they literally don't have the "brains" to concentrate on more than one task or victim at a time. They certainly would not "stalk" their prey or be attracted to it from a great distance.

Moulds and slimes are easily enough dealt with. These are passive monsters that merely "lurk" in wait for "food" to blunder into them. And I mean into them! They would not be able to cause instant rotting or dessication. Such fates are purely the constructs of uncontrolled imagination and strain biological truth. More likely, disturbing a mould could release spores or vapours (secretions from slimes) which paralyze or put a victim to sleep, causing him to fall into the mass of the mould or slime to be digested slowly at leisure. Being of the plant world, such "monsters" would be highly vulnerable to fire and probably cold as well.

Natural law, then, dictates that monsters correspond to biological and zoological insights. This is not a limitation, but rather a guide which permits a monster designer to check out his latest brilliant idea against what is even vaguely possible and reasonable. He can gauge the nature of the creature and its abilities in the light of real models. If it is too wild, too far out, it should either be discarded or toned down.

LAWS OF MAGICK

No creature, natural or fantastical, shall violate the basic laws of Magick.

P.E.I. Bonewits, a genuine mage and scholar of the occult, has commented in his recent book on Authentic Thaumaturgy (Chaosium, 1978) that few game designers and players alike have any real grasp of what magick is all about. Indeed, it seems quite clear from the way magick has been handled by some that it is assumed to be an EXCUSE that justifies whatever they like. They couldn't be more wrong.

Just because "fantasy" games are being played does not provide any justification to violate the laws by which the universe functions. If Magick is part of the fantasy universe - and we all assume that it is - then Magick will follow definite and discernable laws. All physical objects, all living creatures, and all creatures of magical or supernatural nature or origin will be subject to the laws of Magick.

Thus it is that some Undead, like zombies, are highly resistant to most physical agencies. That is a function of their "undead" natures. Swords and spears simply do not damage dead flesh the way they do living tissue. Fire is nasty, but not effective against rotting flesh as it is against living, feeling skin. But, partaking of the supernatural and the magical, Undead are vulnerable to theurgic and thaumaturgic magick. It cannot be otherwise. One cannot have it both ways. If a being is, by some accident of nature or some magical design, immune to ordinary fire, it will NOT be immune to magical fire. Magick Fire is the very quintessence of the mana itself, the magical forces that pervade the universe. Saying that any being is immune to Magick Fire because the being is "magical" is missing the entire idea of what Magick is all about. And that is why Undead fear fire; it is magical force, the mana, the one thing that can always consume and destroy them utterly.

Magical creatures are never immune to Magick. Some are more resistant and are harder to target than are others, but once targeted they may be more vulnerable to magical operations and effects than are ordinary beings. That is the reason that even the mightiest Demon can be "bound" or

the most terrifying Undead can be ordered hence or a malevolent Spirit can be exorcized. Once the mage or cleric "has their range", magical and supernatural creatures have real problems.

~~This issue has to be raised because uncontrolled and uninformed imaginations have churned out~~ many "clever" monsters that twist and distort the truth of such matters to the point that pure invention knows no reasonable bounds. The characteristics of magical beings must be accounted for in a rational and correct explanation of why the monster is the way it is. If it transcends the laws of the physical and biological universe, it still must answer to the laws of Magick.

THE LAW OF COMMON SENSE

As long as one sticks closely to models drawn from authentic sources, few real problems will arise. The legendary or fantasy fiction sources provide more than enough information by which the capabilities of a monster can be determined. Even better, they justify the very existence of the monster and permit a defensible introduction of the monster into a campaign. When pushed to the wall, one can always "appeal to authority" and pull the reference text down from the shelf to prove that you knew what you were doing, that such a beastie is not "incredible" or "impossible" or "ridiculous".

The moment one departs from the "known" monsters as they are described and sustained by the literature of myth, legend, and fantasy, the chance of real trouble arises. Often, it is due to plain ignorance or insensitivity.

P.E.I. Bonewits, in a general condemnation of the tendency of some game designers and players to create and use supernatural beings of a high order (Gods and Demi-Gods in particular), has observed that such people do not comprehend the nature of the forces with which they are dealing. I join in his view. Bonewits, for example, points out the possibility in some games of a mortal actually defeating and slaying a deity like Odin Allfather. Odin was perhaps one of the most powerful beings in Western European myth, and even hinting at his possible demise at the hands of a puny mortal is, in Bonewits' terms, downright "sacrilegious". It is, I might add, downright impossible if one remains at all true to the very nature of Odin as the Nordics conceived him. Odin is destined to die under the fangs of the Fenris Wolf at the Ragnarok. To permit any other possibility is to do damnable violence to a great and honoured tradition. It totally misses the whole point! Indeed, it exhibits extreme insensitivity to or else ignorance of the materials of Nordic myth and legend. To call a "game-construct" ODIN and not provide him with several hundred thousand hit points, incredible weapon handling capabilities (with attendant damage to his victims), and the equivalent of a 1000 PMFs of magick capability is to be totally lacking in authenticity.

If one insists upon introducing high level deities in a campaign, do it right!

My advice is to stick with low order demons and spirits that are comprehensible and in line with the capabilities of the poor mortals who must cope with them. Messing around with direct and personal interventions by real Gods introduces no end of complexity. It demands comprehensive rules to govern their use by Game Masters and players alike. Worse, it demands a total drawing up of battlelines on the cosmic scale. What are the relationships of the various gods to one another? How do deities of different religions interact? It is a Pandora's Box, a can of worms that best be left unopened. Besides, if a high order Deity did appear, what makes players think He would want to intervene. The ways and purposes of the Gods are mysterious, and they tend, like Crom, to appear, observe, and depart without doing anything for or to those who summon them. Mortal affairs are left for mortals to resolve. As Bonewits comments, it is often because the Gods do not give to men what they want when they want it that the impatient amongst us turn to demonic forces to grant their requests.

Turning from Gods to monsters in general, I submit that the use of random dice to determine such vital factors as body hit points is fraught with problems. I once rolled a 12 HP troll with random dice - sheer impossibility if one is going to be true to the legends! It is for that reason that C & S monsters were assigned more fixed values. Variations of several hundred percent in the capacity of different monsters of the same type to take damage simply don't make sense. The greater the number of hit dice used, the larger the variation; eight dice, for example, produces an 800% range between lowest and highest values with D8.

I am not saying that there is anything wrong with randomizing a monster's body points with hit

dice; I am suggesting that some definite minimum values should be assigned which prevent ridiculously low HP values.

~~Common sense should also be exercised before one begins to develop a new monster or else to adopt someone else's construct. Ask yourself, WHY IS THIS NEEDED? There should be a good reason, and I don't mean one like "Well, it's a neat idea" or "I have to get something to take of that tough dungeon party" or "I need something new". A Game Master's first and most important asset is his imagination and skill at handling the resources already available to him.~~

If you are creating a monster from legend, be sure to read the legend first. Others have, and if you are too far wrong, your "cleverness" will come back to haunt you.

If you are departing from "known" monsters of legend and fiction, realize from the start that design becomes fraught with problems and perils. For when we come to pure invention of monsters that were never contained in any previous source, our enthusiasm sometimes overwhelms all good sense and judgment. We create "impossible" beings charged with all sorts of "cute" magical powers and talents and/or with physical abilities and fighting prowess that is enough to turn the hair of a Demon pure white. Often, we ignore the realities of Magick, if we ever were aware of them in the first place.

Remember, you might not be aware of such things, but there always is someone else who is. If he knows his stuff, he won't be impressed or amused at all. Let's be honest. We all indulge in monster design because it feeds our egos and gives us a "nice" feeling when we see our creations in print in a prozine or apazine or even a game or game supplement. But when we go "public", even in our own private gaming groups, we run the risk of being fools, too. That isn't what we want, so let's avoid it.

As a common sense rule, monsters should be less intelligent and less magically capable than are men. There are exceptions, of course, but they are few. The majority are not the equals of man, in the final analysis. This is the thread that runs through the length and breadth of the legends and also most fantasy novels. To endow more than a few monster types with high levels of intelligence and magical proficiency invites the inevitable question, "Why haven't they taken over the world, then?"

The foregoing question was asked in all seriousness. We talk about setting up "universes", but when we do establish our world, what assumptions do we make? If it is populated by huge numbers of monsters, many of which appear with no more reason than they were rolled up on a random table of appearance, we have a problem. One cannot respond with trite and flippant retorts like, "It's just a game, haven't I told you that already!" Whenever the "game" involves a world larger than a "dungeon", the problem of maintaining the status quo is highly relevant. The whole story of the Lord of the Ring, for example, turns upon the fact that the monsters of the world are massing under one leader and have the numbers and military strength to overwhelm their Human, Elvish, and Dwarvish opponents once Sauron obtains his Ring and neutralizes the magicks of his enemies.

Of course, one might answer, "Well, the dungeon is enchanted, see, so they can't get out". Why not? Who was so powerful that he possessed super-powerful magicks (not contained in any set of rules published) mighty and enduring enough to keep them there for all time? Even if such spells exist, what happens when intruders disturb the binding spells? And make no mistake intrusion will disturb them.

Moreover, monsters are not limited to dungeons. In any fantasy campaign worth mentioning, adventures occur in the wide world outside the dungeons, with plenty of "encounters" with the most wonderous of strange beasts. Not every monster is confined to dungeons.

The point is that EVERY TIME A NEW MONSTER IS INTRODUCED INTO A CAMPAIGN, A RISK OCCURS THAT THE WHOLE BALANCE OF PLAY WILL BE DISTURBED. This doesn't mean that new monsters are unwelcome. It means that one has to be careful when a new monster is conceived. Game systems are not designed to absorb an infinite number of variations, whatever the claims of the designers. Sooner or later an overload will occur, and a campaign is in big trouble.

THE LAW OF PREDATION

What do monsters do? How do they survive between adventurers for lunch? Remember, if it is

alive, it has to eat. This places monsters right inside the whole food chain. In a sense, I am still talking about Natural Law.

Every creature has its predator. There must be predation if monsters of a carnivorous nature are to survive. This is especially true in dungeons, where the vast majority of monsters are anything except the normal life forms found in nature. But if predation is necessary, how does one account for the prolific numbers of monsters encountered in the dungeons designed by most Game Masters? Further, how does one explain the tendency of such monsters to cooperate in hunting down adventurers? There will be obvious animosities between the monsters because they use each other for food! Who is whose predator in the world of monsters.

Even supernatural creatures will have their natural enemies. Nature has a way of balancing the numbers of the many species that exist in the world. By assigning predatory monsters to each monster type, a balance is reached. Besides, it can be fun - a new dimension in fantasy gaming. It often generates the most unlikely alliances against a common foe.

THE LAW OF THE ACHILLES HEEL

No being is without its weakness. This is especially true of monsters. Each has some signal failing, some chink in its armour, that permits the knowledgeable man to defeat it. Monsters not having a weakness are not true monsters. They are game-constructs designed by the Game Master to kill off characters without affording them a reasonable chance. Thus the mighty dragon has a soft spot right over the heart.

Often, the most powerful monsters will have a "bane" existing somewhere in the world, a magical weapon or device which will surely slay them.

THE LAW OF LOCATIONS

Does it make sense to find beings, whose natural environment is in the woodlands or plains, in a dungeon as well? Not likely. Water Trolls, for instance, tend to live in underground caves with outlets into streams or rivers. They are, in effect, nocturnal outdoors creatures. Rarely would they be found in dark, damp dungeons far beneath the Earth. It's "not their bag". Wolves might make their lairs in an earth den, but their natural environment is in the woods. And so on. When stocking one's world, such characteristics of monsters should be taken into account. The entire world could contain a vast number of different types of monsters. But every kind of monster is not found everywhere - not, that is, unless the Game Master is using a universal encounter system that assumes a universal mix of monsters everywhere on the planet.

THE LAW OF EXCEPTIONAL MONSTERS

Exceptional monsters may appear from time to time. These exceed the usual parameters for a particular monster type. For example, in my own Wolf Hills dwells the incomparable El Lobo, the leader of a pack of dire wolves. He rates at a body of 75, with 500 Dr. weight, % Hit +40, Dodge -35%. His MLB3 fangs deliver 5xWDF, with +5 bites. His intelligence is a very shrewd and cunning 19, with wisdom 20, so he recognizes traps instantly for what they are. He is a veritable demon of the wilderland and makes war on his enemies with an almost human ferocity. Fortunately, there is only one of him, although I have made provision for one cub of his to have his general characteristics should he be slain.

Again, Arrgh Rufhluk, a very old and wiley Water Troll, has been running a successful toll bridge for decades. He has a chain hauberk fashioned for him by the renegade Dwarvish armourer Albrecht. Imagine the surprise on the faces of stalwart fighters when they cleave through that armoured coat only to be told that a second roll is needed to penetrate the equally armoured hide of the troll! After all, penetrating class 8 chain mail does not constitute breaking the skin underneath when that skin is also class 8.

Such exceptions do not violate any rules so long as they are kept to a reasonable minimum and do not exaggerate the capabilities of a monster to an unnatural degree. A heavier body, more hit points, greater speed, higher hit probabilities, more blows/melee round, etc., than the average can all be factors to consider for exceptional monsters.

DESIGNING THE MONSTER

Whether one is designing an entirely new monster never before conceived or is just adapting one

taken from legend, fiction, or another game, a general assessment must be prepared. This will list all your impressions and notions about the monster, and it will become the guide for developing the monster's profile. The following factors will be considered:

1. General Configuration: The over-all shape of a creature will affect many of its characteristics. For example, if it is bipedal, it will possess certain advantages in combat because it is free to use its upper limbs. But it would probably lose out on movement if it is particularly humanoid in shape, a configuration not designed for high speeds. A short, thick neck would restrict head movement, a feature important both for purposes of observation and for effective use of fangs.
2. Height & Weight: In the light of the monster's general configuration, height and weight can readily be arrived at. These two factors are significant in deciding upon the agility, carrying capacity, and combat effectiveness of the creature (remember, C & S combat systems stress the effects of mass in close combat).
3. Strength & Constitution: Also growing out of the monster's general configuration, these factors largely determine the brute force and the stamina of the monster. Strength has an important effect on the WDF multiplier and the number of blows a monster can strike in a melee turn. Constitution reflects both the resistance of the monster to the shock of injury and its staying power in combat or in long distance movement. It can also have a bearing on the number of blows that can be struck.
4. Carrying Capacity: The ability of a monster to bear burdens is often important. Its size, strength, and constitution will all determine its carrying capacity. As a rule, the bigger and stronger it is, the more it can carry. Creatures of weak constitution might be reduced accordingly, despite size; while flying creatures would have fairly severe restrictions placed on loads carried in flight (for good aerodynamic reasons).
5. Intelligence & Wisdom: These factors are really the most significant of all. Monsters with limited mental capacity tend to act instinctively far more than they do with clear and reasoned deliberation. Game Masters too often make the mistake of playing beasts as reasoning beings. A beast (which can be a pretty exotic "monster", not just an animal) is never the equal of a highly intelligent creature when it comes to the choice of tactics or any other course of action, for that matter. Mental capacity also affects fighting capabilities, although some beasts can show considerable cunning in a battle to the death. When it comes to magical powers, mental capacity is vital; there should be virtually no serious magical effects possible to creatures of low mentality. Magick is not something that can be handled with a flip of the random dice. At best, some beasts might possess "natural talents" in the area of Detection, Communication, or Transportation. Only the real heavyweights (always rare as species or as individuals) might have greater powers.
6. Dexterity: The agility of a creature is largely determined by its general configuration and the environment for which its shape is best suited. Men, for example, are highly agile and can dodge with far greater ease than a bull can, especially in a charge. It's a question of size and physical make-up. Birds are incredibly agile in the air but can only be described as pitifully clumsy on the ground - with the exception of those avians who have given up flight for a life on the ground. And so on. Also, if a monster is equipped with hand-like appendages, it might be able to employ weapons - but rarely if ever with the skill of men.
7. Body & Fatigue Levels: These factors, of course, reflect the general configuration of the creature, size, strength, and constitution. They are also determined, in part, by the legends or fictional stories from which a monster is abstracted.
8. Movement: Once again reflecting general configuration, the speed of a monster will be determined by its locomotive appendages more than any other factor, although strength, constitution, dexterity and weight may individually or collectively have a major part to play here. As a rule, compare creatures to known types, particularly those of the animal kingdom, and use the known creatures as models.
9. Armour Class: The general impression one has of a creature will determine its armour class. However, the heavier the armour in most instances, the slower and less dexterous the mon-

ster will be. There are exceptions, but usually armour must make concessions in the way of speed and/or agility (dodge, for example, could be lower for armoured types). Most beasts would fall into the 0 to 4 armour classes. Rarely will armour of a natural sort be found over class 5 or 6.

10. Natural Armaments: The weapons with which Nature (or the meddling of eugenics-prone Magick Users) has provided a monster will be of exceedingly great significance to the place a monster has in a campaign. The more "exotic" the armaments become, the less often the creature should be encountered. For example, acid-spitting, poison-gas emitting, fire-breathing, and other such weaponry are highly uncommon. Most typical are fangs/talons and claws/beaks. Some creatures may also possess "unpleasant" odors (like skunks) or poison fangs or spines. The exact rating of such natural weapons will be possible by studying the Naturally Armed Monster matrix (C & S, p. 57) and deciding which will be most appropriate to the monster as it is conceived.
11. Fighting Ability: The WDF multipliers chosen for the natural armaments, % hit bonuses, % parry bonuses (if any), % dodge bonuses, and other such factors will be determined by a general assessment of what all of the above factors really mean. To a large degree, a fair bit of trial and error is required to at once represent the monster as it should be (true to the sources) and yet avoid play imbalances.
12. Special Features: As hinted at earlier, some monsters may have special powers. Those of high mental ability might have spell-casting powers of some note, provided that those powers are reasonable and in keeping with the nature of the creature. Such beings tend to be members of a race rather than just a species of wandering monster. A few beasts might have special talents. Such natural abilities should be few in number and not many species should have them. Nightvision is typical of nocturnal and subterranean monsters. Keen eyesight is typical of creatures of the plains and the air. Keen hearing, acute sense of smell, the ability to move in silence, the ability to freeze and blend in with the surroundings, all these and many other natural abilities can be given to monsters.

I have been asked by a number of players how to adapt monsters from other games to C & S. Before embarking on an explanation of such a task, I would first stress that C & S combat and Magick systems differ considerably from those of other games. Indeed, a veritable void of difference exists in some respects; and direct comparisons of abilities, combat or magical, often become so difficult that one might as well design a new creature. This will become clearer when I show how to convert an Umber Hulk, one of my favorite D & D monsters.

We are told that the Umber Hulk is large and barrel-like in form, generally humanoid but much more squat and massive. It is capable of ripping its way through rock at an incredible rate with its large claws, arguing for immense strength. Because of the configuration of the creature, which does not allow for a mobile head and neck, I would not grant it any bonuses for biting unless a victim was conveyed bodily to the mouth of the creature by its claws. The jaws, despite their formidable appearance, would not be overly powerful because of the tendency of the monster to depend upon its claws (an "evolutionary" factor). Since it is capable of tunnelling quickly, I would assign it several additional blows with its claws and give them a high damage multiplier. At the same time, it is cumbersome from its description and likely has little agility or speed. Dodging by such a creature would be a joke. Parrying ability with its claws would be limited. As for the body itself, it would be fairly well armoured, capable of taking considerable punishment, and heavy. The monster would also possess Nightvision, being a subterranean creature. Its sense of hearing I would rate as very low, probably equivalent to that of Lower Undead (C & S, p. 107).

The Umber Hulk, by reason of its brute nature (and personal preference) I rate as having low intelligence and wisdom, probably 1-6 on a scale of 20. It is "instinctive" in its habits and behaviors, probably very dogged in its persistence to "dig out" prey once it has found it but likely too stupid and too ill-equipped with sense of smell or hearing or sight to track prey that has fled.

Clearly, the monster that is going to emerge from such an interpretation will be an Umber Hulk in name only. The monster necessarily undergoes significant changes in conversion:

Body	Size	Wt.	% Hit	% Parry	% Dodge	Blows	Natural Weapons	WDF	Armour	Experience
90	8'	800	+25%	-10%	-	+4	MLC6 large claws MLB3 large fangs	x6 x2	5 or 6	2000

IQ : 1-6 Digging: 10'/turn in sand; 6'/turn in earth; 3'/turn in porous rock; 1'/turn
 Wis: 1-6 in dense rock.

Targeting: %ages given for Centarus Movement : 50/130
 Hearing : as for Lower Undead (C & S, p.107) Environment: Subterranean Dungeon only

This is the type of analysis that is required to develop a monster in C & S terms. Clearly, such interpretation often demands value judgments from the designer. In effect, monsters adapted from other game systems have to be redesigned.

Foresters *Noble Foresters set 2 PCF's full, no 3rd.*

Since the typical Chivalry & Sorcery campaign will contain a strong outdoors component, the Foresters were developed to fill out cross-country adventures.

FORESTER TYPES

All Foresters must be born to the "countryside", and townsmen are excluded from following this vocation. Since the life requires good physical conditioning and reflexes, Foresters possess a minimum of 12 Strength, Constitution and Dexterity.

Elvish Foresters include all Wood Elves and High Elves, who possess the full range of Primitive Talent spells (C & S, p.74) and also the Forester skills in woodcraft. They are Fighter/Mages and obtain experience for fighting and magical activities.

Hobbit Foresters include only those Hobbits who are "Black Sheep" (unconventional and inflicted with "unrespectable" wanderlust). Only Yeoman Hobbits qualify. They receive experience for fighting but fight as Non-Fighters (C & S, p.57). Hobbits possessing Primitive Talent magical powers also receive experience for doing Magick.

Human Fighter/Foresters must come from the Yeomanry or may be 4th - 6th sons of Knights or Banerettes. Sons of Foresters, Animal Trainers or Falconers inherit a Primitive Talent Forester Magick (see below) automatically, and IQ and Dexterity are altered to 12 if they fall below those minimums in character rolls. Other Foresters may practice Forester Magick if they qualify as Primitive Talents. Experience is obtained for fighting (and for practicing Magick if applicable), with fighting done as Yeomanry (C & S, p. 57) for Commoners and as Chivalry (C & S, p.57) for sons of Knights.

Human Non-Fighter/Foresters must come from the Peasantry. They obtain experience for fighting, but they fight as Non-Fighters (C & S, p. 57). Peasants qualifying for Primitive Talent Magick are treated in the same manner as Yeomen, given above.

Dance/Chant and Shaman/Foresters must come from the Peasantry, and are treated as Human Non-Fighter/Foresters. However, they are not limited to the Forester Magick spells and correspond to the Old Priesthood of Pagan Times (Druids and the like). They must possess all prerequisites to qualify as Forester/Mages.

Human Fighter/Foresters tend to take service with some Lord and act as Game Wardens and Constables. Other Forester types tend to be independent, with Human peasant types tending toward poaching as a surreptitious occupation. Hobbits are wanderers, pure and simple. Elves owe allegiance to their race but may be on detached service when Elvish lands are not troubled.

FORESTER WEAPONS

Foresters have characteristic weapon specializations (C & S, p.7 "Weapon Skill"):

<u>Elvish Foresters</u>	<u>Hobbit Foresters</u>	<u>Noble Foresters</u>	<u>Fighter/Foresters</u>	<u>Non-Ftr/Foresters</u>
Elvish bow	Sling	Longbow	Longbow	Shortbow

cont.

<u>Elvish Foresters</u>	<u>Hobbit Foresters</u>	<u>Noble Foresters</u>	<u>Fighter/Foresters</u>	<u>Non-Ftr/Foresters</u>
Spear 3 Chivalric Weapons	Short Sword Dagger Hand Axe (choice of 3)	Spear 4 Chivalric Weapons	Spear Hand Axe Dagger Quarterstaff (choice of 4)	Spear Hand Axe Dagger Quarterstaff (choice of 3)

FORESTER MAGICK

Hobbits, Human Fighter/Foresters, and Human Non-Fighter/Foresters are limited in the kinds of Magick they can perform if they are Primitive Talents. The following spells can be acquired as given in C & S (p.74):

Spells of Detection: Altitude, Life, Small Traps, Traps, Distance, Observation, Find the Path, Sense the Hidden. Small Traps, Traps, and Sense the Hidden are effective only in an outdoors setting, for the Magick works because of the Forester's sensitivity to and affinity for his surroundings.

Spells of Communication & Transportation: Animal Messenger.

Spells of Command: Foresters acquire a rapport with animals and are able to cast spells of Command against them as if adepts of a particular Circle of Command once they acquire the spell (they need not know other spells of that Circle to be proficient against animals). Thus a Forester knowing only Charm Small Animals would be an adept of the Second Circle for that purpose. Spells which can be acquired are: Charm Small Animals, Hold Small Animals, Command Small Animals, Hold Large Animals, Command Large Animals, Summon Animals.

Shaman and Dance/Chant Foresters are also able to learn other spells, for they are not limited in their magical powers and may rise to very high degree. The same is true of Elves.

WOODCRAFT

Being born to the countryside, all classes of Forester acquire various talents and skills related to their vocation:

Stealth: Foresters have a basic 10% chance of moving stealthily through undergrowth when proceeding at normal speed. This probability is modified by 2% per level of experience attained. The resultant % is subtracted from the % chance of being heard by anyone in a 100-foot radius (C & S, p.107). If a Forester is more than partially encumbered (carrying 41-50% of his carrying capacity), he subtracts 5% for every 25 Dr. of excess weight. All Elves add an extra 10% to the above probabilities, as do Hobbits (C & S, p.3).

Hearing: Like Thieves, Foresters have keenly developed hearing. Foresters enjoy the same hearing percentages as Elves and Hobbits (C & S, p.107) and receive bonuses for experience as do Thieves (C & S, p.60).

Blending with the Surroundings: Foresters have a basic 10% chance of blending with a forested background, modified by the same bonus percentages as given for Thieves' Hiding in Shadows (C & S, p.60). Elves and Hobbits have an extra 10% chance of blending.

Covering Tracks: A Forester can cover his own tracks when required. They have a basic 90% chance -10% per two extra persons with him not of the Forester class (-30% per two mounted persons or pack animals). If a Forester is tracking a Forester who successfully covered the trail, he has a basic 10% chance +5% per level of experience above that of the quarry of finding the trail anyway. Foresters of a lower experience level than the one he is following will subtract 2% per level of difference from the basic 10% chance. Covering tracks requires slowing down to a cross-country speed of 1 mph or less.

Holding Large & Small Animals: Foresters possess this almost "magical" ability because of their knowledge of animal behavior. The confidence shown by a Forester when facing an animal causes the beast to hesitate and will forestall an attack (if that was the animal's original intention). The animal will be "held" or frozen in place 20% + 5% per experience level to a maximum of 90%, checked each turn. Only one animal may be affected at a time, with an effective range of 30 feet + 5 feet per two experience levels to a maximum of 75 feet. The Forester must meet the animal's eyes to be effective, and the animal must not have been charging when the gaze was leveled.

Should the Forester move forward whilst holding the animal, the animal will resume its original intention 75% of the time or choose the opposite action 76-100% of the time. However, in the case of animals with which the Forester (or Animal Trainer or Falconer) enjoys rapport, he will be able to approach the animal and still "hold" it motionless. Rapport eliminates all hostility unless the animal is serving another Forester at the time. Should the Forester back away slowly whilst holding the animal, he has a 90% chance of getting away from a hostile beast.

Finding Direction: Foresters have the natural ability to find True North whenever they are above ground, without fail, unless Magick is being used to muddle a Forester's senses. This deliberate confusion he can detect 10% of the time + 2% per experience level.

Intentions of Animals: Foresters are able to discern the intentions of animals by their behavior in his presence. For each level of experience, a Forester learns to "read" the intentions of two animals. In melee, this gives him a 20% chance + 3% per experience level of correctly guessing the tactic (dodge, parry, strike or TAC choices) chosen by an animal bent on attacking him. This "tactical reading" is made after the animal's tactics are chosen, and the Forester may then choose his own counter-tactics accordingly.

Premonition: Foresters have a highly developed "Sixth Sense" and will be able to forewarn the people he is with (or sense for his own benefit, if alone) any immanent danger in the wilderness. By his heightened awareness, he will either hear or sense something ahead or he will notice unnatural alterations to the surrounding vegetation (bent grasses, broken twig, etc.) suggesting a possible ambush. An encounter has a 50% chance -3% per experience level of the Forester of evading his notice before it happens. However, if a Forester is preparing an ambush, add +3% per experience level to the chance of the encounter being unnoticed (less the minus percentages of any Forester in the party to be ambushed). The "premonition" does not reveal the nature of the peril, only its presence within 100 feet.

Identification of Wild Foods: A Forester has a basic 30% chance of identifying any safe wild fruits, berries, nuts, mushrooms, roots, etc., +5% per experience level. His chance of finding such foods is 10% + 2% per experience level, checked hourly. One check may be made per day for each two experience levels of the Forester, and he will find food enough for one person per two experience levels he possesses.

Trapping with the Snare: Snares are used to catch rabbits and hares, being set on "runs" which the creatures use regularly. Snares must be set in areas frequented by rabbits and hares, such as hedgerows or copses and thickets. Non-Foresters have a 30% chance of setting a snare correctly. Foresters have a 50% chance + 5% per two levels of experience. Once the snare has been successfully set and sprung, there is a 30% chance of the plug securing the snare having filed. This is modified for Foresters by -2% per two levels of experience. This allows for the rabbit or hare to pull the plug free. If the snare is not checked once per day, there is a 50% chance + 10% per day thereafter that the catch, if any, was stolen by some other animal.

Catching Fish: The snare used to catch fish is made from a willow stick tied back upon itself in a "running noose". (Willow is remarkably pliant when green.) Once a fish is located, the Forester slips the noose, set for the size of fish, into the water some 3 or 5 yards upstream of the fish's head. The noose is slowly moved downstream until it slips over the fish's head and about 1/3 of the distance along its body. Once in position, the willow is given a sharp jerk up and towards the bank, pulling the fish from the water. However, the noose will not hold the fish once the tension is released, and the fish must be grabbed before it can wriggle free and fall back into the water.

<u>Fish Encounter %</u>	<u>Approach %</u>	<u>Pull %</u>	<u>Secured %</u>	<u>Time Factor</u>
6oz-1 Dr. 01-60%	80%	50%	50%	1 encounter/10 minutes
1 - Dr. 61-75%	65%	80%	55%	1 encounter/10 minutes
2 - Dr. 76-90%	45%	60%	60%	1 encounter/15 minutes
3 - Dr. 91-95%	30%	40%	75%	1 encounter/20 minutes
5 - Dr. 96-00%	15%	25%	80%	1 encounter/20 minutes

If the Dexterity of the Forester is 16+, add +10% to percentage chance of success. If a Non-Forester is fishing, subtract -20% from all percentages.

"Tickling" Fish: Trout and tench can be caught most effectively by "tickling". A fish is located and a hand is very carefully slipped into the water and moved toward the fish until the fingers are in a position to gently stroke the belly of the fish. The fish becomes perfectly quiescent and slowly begins to rise in the water, enabling the hand to be brought into the correct position to pull the fish from the water. The Tench, however, must not be allowed to rise too far before being pulled, as they do not care for sunlight and will glide away suddenly if exposed. By making a snapping motion with the thumb and fingers, the fish is caught behind the gills and is pulled from the water and onto the bank. The grip must be firm with the Tench or it will slip away due to its slimy skin.

Basic encounter percentages: 0-60 = other fish (snare, see above)
61-85 = trout (See "Time Factor" above when size is found).
86-00 = tench (See "Time Factor" above when size is found).

<u>Fish Encounter %</u>	<u>Approach %</u>	<u>Trout Rise %</u>	<u>Tench Rise %</u>	<u>Trout Pull %</u>	<u>Tench Pull %</u>
6oz-1 Dr. 01-60%	70%	99%	90%	45%	40%
1 -2 Dr. 61-75%	60%	80%	60%	55%	50%
2 -3 Dr. 76-85%	40%	60%	50%	65%	60%
3 -4 Dr. 86-95%	25%	40%	30%	75%	65%
4 -5 Dr. 96-00%	10%	25%	20%	85%	70%

If the Forester has a Dexterity of 16+, add +10% to percentage chance of success. If a Non-Forester is fishing, subtract -20% from all percentages. Also, those with a Dexterity of 10 or less subtract -2% per Dexterity point counting down from 10.

The Tench Rise percentages are used only when the weather is sunny. When it is overcast, use Trout Rise percentages for Tench as well.

It might be noted that this ancient method was the one employed by Gollum in The Hobbit and Lord of the Rings when catching "Fissh!"

Tracking: After long hours spent in the woods and surrounding countryside, the Forester has developed an excellence in the Art of Tracking:

Soft Earth/Soft Cover: 10% per level to max. 100%, but -7% per day of age of track.
Hard Earth : 7% per level to max. 70%, but -7% per day of age of track.
Rock : 2% per level to max. 20%, but -7% per day of age of track.

Bad weather (rain, etc., which obscures tracks) reduces maximum percentages by 25%.
Cross trails, doubling back, etc., by animal reduces maximum percentages by 1-20%.

A check is made once every 15 minutes or whenever new terrain is encountered or the quarry changes direction. If the trail is lost by failing the modified probability of keeping on the trail, there is an initial chance of 5% per level of the Forester to a maximum of 30% of finding it again within 15 minutes. If this attempt fails, there is a 10% chance per hour of rediscovering the trail, checked hourly so long as daylight persists. Once the trail is found again, resume tracking. Tracking percentages may be applied to any quarry, beast, monster, or man, which leaves a track.

Should the weather or evasive action reduce the percentage chance of tracking to 0%, the trail is considered to be totally obscured to normal observation and may be found again only by the

use of Magick, explained later.

Climbing: Not only Foresters are able to climb trees, cliffs, and the like, but they are most proficient at it. The climbing abilities of different character classes are:

Foresters: 80%/10 feet climbed + 2% per Dexterity point above 12.
 Thieves : 75%/10 feet climbed + 2% per Dexterity point above 12.
 Elves : 85%/10 feet climbed + 2% per Dexterity point above 12.
 Others : 80%/10 feet climbed + 2% per Dexterity point above 14.

Few handholds : -1 to -20% Partially encumbered (40-50% carrying capacity): -10%
 In full armour: -15% Fully encumbered (50 + % carrying capacity) : -25%
 Using rope : +1 to +20% Dexterity under 12: -3% per Dexterity point
 Carrying Pack : -5% Fear of heights : -50%

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

Foresters: 10% + 5% per Dexterity point above 12.
 Thieves : 10% + 4% per Dexterity point above 12.
 Elves : 10% + 4% per Dexterity point.
 Others : 10% + 2% per Dexterity point above 14.

Dexterity under 12: 10% - 2% per point below 12.
 Fear of falling : no save possible.
 Secured by rope : +25%, if rope is secured above.
 Failure = rope breaks.

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

01-50 = No effect +10% per 10' from the ground.
 51-80 = Stunned 1-6 turns + 1% per foot fallen to rocky ground.
 81-90 = Sprained limb + 1% per 3 feet fallen to hard ground.
 91-00 = Broken bone -20% if falling to soft cover (thicket, water).
 +10% if wearing pack.
 +10% if wearing armour class 6-10.

A sprain signifies injury to the arm 1-20% (50-50 chance of left or right), causing it to be useless for 1-6 days. On 21-00, an ankle is sprained, reducing movement, dodge, and bash by 50%. Roll 1D6 per 10 feet fallen, with damage to fatigue then body.

A broken bone signifies severe injuries. There is a 10% chance of critical injury if the fall is over 20 feet, with +10% per 10 feet above that. Falling to rocky ground adds an additional 10% chance of critical injury. Critical damage is equally divided between the body and fatigue levels, with 1D6 of damage per 10 feet fallen +3 damage points per 10 feet fallen. Non-critical falls cause 1D6 of damage per 10 feet fallen, assessed against fatigue then the body, and if the body is untouched it is a sprain.

Broken bone damage may be determined by rolling on the Critical Damage Table, provided in the Physician Rules.

Archery: In addition to "Favorite Weapon" skill (C & S, p.7), the following hit probability bonuses apply:

Elves : +10% with the Elvish Bow
 Hobbits : +15% with the Sling
 Fighter/Foresters: +5% with the Long Bow

SPECIAL EXPERIENCE BONUSES

Being a Forester : 1 pt/day x experience level
 On expedition : 3 pt/day x experience level
 Successful Kill : 150% of animal experience bonus

cont.

SPECIAL EXPERIENCE BONUSES

Forester Magick : As for Magicians
 Following Trail : 3 pt/day x experience level
 Supplying Party : 10 pt/person fed per day
 Vanquishing/Slaying: As for Fighter when defeating enemies by force of arms

The Hunt

The following rules are an attempt to convey the hunt situation involving dogs following a scent to find their quarry. The rules have been designed specifically with playability in mind. To follow every detail of the type of hunt represented here would produce a tome in itself.

SCENT ENCOUNTER

The chance of a scent encounter is determined by adding the % for the dog type being used to the scent strength %. The resultant % is the one that must be rolled to encounter a scent.

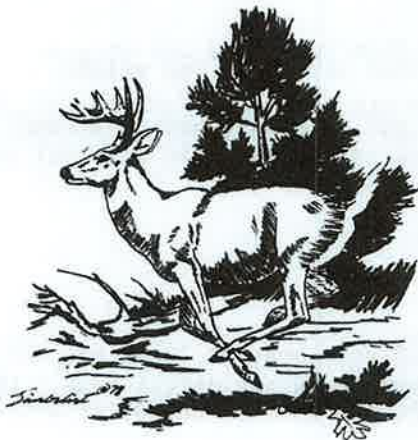
Dog Type	Stag	Deer	Fox	Bear	Boar	Hare	Bird	Cat	Wolf Dog	Other	Man	Monster
Talbot	10	40	30	25	25	40	30	35	45	25	45	50
Staghound	10	40	25	30	30	40	20	20	30	20	30	50
Wolfhound	10	40	20	35	25	40	15	20	25	20	40	50
Southern Hound	5	40	35	20	30	50	15	20	25	20	25	50
Mastiff	5	30	15	20	20	35	5	20	20	15	20	50
Wolf*	15	45	25	25	30	35	5	30	35	20	50	50

*Wolves will rarely be used by men but will appear with Orcs or in hunting packs. Dogs will bristle at the scent and balk at pursuit, with the exception of Wolfhounds and Mastiffs who love hunting wolves.

Scent Strength	%	Scent Strength	%	Scent Strength	%
Stag	25	Boar	30	Wolf/Dog	40
Deer	45	Hare/Rabbit	40	Other Animals	20
Fox	25	Bird	20	Man/Elf/etc.	35
Bear	30	Cat	30	Monster	50*

*Due to unkempt state or the plain horribleness of the smell. Dogs bristle and act positively outraged about the whole business, an unmistakable sign. Undead leave no scent, but the animals sense their passing the area and show definite fear - and it is more than mere trembling or whining.

Scents may be encountered by using the overland encounter tables (a particular animal encounter may be judged a scent) and then checking to see if the dog caught the scent. Alternately, a D10 may be rolled (Stag to Other), and the scent will be present within the % for dog type + scent strength. Roll D100 to find if the dog has the scent.



When hunting with a pack of dogs of the same type, increase percentages by +1% for each additional dog, to a maximum of +5%.

If a particular animal is the object of the hunt, use the dog type % + scent strength % for encounters, ignoring all other scents (unless threatening). Check one every 15 minutes. Hunting for scent is done at walking pace until the scent is found.

MAINTAINING THE SCENT

Once the scent has been found and established the dog must successfully follow it to gain the quarry. Roll D100. If the result is not within the scent % for the dog, he has lost the scent. A maintenance check is made every 5 minutes (two turns) of the chase.

To recover the scent, there is a 10% chance + Dog type % + 2% per dog being used - 2%/turn spent searching. Check once per 2.5 minutes (one turn) spent searching.

CROSS SCENTS

While following a scent, dogs will encounter other scents which may or may not prove more interesting to the dog than the present scent. There is a 25% chance of encountering a cross scent whenever a check is made for searching or trailing. Roll D10 for the scent type (Stag to Other). If the Dog type % for the new animal is higher than for the one being tracked, the dog will take after the new scent. If the Dog type %s are equal, roll D6, with evens = old scent and odds = new scent. If the Dog type % is lower for the new animal, continue the chase after the old scent. Only one check is made for any number of dogs.

BAD WEATHER

Reduce scents by 50% in rain. Several days will destroy them completely. Winter, with snow, has the same effect.

THE CHASE

The chase occurs once the dogs have closed to sighting distance of the quarry. Use the over-land terrain movement system in this Sourcebook.

COMBAT: BRINGING DOWN THE QUARRY

If the dogs successfully run the game down, their quarry will be forced to fight for its life. The number of dogs that are able to attack the quarry depends upon its size. Small quarry will be attacked by only 1 or 2 dogs at a time. Man-sized quarries would be attacked by a pair. Large animals and monsters could be attacked by several pairs at once. Such attacks are, of course, dependent upon the terrain features. A bear with his back against a tree would be vulnerable to only one pair of dogs.

When attacking in pairs, one dog will launch a feint attack to provide the other with a free blow. Game animals will have a 20% chance of foiling a feint. Men and intelligent monsters have a 10% chance + 2%/Wisdom point. Foresters will have a 20% chance + 2%/Wisdom point. These percentages are reduced by -5% for each additional dog attacking over the initial pair.

If the feint is successfully foiled, the quarry can turn his full attention on the attacking dog, with +5% hit probability.

An animal will be bashed to the ground if hit by a dog more than twice its own weight.

Mastiffs, Wolfhounds and Wolves spring for the throat. If a hit is scored and no attempt was made to parry, the animal has found its mark. Consider damage as an automatic critical hit, with critical probabilities representing a mortal wound.

Combat is otherwise conducted as given in Chivalry & Sorcery.

COMBAT: SHOOTING DOWN THE QUARRY

Should a particularly dangerous quarry be brought to bay, such as a bear or large cat (or monster), the dogs might choose to hold it by feinting attacks which are not driven home. When the hunting party arrives, missile fire or close-in work might be the best course of action to

save the dogs. Use the following tables to calculate the % chance of success:

Range of Weapons & Hit Probabilities on the Hunt

	<u>Short Bow</u>	<u>Horse Bow</u>	<u>Mongol Horse Bow</u>	<u>Light X-Bow</u>	<u>Composite/Longbow</u>	<u>Elvish Bow</u>	<u>Javelin</u>	<u>Axe</u>
Open Plain	450'	300'	450'	500'	600'	750'	100'	100'
Hedge & Brush	400'	250'	400'	450'	550'	700'	100'	80'
Light Woods	300'	200'	350'	350'	400'	575'	75'	75'
Woods	200'	175'	275'	275'	300'	400'	50'	50'
Dense Woods	100'	100'	150'	150'	200'	300'	50'	25'

These range modifications can also be used in man-to-man combat situations in various types of terrain cover.

Spears may only be used to defend a 30° arc in front of the wielder when in dense woods and thickets.

Accordingly, the % chance of a hit is reduced in terrain that is obscuring the target and presenting obstacles such as trees that will deflect the missile.

<u>Weapon</u>	<u>Hit Probability Reduction</u>				
	<u>Plain</u>	<u>Hedge/Brush</u>	<u>Light Woods</u>	<u>Woods</u>	<u>Dense Woods</u>
Short Bow	-	-5%	-10%	-15%	-25%
Horse Bow	-	-5%	-10%	-15%	-25%
Mongol Horse Bow	-	-5%	-10%	-15%	-20%
Light X-Bow	-	-5%	-7%	-12%	-20%
Composite/Longbow	-	-3%	-5%	-10%	-15%
Elvish Bow	-	-	-3%	-5%	-10%
Javelin	-	-	-5%	-10%	-15%
Axe	-	-	-5%	-10%	-20%

Modifiers: These take precedence over those in C & S, p.56, where applicable.

Target moving at top speed:	-25%
Target moving :	-10%
Target stationary :	+15%
Target obstructed by trees:	-10%
Target large animal :	+5%
Target very large animal :	+10%
Flank Aim*	+10%
Head Aim*	+5%
Rump Aim :	+5%
Shooting while moving :	-15%
Shooting at the run :	-25%
Shooting below eye level :	-10%**
Shooting above eye level :	+5%
Per +1 Magick increment :	+5%



*If 4-legged animals are rearing, % chance of mortal wound = critical hit %, if a critical is already scored.

**In C & S, (p.56), +10% was given for firing from above. However, this was in the case of defending a battlement, stair, etc. In the wilds, terrain can be very misleading, and men firing below eye level tend to fire high.

DOG TYPES

<u>Type</u>	<u>Body</u>	<u>Wt</u>	<u>Move</u>	<u>Armour</u>	<u>% Hit</u>	<u>% Dodge</u>	<u>Attack Mode & Characteristics</u>	<u>Experience</u>
Talbot	12	75	60/240	1	+10%	-25%	3xWDF MMB 2 fangs	25

cont.

Type	Body	Wt	Move	Armour	% Hit	% Dodge	Attack Mode & Characteristics	Experience
Staghound	16*	100	60/290	1	+15%	-25%	3xWDF MMB 2 fangs	25
Wolfhound*	24	150	60/280	1	+35%	-35%	4xWDF MMB 2 fangs +2 blows	75
Southern Hd.	16	100	60/240	1	+10%	-25%	3xWDF MMB 2 fangs	25
Mastiff*	24	175	60/240	1	+25%	-25%	4xWDF MMB 2 fangs +1 blow	50
Sheepdog	12	75	60/270	1	+15%	-35%	3xWDF MMB 2 fangs +1 blow	25
Mutt/Mongrel	7-12	75	60/240	1	+10%	-25%	2xWDF MMB 2 fangs	25

*If trained for war, armour class 5, with 30% increase in weight and +4 on body. +5% hit probability as well and trained to go for the throat. A critical hit = neck hit, with a second critical roll for mortal wound if not wearing a mail coil. Animals run a risk of having their throats torn out. Alternately, the weapon arm can be held, causing a fighter to drop his weapon 50% of the time -5% per strength point over 15.

Dogs and Wolves have "free" dodges.

Physicians, Wounds & Diseases

In playing fantasy role games it often struck me that the worlds my characters lived in were as sterilized as an operating theatre. Not only were they immune from illness, but so was the world around them. Even worse, when they were wounded, all a Cleric had to do was mumble a few Holy Words and their torn, mangled bodies were restored to complete health as if sharp blades and bone-crushing maces had never been.

Some limited provision for the role of illness and recovery from wounds was made in Chivalry & Sorcery, and the Alchemist could branch into medicine, but the real framework was not, as yet, present. This article seeks to correct that omission. Now plagues and the common cold can strike terror into the hearts of player characters, nay - entire nations! Wounds can fester, re-open, and set back the progress of a character back to health. Worse, they slow him down in an adventure. And a good excuse is given to introduce two new character types: Physicians and Chirurgeons.

Physicians & Chirurgeons

In an action-packed adventure campaign, there are going to be casualties. Doctors are therefore necessary, particularly in cases where players wish to downplay the miraculous powers of the Clerics.

THE PHYSICIAN

Physicians are non-fighters, and characters qualify for this class if they are born into any of the Professional Guilds or else become Monks, Shamen, or Alchemist-Physicians. Initially a Physician advances in a manner similar to Alchemists in that he must master certain basic knowledge and skills before he may advance to a higher experience level. Once the basic skills are mastered, further progress is made by acquiring experience through performing diagnosis, treatment, and the like.

The basic prerequisites for becoming a Physician are, in addition to belonging to the proper social class, an Intelligence, Wisdom and Dexterity score of 12 or higher. The Medical Ability of the Physician is found by adding these three scores and dividing the total by 3. The Medical Ability score will determine his speed at learning each aspect of the Medical Arts (subtract 1 day per Med. point) and also affects his chances of successfully treating the afflictions of his patients.

Experience Level:	Medical Art	Time to Learn	Experience*	Experience/Treatment**
1	Staunching Wounds	30 days	500	10 + 1/exper. level x 1D6
	Treating for Shock	30 days	500	10 + 1/exper. level x 1D6
	Sewing Wounds	30 days	500	10 + 1/exper. level x 1D6

cont.

Experience Level:	Medical Art	Time to Learn	Experience*	Experience/Treatment**
	Treating Burns	60 days	1000	10 + 1/exper. level x 1D6
2	Basic Anatomy	90 days	1500	
	Relieving Pain	60 days	1000	10 + 1/exper. level x 1D6
3	Probing Wounds	30 days	500	20 + 1/exper. level x 1D10
	Setting Bones	60 days	2000	10 + 1/exper. level x 1D10
	Tooth Extraction	30 days	500	10 + 1/exper. level x 1D6
	Cauterizing Wounds	60 days	2000	25 + 1/exper. level x 1D10
4	Chirurgery	120 days	7500	50 + 5/exper. level x 1D10
	Salves & Ointments	60 days	2500	10 + 1/exper. level x 1D6
	Cordials & Elixirs	60 days	5000	10 + 1/exper. level per body or fatigue point restored
5	<u>Diagnosis & Treatment:</u>			
	Common Cold	20 days	2000	-
	Dysentery	30 days	3000	20 + 1/exper. level x 1D10
	Rashes & Itches	30 days	3000	10 + 1/exper. level x 1D6
	Pneumonia	30 days	3000	20 + 1/exper. level x 1D10
	Recurrent Fever	30 days	3000	20 + 1/exper. level x 1D10
	Chicken Pox	30 days	3000	10 + 1/exper. level x 1D10
	Tuberculosis	30 days	3000	50 + 5/exper. level per week
	Leprosy	50 days	5000	100 5/exper. level per week
6	<u>Diagnosis & Treatment:</u>			
	Leprosy of the Tomb	60 days	6000	250 + 5/exper. level x 21-40
	Malaria	30 days	3000	20 + 1/exper. level x 1D10
	Small Pox	30 days	3000	50 + 3/exper. level x 11-20
	Typhoid Fever	30 days	3000	50 + 3/exper. level x 11-20
	Typhus	30 days	3000	50 + 4/exper. level x 11-20
	Cholera	30 days	3000	50 + 5/exper. level x 11-20
	Bubonic Plague	30 days	4000	75 + 5/exper. level x 11-30
7	Treatment of Paralysis	120 days	10000	200 + 5/exper. level x 11-20
	Poisons & Antidotes	180 days	15000	100 + 5/exper. level x 1-20

*Experience bonus received upon learning the Medical Art. To pass the test given by the Physician under whom the character is studying is a %age chance found by multiplying the character's Medical Ability by 5. Failure results in a further 10 days' study, followed by another test -5% for each failure. Four failures prevents further study.

**Once the Physician has mastered a Medical Art, he may practice it upon patients. Any experience so gained is recorded on the side. The moment that the Physician reaches experience level 8, these experience points are added to his total experience. All advancement from level 8 onward is based solely upon the practice of medicine, and no experience is awarded for slaying monsters, finding treasure, etc.

Since few characters will have a significant number of player-character patients, assume that an average day brings 10 experience points x experience level, provided that the Physician is in a place that would reasonably bring in patients daily (such as in town). During wartime, Physicians attending during sieges or in a field army will double daily experience. In Plagues, Physicians triple daily experience.

In the case of Shamen and Alchemist-Physicians, Medical Arts are acquired simultaneously with their Magical Arts only if they are Well-Aspected. Neutrally or Poorly Aspected practitioners must spend additional time learning medical skills to advance in experience. In other words, double entries must be kept showing experience from Magical practice which is applied to their

abilities to perform Magick, and experience from Medical practice which applies to their abilities to heal their patients; but Well-Aspected Shamen and Alchemists may learn both arts at the same time.

THE CHIRURGEON

Initially, a Chirurgeon (surgeon) advances in the same manner as does a Physician, but he will advance no farther than "Cauterizing Wounds", at which point advancement is based upon the practice of his Arts. Further, he average day's experience is 5 x his experience level (10 x his level in war) when no specific patient appears. Average pay is 1 SP/day x experience level (as opposed to 3 SP/day x experience level for Physicians) after level 5.

A character may become a Chirurgeon so long as his prerequisites (Intelligence, Wisdom, and Dexterity) are not under 8. Fighters may learn "first aid" ("Staunching Wounds" and "Treating for Shock") from a Physician or Chirurgeon and then practice non-Physician medicine in the field. Typically, Chirurgeons are Townsmen or Yeomen-in-Livery, and many practice the trade of barbering.

THE MEDICAL ARTS

Staunching Wounds: the prevention of loss of blood by applying bandages and packings to the damaged tissues. Staunching is effective against minor and moderate bleeding, but chances are reduced -10% in the case of uncontrolled bleeding. % chance of success = 20% + Med. Ability + 3% per experience level to a maximum of 90%. Non-physicians = 25%.

Treating for Shock: keeping the patient warm and administering "cordials" such as brandy to prevent withdrawal of the blood to the body cavity. If shock occurs, % chance of success = 20% + Med. Ability + 4% per experience level to a maximum of 90%. Non-physicians = 25%. Physicians (not Chirurgeons) may also prepare special cordials (equivalent to "Water of Life") to restore body levels slightly to counteract bleeding. Such preparations may be prepared at the rate of 1 dose per day, using the Magick Materials List, but no more than 5 doses per experience level of the Physician will be on hand at any one time.

Sewing Wounds: the prevention of serious loss of blood due to uncontrolled bleeding or body damage exceeding 50%. % chance of success = 30% + Med. Ability + 3% per experience level to a maximum of 95%.

Treating Burns: equivalent to treating to prevent shock plus proper dressing of wounds, this skill wards off the chance of shock or immediate infection. % chance of success = 100% - % of damage to body from fire + Med. Ability + 2% per experience level. This same chance of success exists to prevent scarring. Scarring will produce a 1 point reduction in Appearance per 10% of damage done. Failure to treat effectively brings septicemia check.

Basic Anatomy: the knowledge of the human body sufficient to prevent bleeding temporarily through applying pressure to pressure points (only effective if limbs are bleeding) and also to provide 1-10% additional chance of success in all Chirurgical procedures.

Relieving Pain: the knowledge, preparation, and prescription of pain killing powders and elixirs, and also of sleeping powders. % chance = 35% + Med. Ability + 4% per level to a maximum of 95%. Incorrect dosages have a 1-65% chance of simply not working, although grogginess may result from aleeping powders and elixirs (reduce physical abilities to 50% of normal - fighting percentages, movement, carrying capacity, etc.) There is a 66-100% chance that incorrect dosages will produce a coma for 6-36 hours, with death if over 27 hours. Physicians and Chirurgeons may prepare 5-10 doses of Opium or White Lotus powder in 30 days - Medical Ability. One dose will relieve pain for 8 hours, and two doses will render a patient unconscious for 5D20 turns (25-500 minutes).

Probing Wounds: finding and extracting foreign objects (such as spear or arrow points) from a wound. % chance = 15% + Med. Ability + 5% per experience level to a maximum of 95%. There is a 30% chance - Med. Ability - 2% per experience level of striking a vein or artery, producing uncontrolled bleeding. Non-physicians = 15%, with a 30% chance of uncontrolled bleeding (after all, anyone can pull a shaft from a wound, but...)

Setting Bones: diagnosing the nature of the break and setting the bones properly for splinting. % chance = 20% + Med. Ability + 4% per experience level to a maximum of 90%. Failure to set the bones properly (the check is made after the bone has healed) results in 5D6 % impairment of the affected limb, which is assessed against fighting ability, movement, and/or carrying capacities where applicable. The bone may be rebroken and reset if it heals poorly. Use of "boneset" in the bindings will improve chances of proper healing by 1-10% when employed by Physicians. Non-physicians may set bones in an emergency at a 20% chance of success.

Tooth Extraction: pulling decayed teeth. % chance = 40% + Med. Ability + 2% per level to a maximum of 95%. Failure to extract cleanly results 1-65% of the time in the patient losing the wrong tooth and 66-100% in the tooth breaking, necessitating Chirurgery. In the meantime, the patient will be in extreme pain. Non-physicians = 20% chance of success, with tooth breaking otherwise.

Cauterizing Wounds: searing a wound with heated irons or fire or hot pitch to prevent uncontrolled bleeding. This procedure is used especially when sewing is inconvenient (as in the case of an arm being amputated during a melee) and time is at a premium. It is also used to "burn out" an infection. % chance of preventing uncontrolled bleeding = 40% + Med. Ability + 3% per experience level. % chance of burning out a localized infection = 20% + Med. Ability. Chance of shock = 25% - Med. Ability - 1% per experience level. Chance of scarring = 50%, with 1-6 Appearance points lost if in an exposed feature considered important to one's attractiveness. Non-Physicians have a 25% chance of success, with 50% chance of shock and scarring.

Chirurgery: a variety of procedures involving skill with a scalpel. Boils may be lanced. Amputations of extremities (fingers, toes) and removal of bits of broken tooth and roots may be performed without complication. "Probing Wounds" is performed with 1-10% additional chance of success. Various "growths" may be removed with 90% success. Finally, and most important, amputations may be performed, with a % chance = 20% + Med. Ability + 3% per experience level. Failure results in uncontrolled bleeding. Non-Physicians may attempt amputation with a 20% chance of success, with shock and uncontrolled bleeding resulting if the procedure is botched. "Bleeding" with leeches (-1 to -3 body points) or scalpels (-1 to -6 body points) may be prescribed for a variety of illnesses to "let bad humours out". Bleeding improves chances of survival by 1-6%.

Salves & Ointments: the preparation and prescription of various topical unguents to relieve skin irritations, swellings, and rashes. 21 different Magick Materials must be employed to produce 11-20 doses, with 1-3 doses being required per day for success until the prescription is exhausted.

Cordials & Elixirs: The Physician will learn the preparation and prescription of 22 different remedies, each containing 7 Magick Materials (11-20 doses per preparation) which will improve chances of recovery by 1-10% provided the prescription is followed. (Players should concoct the "wildest" and most revolting mixtures imaginable in order to reassure patient-characters that they are receiving the best treatment) Once a remedy has been formulated, roll 1D10 to find the percentage bonus it will add to the chance of recovery; this remains constant. A prescription will have an effect upon 1 or 2 diseases which are stipulated before testing the remedy's effectiveness.

When the Physician reaches experience level 10, he may "enchant" an elixir or cordial which will have the same effect as a Cleric's "Cure Minor Wounds", with a 75% chance of success (6-10 points restored to a character's body). For the purposes of making such preparations, treat the Physician as a Magick User of the same experience factor and have him "enchant" 7 Magick Materials, none of which should be inexpensive or very common. From 5-10 doses will result.

At experience level 15, a Physician may "enchant" an elixir or cordial which will "Cure" diseases with a 75% chance of success. 21 Magick Materials of rarity and great cost must be used to produce 5-10 doses. A similar preparation may be prepared to "Cure" serious wounds at experience level 19.

Diagnosis & Treatment: Until a Physician has studied a disease carefully to learn all of its symptoms and also the recommended procedures of treating it, he will have a chance = 20% + Med. Ability of properly diagnosing and treating it. In most instances, he will probably guess the right disease but fail to prescribe properly for it. But once the disease has been studied,

the curative bonuses given under the various diseases can be applied without checking at 20% + Med. Ability. At least one "treatment" must be made per week the disease lasts.

PAIN: Optional

Characters may be subjected to pain for several reasons. The most common cause is damage to the body, but neurological ailments (headaches, etc.) or toothaches may cause more temporary pain but entail a severe loss of efficiency.

A character's resistance to Pain is expressed as a Pain Threshold percentage and is found by multiplying his Constitution times 3 and adding his Strength. Whenever a character has sustained damage exceeding his Pain Threshold, roll percentage dice. If the result is higher than the Pain Threshold, he loses body efficiency.

For example, a character has a Constitution of 18 and a Strength of 12, so his Pain Threshold is $(3 \times 18) + 12 = 66\%$. Suppose he received 73% damage to the body. There is a 66% chance that he will be able to withstand the Pain caused by that damage and continue functioning actively without the pain affecting his efficiency.

If a character fails to withstand Pain (rolls higher than the Pain Threshold percentage), he loses 1% efficiency for each 1% that his roll exceeds the Pain Threshold. *For instance, if he rolls an 81% when his Pain Threshold percentage is 66% (see above) he loses 15% of his efficiency. Thus, his hit probabilities, parries, dodges, weapon damage, carrying capacity, movement, and any other physical capability would be at 85% of his normal maximum.*

Special cases such as toothache or serious critical hits will require immediate percentage rolls to determine whether the pain is too much to bear and still maintain efficiency. For instance, a grievous chest wound, even though the damage is less than the Pain Threshold percentage, would cause considerable pain, and so a Pain Check is required.

A pain-killing drug will increase the Pain Threshold by 5D6 % and will have a duration of 5 D6 turns. No more than one dose of a pain-killer may be taken safely in that time period.

Pain will affect a character's efficiency until damage falls below the Pain Threshold due to natural or miraculous healing. Toothaches, etc., will affect character efficiency until the cause of the Pain is eliminated.

Superhuman characters (Strength 20+) are not affected by Pain until body damage exceeds 90%, but they have a normal Pain Threshold for toothaches, etc. Also, when Berserk, all effects of Pain are temporarily ignored.

RABIES

There is no medical cure for Rabies, but a Clerical Miracle may be attempted with a 25% chance of Cure + the victim's Disease Resistance. Only one Cure Disease may be attempted on the victim each day for the first three days of the disease, after which the disease is irreversible. Rabies has a 3-day incubation period, during which the victim grows more irritable and develops a fear of water. In the fourth day, there is a 25% chance per hour that the victim will go "mad," frothing at the mouth and attacking those around him. Once maddened, the victim has a 10% chance per hour thereafter of dying from the disease, and will die by the end of the seventh day of the disease. It is contracted by one's being bitten by a rabid animal.

TOOTH ACHE

A toothache may occur as a result of a blow to the face (broken or chipped tooth) or from dental cavities. Tooth decay has a 15% chance of occurring every 1-6 months, minus the character's Disease Resistance. The only known "cure" in periods previous to our own was to pull an aching tooth. Tooth Ache produces Pain for 1 D6 hours per attack, once contracted, with 1-4 attacks per day.

THE TIME ELEMENT

In treating various afflictions and disorders, a considerable period of time may pass to perform some procedures. The following time periods are therefore relevant:

<u>Staunching Wounds</u>	: 3-18 minutes (-50% of time for Dexterity 15+).
<u>Treating for Shock</u>	: 2-12 minutes.
<u>Sewing Wounds</u>	: 2 minutes per 10% damage to body (-50% of time for Dexterity 15+).
<u>Treating Burns</u>	: 1 minute per 1% of damage to body (-50% of time for Dexterity 15+).
<u>Relieving Pain</u>	: 1 minute (administer powder or potion).
<u>Probing Wounds</u>	: 2-12 minutes (-50% of time for Dexterity 16+).
<u>Setting Bones</u>	: 6-36 minutes.
<u>Tooth Extraction</u>	: 2-12 minutes.
<u>Cauterizing Wounds</u>	: 1-6 minutes
<u>Chirurgery</u>	: Highly variable; depending upon the procedure, from 5 to 60 minutes. Lancing, etc., is 5-10 minutes. Amputation is 15-60 minutes - 50% for Dexterity 16+.
<u>Salves, Ointments,</u>	
<u>Cordials, Elixirs</u>	: 1 minute (administer remedy).
<u>Diagnosis</u>	: 21 minutes - Medical Ability. However, if two Physicians are present, add 10-200% of 21 minutes ("consultation").

Treatment of Paralysis: Paralysis resulting from spinal wounds, touching by various monsters, etc., (including effects of Basilisks and the like) is relatively incurable by any means, including miracles. Allow a flat 25% chance of a cure per month for a Physician or a Cleric. Failure reduces probabilities by -5%, cumulatively.

Poisons and Antidotes: Once a Physician has studied poisons and their antidotes, he has a 20% + 2% chance per IQ point of correctly diagnosing the poison used. If the victim is still alive, the antidote has a percentage chance of counteracting the poison equal to 4% x Medical Ability of the Physician. Physicians may produce 1-6 doses of antidote for a poison in 30 days - Med. Ability. Players should identify the number, type, and effectiveness of poisons they wish to employ in their campaign so that Physicians can take appropriate action.

CLERICS AND MIRACULOUS CURES

With the introduction of Medical Arts into the campaign, players may wish to modify the basic curative powers enjoyed by Clerics so that they are more in line with those of the Medical Profession. In other words, Cure Minor Wounds and Cure Serious Wounds would serve to ward off Shock and restore lost blood or else increase body levels to a more desirable condition but would not stop bleeding, remove imbedded weapons, mend bones, and the like. Cure Disease merely reduces the chance of death and does not eliminate it entirely. Cure Grievous Wounds will aid a person in staying more or less in one piece when bones are broken but does not provide a permanent cure. And so on. In short, miracles may stave off death, but they will not replace the Physician or the Chirurgeon who must patch up the mangled bodies.

Wounds & Broken Bones

Chivalry & Sorcery provides for a variety of injuries caused by "critical hits" during individual combat. However, the exact nature of such injuries and the longer term result is glossed over. Furthermore, it can happen that a character comes through a fight with no "criticals" and yet has severe injury done to his body. In the case of damage that resulted from critical hits, note down the nature of the injury so that it may be considered and treated afterward (unless fatal, of course). In the case of more general injury to the body, roll D20 if more than 25% has been lost from body levels and consult the following table after the conclusion of the fight.

WOUND RESULTS:

1. Head Hit: If character was not wearing a helmet sufficient to protect him from the weapon(s) that struck him, ignore all results under 76: 1-50 = mild headache; 51-75 = mild concussion

and severe headache, with -10% reduction of all fighting abilities for 21-40 turns if 2-12 turns of rest and a pain killer are not obtained; 76-90 = severe concussion, with 1-20 chance of unconsciousness for 2-12 hours, checked once per hour; 91-100 = cracked skull, severe concussion, and 1-25 chance of unconsciousness for 4-24 hours, checked hourly. Severe concussion reduces all physical abilities by -25% while the victim is conscious and, with unconsciousness, there is a chance of Shock, requiring medical treatment.

2. Face Hit: Possible only if character was wearing an open-faced helmet or no helmet; otherwise a Head Hit. 1-50 = black eye and facial bruises; 51-75 = 1-3 teeth knocked out, with 1-2 point reduction in Appearance and a 1-20 chance of a broken tooth and Pain; 76-90 = 1-20 chance of being blinded, with a -10% permanent reduction in hit and parry probabilities and otherwise a -10% temporary reduction for 1-6 hours; 91-100 = severe facial disfigurement, with 1-6 points lost from Appearance, Minor Bleeding, and Pain.
3. Neck Hit: +1 point of injury per turn until properly bandaged to stop bleeding or to immobilize strained muscles. There is a 1-10 chance that Uncontrolled Bleeding has resulted, requiring immediate medical treatment, if edged weapons caused the damage, and also a 1-10% chance of a broken neck if LH or H weapons were used. A broken neck in this case signifies cracked vertebrae which have a 1-15% chance per turn of activity of being fatal if not properly treated (bandaged).
4. Shoulder Hit: 1-50 = left; 51-100 = right. 15% chance of a bone being broken if struck by an H weapon (25% if arm unprotected by shield or metal armour). Broken bones make use of right/left arm impossible until healed. Broken legs make walking impossible unless splinted. If bones are unbroken, LH and H weapons produce severe bruising and -20% loss of fighting capabilities of the affected arm for 48 hours - 1 hour per Constitution point. Slashing weapons also have a 1-15% chance of causing uncontrolled bleeding; 16-30% chance of Moderate Bleeding; and 31-50% chance of Slight Bleeding - with +10% on the D100 if arm protected by a shield or metal armour. A shoulder so injured will lose -20% fighting capabilities (in addition to bruises, if applicable). Broken bones make carrying back packs impossible.
5. Arm Hit: as for shoulder hit.
- 6-7. Chest Hit: Apply the following bonuses or penalties: Armour class 0-1 = +20%; 2-5 = 0; 6-8 = -5%; 9-10 = -10%. On 1-30 = bruised ribs, sore but no severe damage; 31-60 = several cracked ribs requiring binding up to immobilize them (plate cuirass does this automatically) or 1 point of damage to body per hour if active or 1 point per turn in combat, with a 1-10% chance of puncturing a lung (25% chance fatal); 61-80 = broken ribs requiring binding or 1 point of damage to body per hour if active or 1-3 points per turn of combat, with a 1-25% chance of puncturing a lung; 81-100 = severe injury to chest, requiring immediate binding, staunching and bandaging of wounds, treatment for possible shock, and relative inactivity for 6-36 hours, with 50% reduction of all physical capabilities for that time period (edged weapons will cause Moderate Bleeding 1-25%, Uncontrolled Bleeding 26-75%).
8. Spine Hit: 1-50% chance of paralysis if in Armour class 0-1; 1-20% in 2-3; 1-25% in 4-8; 1-10% in 9-10. One limb is paralyzed per 25% rolled. If no paralysis occurs, treat as a Chest hit 1-60% of the time, and as a Shoulder Hit 61-100% of the time. If struck from the back, chance of a Spine Hit is 7-8 on this table. Treat chance of bleeding as for Groin Hits below.
9. Groin Hit: 1-35% chance that wound is not serious; 36-50% = Moderate Bleeding; 51-75% = Uncontrolled Bleeding; 76-100% = Uncontrolled Bleeding, unconsciousness for 1-6 hours, Shock, and 1-10% chance of being unable to have any more descendants. Subtract -20% from result for those in class 7-10 armour. Groin hits over 50% incapacitate the victim for 3-18 days and hits from 36-50% reduce movement, dodge, and carrying abilities by 50%.
- 10-12. Leg Hit: Treat as for shoulder hits. A splinted leg will reduce speed as indicated for severe wounds in C & S, p.55, and dodging or carrying more than 20% of carrying capacity is impossible. Character is considered fully encumbered if his leg is broken and splinted. Crawling at 10 feet per turn is possible if the leg is broken and unsplinted.
- 13-20. General Aches and Pains: bruises, abrasions, and minor cuts, but nothing serious.

BLEEDING

Bleeding is of three basic types:

Slight Bleeding: more unsightly than dangerous, such bleeding will not result in a significant loss of blood or strength unless the body is at 51% damage, at which point it is considered to be Moderate Bleeding. Lose 1 point from the body every 10 minutes.

Moderate Bleeding: 1-50% chance the 1-3 points will be lost from the body each 1-6 min. If the body is at 51% damage, it is considered to be Uncontrolled Bleeding 1-25% of the time. (Do not promote Slight Bleeding to Moderate to Uncontrolled, however!)

Uncontrolled Bleeding: an artery or vein has been severed, and 1-6 points are pumping away every 1-6 minutes. Check for shock.

SHOCK

Shock is the retreat of the body's remaining blood supply to the central trunk. Shock results whenever the body is burned (more than 25% damage) or has suffered severe injury. It results in a percentage chance proportionate to the amount of damage suffered by the body minus the Constitution of the character. For example, if a constitution 17, a character who suffered 55% damage to the body has a $55-17 = 38\%$ chance of suffering from Shock. Shock takes 3-8 turns to take effect (15-40) minutes) after the injury and will completely incapacitate the victim. Unless he is kept warm, there is a 50% chance of death minus the Constitution, checked hourly for 2-12 hours. Treatment by a Physician or Chirurgeon will significantly reduce this probability (-2% per experience level once Shock has occurred) and will prevent it if taken prior to its onset.

SEVERE WOUNDS

Subject to even more severe penalties (see above), severe wounds and any reduction of the body to less than 25% will reduce physical abilities of a character to at least 50% of normal. Thus hit probabilities, parry bonuses, dodge, carrying capacity, WDF bonuses, number of blows possible, etc., are halved. Spine Hits resulting in paralysis result in full incapacity of the limb affected.

DEATH

When a character's body reaches 0, he is unconscious and bleeding will further reduce this level to minus values. His capacity to resist death is found by adding 5% of his weight to 50% of his Constitution. For example, a character weighing 250 Dr. with a Constitution of 15 has a blood loss capacity of $-12.5 + -7.5 = -20$. He may lose 20 points of blood before death.

Once a character is reduced to 0 body level or lower, 1 or 2 points will be lost every 5-10 minutes, even if there is no blood loss. If there is blood loss, do not subtract an additional 1 or 2 points, however. In short, medical attention will be needed to prevent death. Wounds must be staunched and bound up. Clerics can assist by raising negative levels to positive levels, but they do not really "cure" the problem, only postpone it.

RE-OPENING WOUNDS

Characters who have been bandaged, sewn up, or splinted will risk tearing open wounds if they involve themselves in any violent or strenuous activity like fighting or running or carrying heavy burdens. Risk of opening wounds exists until the body has been restored to normal levels.

To determine the risk of re-opening wounds, find the percentage of the body level remaining add 2 x Constitution score, and subtract from 100. This is the chance of re-opening the wounds. As healing from natural or clerical causes raises the body level, the risk is reduced. For example, suppose a character has a Body of 27 and Constitution of 15. He suffers 22 points of damage, leaving him with 5/27 or 19% of his body left. Further suppose that a Cleric gave him a minor cure of 5 points, while a Physician bandaged his wounds and staunched the bleeding. His body, now at 10/27, has a $100 - 68 = 32\%$ chance of being torn open by violent activity. This is, after all, realistic, as no one can walk around with gashes in his side and hope to get away with anything except the most moderate and careful of movements. Sewing up wounds reduces tearing open chances by 10%.

If a wound is re-opened, there is a 1-33% chance it is a Slight Bleeding, 34-67% it is Moderate, and 68-100% it is Uncontrolled.

Broken bones may be treated differently, if players desire. A fall would carry the chance of further breaking the injured limb equal to the risk of re-opening wounds, with a 1-25% chance of compound fracture and bleeding. Such a result would take effect the moment it occurs. A similar result would occur if the affected area is struck by a weapon.

Plague

During the Middle Ages, the dreaded cry of "Plague!" put more sheer terror in the hearts of men than did any army - and with good reason. Disease has slain more people than has any war, and the Feudal Period saw numerous epidemics that decimated entire populations and left nations economically and militarily bankrupt. The following optional rules permit players to recreate the effect of plague outbreaks in a feudal nation, both on a national and an individual player level.

A number of terms will be used repeatedly in this section, so to save space they are defined here:

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

1. In any given year, there is a 10% chance that an epidemic will break out in some population center in each nation. This chance rises to $10 + 2D6\%$ in a year of famine. Check once per 250,000 townsmen or part thereof in the nation. The time of year the plague breaks out should be decided randomly; roll a D6 to find the time of year, with 1-2 = January-June and 4-6 = July-December; then roll D6 again to find the particular month. It should be noted that some plagues will not break out in certain months, in which case a plague that would be impossible in the month rolled means a much welcome reprieve!
2. During war, the unsanitary conditions caused by overcrowding during protracted sieges (over 60 days) or by large concentrations of troops may produce plagues. Beseiged castles and towns have a $10\% + 1\%$ per 2,000 in the fortress that plague will break out each week that the siege lasts beyond 60 days. If plague does break out, the beseiging army must immediately disengage or run the risk of the plague spreading to its numbers ($20\% + 2\%$ per week it remains). Armies of 11,000 - 20,000 men may contract plague; roll $10 + D10$ to find the minimum size of army that is vulnerable. Armies over 20,000 men always run a risk of plague. If plague conditions exist (check each week the army is concentrated), there is a $10\% + 1\%$ per week of plague.

Non-epidemic diseases occur when the Game Master decides that the conditions for such diseases are present during an adventure and they affect only individual characters.

Vector: the source or conditions under which a disease begins.

Infection: the percentage chance that an individual character will contract the disease.

Survival: the percentage chance that an individual character will recover from the disease once he contracts it. The percentage is modified by the bonuses or penalties given for resistance to disease under "Constitution", C & S, p.5.

Incubation: the period of time required for the symptoms to appear in a character.

Duration: the period of time that a character will suffer from the disease.

Death Rate: the number of deaths that will occur in a population during an epidemic, expressed as a percentage dead per week.

Cure: If using the clerical curative powers in a campaign, the "Cure Disease" miracle cannot be applied blindly and arbitrarily to cure or prevent disease. A "Cure" cannot be made until the character has actually contracted the disease and the symptoms are present. Further, a

"Cure" will not completely eliminate the disease, merely increase the chance of survival. Successful medical procedures approximate a "Cure Disease".

Incapacitation: the degree to which a character is reduced in his physical and mental powers during the illness and also during recovery.

Recovery: the period of time needed to restore the character to his full powers.

EPIDEMICS

When determining the point of outbreak, all towns in a nation should be assigned a number. For example, if there were 27 towns, divide them into 3 groups of 10 (or part thereof), roll D6, with 1-2 = towns #1-10, 3-4 = towns #11-20, etc. Once the particular group of towns is determined, roll D10 to find the specific town. In the case of sieges or oversized armies, the location is already known.

The following epidemic diseases may occur if all the conditions are "right". Bubonic plague, cholera, and typhus do not occur between the months of November and March because the cold eliminates the insect vectors. Thus the epidemics will either not occur or will cease during these months. The other epidemics are possible in any season. If the epidemic is possible, roll D10 to determine which epidemic has struck:

1. Bubonic Plague or "Black Death": Epidemic, lasting 2 + 1-10 weeks before disappearing. Death Rate: 1-3% per week, with a spread in all directions of 3-6 miles/week after the outbreak. Vector: rats carrying plague-ridden fleas, and also infected victims. Infection: 25% per week (or part) character is exposed. Survival: 30%; 60% if "Cured". Incubation 1-3 days. Duration: 1-3 days, with 100% incapacitation. Black Death will produce blood spots on the skin, enlargement of lymph glands, high fever, severe chills, vomiting, great thirst, and morning diarrhea, with the victim usually delirious. If a character is not infected during an epidemic, there is a 10% chance in subsequent plagues of immunity. There is also a 10% chance that an exposed character is carrying Plague fleas for 1-6 weeks after exposure. Recovery: 22-27 days, with character at 50% capacity (hit & parry probabilities, weapon damage, body and fatigue levels).
2. Cholera: Epidemic, lasting 1-10 weeks. Death Rate: 1-3% per week, with a spread of 1-6 miles per week. Vector: contaminated water, food, and infected people. Infection: 20% per week exposed; 10% if food is pure and water uncontaminated and contact with victims is avoided. Survival: 40-70%; 60-90% if "Cured". Incubation: 1-6 days. Duration: 4-8 days. Cholera produces severe diarrhea and extreme dehydration, weakness, and fever, with 75% incapacitation. Recovery: 4-10 weeks, with 25-50% incapacitation (roll D6, with 1 = 25%, 2 = 30%, etc.)
3. Typhus: Epidemic, lasting 2-7 weeks. Death Rate: 1-3% per week, with a spread of 1-6 miles per week. Vector: fleas, mites, body lice and ticks which thrive when there is overcrowding, filth, and food shortage. Infection: 10% per week exposed; 20% during sieges or in over-sized armies. Survival: 75%; 90% if "Cured". Incubation: 7 days. Typhus produces high fever which lasts 1-6 days, and victims are incapacitated during fever. There is a 3D6% chance that a survivor will suffer a relapse in 1-3 years, and each 1-5 years thereafter, with each onset as dangerous as the initial infection. No immunity is possible. Recovery: 1-4 weeks, at 50% incapacitation.
4. Typhoid Fever: Epidemic, lasting 4-9 weeks. Death rate: 1-2% per week, with a spread of 1-3 miles per week. Vector: infected food, milk, water, flies, direct contact with infected material, and "carriers". Infection: 50% if ingested in food or water; 10% per contact with infected materials, victims, or "carriers". Survival: 75%; 95% if "Cured". Incubation: 10-14 days. Duration: 1-6 weeks, with fever for 1-10 days. Incapacitation: 75% until fever breaks, after which 50% until recovered. In rare cases, rupture of the intestines and hemorrhaging occurs (5%) after the fever breaks, bring death 50% of the time. Recovery: 4-24 weeks. Persons not contracting the disease have a 1% chance of becoming "carriers". Typhoid Fever can be recognized because it produces small red spots on the skin, usually the chest and abdomen, in the 7-10 day of the disease.
5. Small Pox: Epidemic, lasting 4-9 weeks. Death Rate: 1-2% per week, with a spread of 1-6

miles per week. Vector: direct contact with victims. Infection: 20% per week or 50% per contact. Survival: 70%; 90% if "Cured". Incubation: 15-21 days. Duration: 14 days. Small pox produces high fever and massive skin eruptions. Once a victim has recovered there is a 1-10% chance of severe scarring by pockmarks (reduce Appearance by 2-7) and an 11-20% chance of skin discoloration (reduce Appearance by 1-3). The victim is 75% incapacitated by fever for 1-6 days, after which he is 50% incapacitated until recovered. Recovery: 4-24 weeks. Survivors have full immunity to the disease. Once struck a community will be immune for 10 years. Armies suffer 1/2 the usual death rate, as it is assumed that many have already been exposed to the disease and acquired immunity.

6-7. Influenza: A strange and hitherto unknown disease strikes 1-10% of the population dead within the week, then disappears from the area. Any community, manor, or army within 25 miles of the center of infection is also struck. Survival: 75%; 90% with a "Cure". Victim is at 75% capacity for 7 days. Victims who recover have a 25% chance of immunity if exposed to new outbreaks at a later date (it is assumed a similar strain is present in such cases).

8-10. False Alarm!: While a significant number of the population sickened, no one died. However, to confuse and confound players, the Game Master should announce some dread disease and let the panic spread for 1-3 weeks. Rumours of deaths and other terrors should abound.

When the Plague strikes, there is a considerable chance of panic. Armies will refuse to attack castles and towns or other armies suffering from disease. Indeed, they will demand to withdraw to a safe distance, and there is a 50% chance of outright mutiny per week this is not done. (Mutiny brings desertion by 1-10% of the army per day in the week the mutiny begins.) Once infected, towns tend to become islands of isolation. The authorities in the region block all attempts by inhabitants to leave (individual characters must break out) and kill all attempted escapees on sight if they are caught before they reach the woods.

Rural areas (manors, castles, towns of 2,000 and less) can isolate themselves from the plague 75% of the time by going to full siege status. With the drawbridge up and all strangers not welcome, a measure of security can be obtained at the expense of totally paralyzing the area's usual activities. The same is true of large towns, only the chance of success is 50%. Such checks should be made each week. After 60 days, siege status itself brings risk of plague breaking out inside the isolated community.

If plagues break out in ports, there is a 20% chance that a ship left bearing the disease. Roll D20, with each point representing 10 miles. Then roll D-6, with 1-4 representing north, east, south, and west (subject to coastline limitations, of course). Any port approximating that distance away in the indicated direction is the destination. Check for outbreak of plague there in the same week as the initial source of infection (same disease).

NON-EPIDEMICS

Individual characters may also be exposed to a variety of non-epidemic diseases at the discretion of the Game Master, who determines the conditions in a particular area. A few diseases are given below, but players are encouraged to add to the list as they see fit:

Dysentery: Severe diarrhea caused by bad water and food exposed to filth or flies. Incubation: 1 day. Duration: 1-6 days. Survival: 95%; 100% if "Cured". Recovery: 1-6 days. Character is 25% incapacitated during disease and recovery. It may be caught only during June, July, August, and September, with Infection at 10%/exposure.

The Common Cold: Also known as "sniffles", the cold has little chance of causing death in itself. Infection: 30% chance when exposed to damp and cold; +15% chance when exposed to cold victim. Duration: 3-8 days. If 7 or 8 days, there is a 50% chance the cold will persist another 3-8 days. The victim will snuffle and sniff and sneeze alot, making silence virtually impossible (25% chance per turn in adventures of an untoward snuffle or sneeze). He will also be headachey and cranky, demand handkerchiefs from his friends, etc. After 7 days, see "pneumonia", below.

Tuberculosis: A savage debilitating disease requiring complete bedrest and inactivity to combat it. Incubation: 10 days. T.B. may be contracted by direct exposure to a victim (10% +

2% per week exposed), by living in crowded cities (15% chance per year), or by spending more than 3 days in a dark, deep, damp dungeon (15% + 3% per day to a maximum of 50%). Duration/Recovery: 5-30 weeks, with activity during any given week extending the duration by one week. The victim is 10% incapacitated in the first week, 20% in the second, 30% in the third, and so on, until 60% incapacity is reached. Survival: 50% without rest (check if active more than 1-6 days); 80% with rest. A "cure" increases survival rates by +25% if the victim is active and +10% if the victim is resting and recuperating; the same is true of successful medical treatment.

Leprosy: A frightful disease causing the "rotting" away of tissue, beginning with the outer extremities and spreading to the body trunk. Incubation: 1-3 weeks. Infection: 2%, checked every 6 months spent in Middle-Eastern type areas (do not correct percentages with constitution bonuses; constitutions of 16+ have 1% chance, of 7- have 4% chance). Duration: 7-26 months. Survival: 75% chance per month. A Physician may raise survival by his Med. Ability; he cannot cure the disease. A "Cure" has a chance of totally eliminating the ravages of the disease equal to the percentage chance of a miracle which the attending cleric possesses, but only one "cure" may be attempted miraculously every 1-6 months. Leprosy victims lose 1-3 Appearance points for each month they suffer from the disease and, after 3 months, lose 5% capacity per month to represent loss of fingers, toes, limbs, etc. "Cured" victims are completely restored. Death: after 3 months at zero capacity.

Leprosy of the Tomb: Also known as the "Mummies' Curse", this extreme form of leprosy may be contracted in tombs or from mummies. Incubation: immediate. Infection: 15% if exposed to the germs in a tomb; 50% each time victim is touched by a mummy. Duration: until zero capacity is reached. Leprosy victims lose 1-3 Appearance points for each week they suffer from the disease. Wounds will not heal and 2% capacity is lost per day infected. A Physician may only arrest the disease for 5-10 days; he cannot cure it. Only a miraculous "cure" can have an effect on the disease, with the chance of curing equal to 1/2 the percentage chance of a miracle which the attending cleric possesses. Only one "cure" may be attempted each week, and there is a chance equal to the incapacity suffered that the damage caused by the disease is permanent. Death: when victim reaches zero capacity, with no chance of resurrection.

Leprosy is a "dread" disease, and the leper will be shunned by all healthy people not of Alignment 2 or 1. Lepers must wear hooded cloaks and ring a bell to warn passers-by. They may be given alms before being sent on their way. While not contagious, the populace believes the disease to be passed on by touch and has a good chance of panicking or reacting hostilely to lepers who do not obey the rules of "no-contact" and non-association. Lords may remain in their homes, etc., but retainers and vassals keep their distance. Necromancers are immune to the disease, however, if exposed to Leprosy of the Tomb.

Malaria: Encountered in tropical areas, particularly jungles and swamps, malaria brings high fever and total incapacity during attacks. Incubation 1-7 days. Vector: malarial mosquito, Giant Mosquito. Duration of Attacks: 1-3 days. Frequency of attacks: 20% per month during summer and fall. Survival: 80% per attack; 95% if a "cure" is performed. Infection: 40% if bitten by a mosquito of the proper type.

Spotted Fever: Also known as recurring fever, this disease will have the same general effect as malaria. Incubation: 1-3 days. Vector: Ticks, usually encountered in dense woods. Duration of Attacks 6-36 hours. Frequency of Attacks: 10% per month in summer and fall. Survival: 85% per attack; 95% if "cured". There is also a 1-10% chance that a survivor of an attack becomes insane.

Pneumonia: There is a 10% chance per week of a cold that the victim will contract pneumonia. Duration: 11-20 days, with Survival at 85% per day after the third day. Victim is 40% incapacitated during the duration of the disease. A "cure" increases Survival chances to 95% during the day it is administered. If the victim is in damp surroundings or the weather is cold, reduce Survival chances by -25%.

Chicken Pox: A disease which appears to the layman to be Small Pox but which a trained Physician can diagnose. Treat as Small Pox, except death rate is 1% and immunity is guaranteed to all victims. There is a 75% chance that those in the area who did not contract the disease after prolonged exposure are immune. Survival Rate: 95%, with a 14 day duration and no recovery time to speak of.

Septicemia: Blood poisoning may result 1-20% of the time minus the Constitution's disease resistance when wounds are caused by edged weapons and the body is reduced to 25% or less. There is a 50% Survival rate (80% if cured by a Cleric or treated by a Physician trained in a Muslim nation) and a 10-day recovery period at 25% capacity. Some races (Orcs) and unscrupulous men are known to rub the edges of their blades in filth or with garlic to bring a 1-20% chance of infection every time a wound is given.

Peritonitis: Infection of the body cavity will result 30% of the time minus the Constitution's disease resistance when the chest cavity is breached by a weapon (see Wound Results, 81-100, severe injury to chest). Survival is 40% (70% if cured by a Cleric or treated by a Physician trained in a Muslim nation). Recovery time is 20 days at 25% capacity.

Gangrene: This grievous infection will occur 50% of the time minus the Constitution's disease resistance when a victim has lain in moist ground, filth, or dungeon damp for more than 24 hours without having a wound cleaned or dressed by a Physician or cured by a Cleric. It infects open wounds, compound fractures, etc., and only radical amputation of the affected extremities or limb will cure it short of a miracle (80% effective). An operation or cure must be performed within 72 hours of the infection's onset, or the victim will lapse into coma, with high fever. Each hour thereafter reduces the chance of a cure by 5%.

Feudal Economics

When we wrote Chivalry & Sorcery, the full scope of feudal economics in our campaign was only beginning to make itself felt. No sooner had the manuscript gone to press than we found ourselves innovating and proceeding far beyond the rules as we first conceived them.

STARTING OFF

C & S did not present a detailed picture of the economic status of characters beginning their careers because we felt that individual groups of players would evolve their own club conventions on the matter, and also because we felt that characters should "take service" with some lord or master who would provide pay, food, clothing, and shelter. However, it is clear from our correspondence that some players and commentators view this as a "hole" in the rules. The following system is therefore presented to gainstay any feelings that characters seem to begin with "zero funds". To my surprise, no sooner had I completed my manuscript copy than I received a copy of Alarums & Excursions which contained Lee Gold's excellent attempt to rectify the whole question. My thanks to Lee and also my acknowledgement of several twists which I incorporated into the revision which followed upon reading that article.

1. A character's social class is initially determined by his father's status. If a character is an unacknowledged bastard, find his mother's status. If he remains a bastard, he was abandoned on the local church steps to be raised by some family chosen by the priest. His social status largely establishes his Basic Influence Factor (BIF, see C & S, p.10-11) and affects his ability to obtain "favour" of men able to further his ambitions.
2. A character's social class and his status in the family will determine his initial resources. Below are listed three categories of family status. Depending upon the social class of a character, he will have a basic percentage chance of receiving each of the benefits listed under "Good Child", "Creditable Child", or "Black Sheep".

Serf's Son	: 20% chance
Yeoman in Livery's Son	: 40% chance
Yeoman Freeholder's Son	: 50% chance
Yeoman Petit Sergeant's Son	: 65% chance
Townsmen's Son	: 50% chance
Master Townsmen's Son	: 65% chance
Craft Guildsman's Son	: 60% chance
Master Craft Guildsman's Son	: 70% chance
Professional Guildsman's Son	: 65% chance
Master Professional Guildsman's Son	: 75% chance
Guild Syndic's or Guildmaster's Son	: 80% chance
Knight's Son	: 75% chance
Baron's Son	: 80% chance

cont.	Titled Noble's Son	: 85% chance
	Royal Son	: 90% chance

If a character is a daughter, her chances are 1-10% lower than a son's. If a character is an acknowledged bastard, chances are 1-10% lower than legitimate children's. First sons enjoy a 1-10% better chance than other sons. Finally, whether or not a character's horoscope (C & S, p.80) is well aspected, neutral, or poorly aspected will alter the basic chance of receiving benefits:

Well Aspected (1-33)	: +5%
Neutral (34-67)	: no effect
Poorly Aspected (68-00)	: -5%

3. A "Good Child" enjoys the maximum benefits of his/her family's financial resources and influence. Parents will use all of their influence to obtain him/her a vocation or marriage that is appropriate and filled with good prospects. Preference will be given to the father's calling if he is a Master (owns his own business or farm) or is of Noble or Knightly rank. Determine the parent's NPC level and BIF (roll a D10 for experience level + age of eldest child, roll a D20 for Charisma, then compute BIF as outlined on P.11 of C & S). Under the direction of the Game Master, the parent then may approach desired Masters or Lords or parents of prospective spouses and act accordingly.

A Good Child also has a chance at the following finances and equipment:

- a. Money equal to one month's income (30 days) of Father + a monthly allowance equal to 1 day of Father's income (C & S, p.13). If not received, a Good Child receives a Creditable child's allotment (see below). (Serfs will have an average daily income of 5 CP + 1D20 CP((73 SP-365 SP per year))in addition to the "living" of the family.)
 - b. If a male, a Good Child receives one weapon (unmagical) appropriate to his class if a yeoman or townsman, two weapons if a Sergeant's son or Guildsman's son, and three weapons if of Knightly or Noble birth. Girls may aspire to a fighter's status, but no encouragement is given by the family, which prefers that girls marry and settle down to a "respectable" wifely role. (Sorry for the chauvinism, but that's the way of it!)
 - c. If a male, a Good Child receives one item of armour plus an appropriate piece of headgear. Peasants have no armour. Yeomen and Townsmen may receive soft or hard leather. Petit-Sergeants and Guildsmen may receive a brigantine (1-60) or a chain shirt (61-00). Nobles will provide a chain shirt, chain coif, norman helm, and shield to their sons.
 - d. A Good Child is provided with a new suit of clothes appropriate to the family's social standing. Girls may have a wardrobe equal to 1 month's income of Father if of Guild or Noble status in addition to a new outfit. Children not so outfitted will have clothes up to 50 months old (roll D100/2). Clothes more than 3 years old are becoming quite ragged.
 - e. First and second sons of Master Guildsmen, Knights, and Nobles may receive a horse. Guildsmen roll D6 for type of horse (C & S, p.20), Knight's sons roll 2D6 + 1, and Titled Noble's sons roll 3D6. Royal sons (all of them) roll 3D6, with results under 10 = 10.
 - f. A girl, if the eldest, receives a dowry of 7-12 weeks (49-84 days) of Father's income. Other daughters receive a dowry equal to 1 month of Father's income.
4. A "Creditable Child" also enjoys the maximum benefits of his/her family's financial resources, but only 1/2 of the parent's BIF when obtaining a suitable vocation or marriage. In addition he/she may look forward to:
- a. Money equal to 5D6 of Father's daily income + a monthly allowance equal to 1 day of father's income for the first year the character is on his/her own. If not received, character is given 3D6 of Father's daily income.
 - b. If a male, a Creditable child receives one weapon appropriate to his class.

- c. A Creditable Child receives a suit of clothes 6-36 months old. Children not so out-fitted will have clothes up to 50 months old.
 - d. A girl will receive a dowry equal to 1 month of Father's income.
5. A "Black Sheep" is firmly shown the door and is bidden "never to darken this house again" with his/her presence. The family will do nothing to exert its influence on the character's behalf.
- a. Money equal to 7 days' of father's income is stolen by the Black Sheep before he/she leaves. One weeks' food is also taken.
 - b. The Black Sheep has a suit of clothes up to 50 months old.
 - c. Sons or Daughters of Guildsmen and Nobles are paid a monthly allowance of 1 day of Father's income to stay away. The allowance ends forever if the child returns to the region. (Black Sheep of rank are "remittance men".)
 - d. Unless of noble rank, legitimate Black Sheep are disinherited and cannot succeed to their Father's titles or lands unless Royal Favour is obtained.
6. "Bastards" have very different prospects, depending upon whether they are acknowledged or unacknowledged. An acknowledged bastard has the same chances as a "Good" or "creditable" child. If he is a "Black Sheep", however, he receives only what an unacknowledged bastard receives. An unacknowledged bastard resides with his mother, who is a "fallen woman". In the case of Nobles and Guildsmen, she has been quickly married off in an attempt to preserve her family's honour and reputation; the marriage is usually to a person of roughly comparable rank, but is not especially advantageous. In the case of mothers of lesser rank, they were cast from their homes in disgrace and make out as maidservants, beggars, thieves, or women of "ill-repute".

Unacknowledged bastards have a suit of clothes no less than 10 months old and up to 50 months old. They have managed to acquire by means which are, shall we say, quite disreputable 3D6 in silver (SP) and have stolen a dagger for a weapon. Such characters will find it difficult (-20% when using influence) to obtain a legitimate position with a Master or Lord, but will have a +20% chance of being accepted into the Thieves and Beggars Guild upon applying to the Guildmaster for admission.

An acknowledged bastard is in "line of succession" to his father's estates and will inherit all titles, properties, etc., if all legitimate children are dead - provided he is not a Black Sheep. An unacknowledged bastard inherits nothing, unless his mother has had no legitimate children.

INHERITANCE

In feudal society, the eldest surviving male inherited the bulk of the father's estates and also his titles, if any. Other legitimate or acknowledged offspring will share in 10% of the money value of the estate. Daughters inherit only when males are all dead.

In C & S, (p.9), the typical estate contains money and saleable "chattels" equal to 1 month of the deceased's income plus 10%-100% of 1 year's income. The inheritor of the estate receives 90% of this, the remaining 10% going to the other offspring. In addition, any lands, buildings, titles, etc., held by the deceased are now the inheritor's.

In the case of deceased characters who have acquired greater estates or who have lost portions of them as a result of game play, adjustments are made accordingly. Also see the following rules on "Feudal Agriculture".

AGRICULTURE & FEUDAL HOLDINGS

The economy of a feudal nation, and thus its strength and health, was dependent upon farming. At best, a population lived in precarious security, with its resources often stretched to the limit. To reflect the importance of agriculture in feudal campaigns, and also to permit players

to determine the exact holdings and worth of characters who are engaged in farming, the following system is recommended:

1. To find the total number of acres under cultivation in a particular fief, barony, county, duchy, or nation:
 - a. Add the numbers of Knights, Squires, Sergeants, Men-at-Arms, Mercenaries, Petit Sergeants, Yeomen, and Peasants in the region. Then multiply the total obtained x 10 to account for their families and any unidentified non-combatants in the area.
 - b. Add the populations of the towns to the total in "a". Ports double their populations to represent the maritime population making its living from fishing and the sea trade.
 - c. Double the total population figures to find the number of acres under cultivation.
2. All agricultural yields are expressed hereafter in "bushels" for the sake of easy handling. the food value is animals is given in terms of bushels, as well. One bushel is equal to 50 Dr. (lbs.) of grain or its equivalent.
3. The following statistics are relevant to determine the ability of available food stocks to sustain life at a healthy level. When food stocks fall below the annual requirement of the nation, fief, etc., populations will be reduced selectively by social class, according to player discretion, until the population can be supported by the food supply. Food requirements are:

1500 bushels/year (125/month) to support a Knight and his warhorse.

300 bushels/year (25/month) to support a mounted fighter and his mount.

24 bushels/year (2.0/month) to support each other individual.

4. One bushel must be planted as seed per acre in order to produce an average crop of 8 bushels/acre. Feudal farming techniques were very inefficient by our standards, and yields were correspondingly low. A 25 bushel crop was considered incredible.
5. Pasture land equal to 400% of the cultivated land is available to graze animals and grow fodder. Each acre produces 5 x the average grain yield (40 bushels/acre in an average year). Pasture crops also include automatically any straw produced from the grain crops, as well as forage and slops fed to pigs, etc.

10 bushels of fodder are required to produce 1 bushel of animal food value.

Only 60% of the animal crop so produced can be used as food, as the remainder is retained as breeding stock, draft animals, and spare cavalry horses.

For those players holding individual fiefs or farms, a more detailed breakdown of the animal population might be desired:

<u>Type of Animal</u>	<u>Usual % of Total</u>	<u>Food Value*</u>	<u>Fodder/Year**</u>	<u>% for Breeding***</u>
Cav. Horse	5%	100	1000	50%
Horse, mule	5%	100	1000	50%
Oxen	5%	150	1000	50%
Cattle	25%	100 + 50	1000	50%
Pigs	40%	25	250	40%
Sheep	5%	10	100	40%
Ducks, Geese,& Chicken	10%	1/10	1	20%

*Unslaughtered cattle produce 50 bushels of milk.

**Amount of feed required to maintain animals for a year. If grain is used, half this figure.

***A certain percentage of each type of animal must be retained for breeding. If any type is reduced below the breeding percentage, the number of animals produced in the following year

is reduced in proportion. For example, if only 25% of the cattle were retained, the following "crop" of cattle would be 50% of what it could have been if breeding percentages had been maintained. Conversely, if more animals are retained for breeding purposes, let us say 75%, the crop would be increased in the next year to 150%. Remember that adequate feed has to be provided to maintain animals, but surplus grain may also be utilized. The basic crop is based on the available feed.

The following table provides for variations in the annual crops. Roll percentage dice at the beginning of the October month to determine the harvest. The produce obtained, along with any money gained from sales, must support the nation or the individual for the following year:

- 1-2 : Astounding crop! Yield is 25 bushels/acre (90 bushels of fodder/acre). Fief revenues (rents, taxes) are 300% of normal.
- 3-4 : Bumper crop! Yield is 20 bushels/acre (85 bushels of fodder/acre). Fief revenues (rents, taxes) are 250% of normal.
- 5-7 : Bumper crop! Yield is 18 bushels/acre (80 bushels of fodder/acre). Fief revenues (rents, taxes) are 225% of normal.
- 8-10: Excellent crop! Yield is 16 bushels/acre (75 bushels of fodder/acre). Fief revenues (rents, taxes) are 200% of normal.
- 11-13: Superior crop! Yield is 15 bushels/acre (70 bushels of fodder/acre). Fief revenues (rents, taxes) are 180% of normal.
- 14-16: Superior crop! Yield is 12 bushels/acre (60 bushels of fodder/acre). Fief revenues (rents, taxes) are 150% of normal.
- 17-20: Above average crop. Yield is 11 bushels/acre (55 bushels of fodder/acre). Fief revenues (rents, taxes) are 130% of normal.
- 21-25: Above average crop. Yield is 10 bushels/acre (50 bushels of fodder/acre). Fief revenues (rents, taxes) are 120% of normal.
- 26-35: Above average crop. Yield is 9 bushels/acre (45 bushels of fodder/acre). Fief revenues (rents, taxes) are 110% of normal.
- 36-70: Average crop. Yield is 8 bushels/acre (40 bushels of fodder/acre). Fief revenues (rents, taxes) are as printed in C & S, p.16.
- 71-85: Below average crop. Yield is 7 bushels/acre (35 bushels of fodder/acre). Fief revenues (rents, taxes) are 90% of normal.
- 86-97: Poor crop. Yield is 6 bushels/acre (35 bushels of fodder/acre). Fief revenues (rents, taxes) are 80% of normal.
- 98-99: Poor crop. Yield is 6 bushels/acre (30 bushels of fodder/acre). Fief revenues (rents, taxes) are 70% of normal.
- 00 : Crop failure! Yield is 5 bushels/acre (25 bushels of fodder/acre). Fief revenues (rents, taxes) are 50% of normal.

"Famine" is declared when more than 5% of the population is threatened by starvation death. Determine the number of possible starvation deaths over the following year by dividing the food deficit by 40 (an average person can survive on 10 bushels per year). From November to April, 1-10% will die each month, so that 6% to 60% of those expected to die will have passed on by the end of Winter. No remedial action, such as buying food from neighbouring nations, is possible on the national scale until Spring. It is possible, however, for one manor to buy from a neighbour up to 50 miles away. Once the winter is over, starvation deaths will occur at 1/6 of the remaining possible deaths per month, until all have died by September.

For example, suppose that there was a shortfall of 930,000 bushels. In dividing by 24, we find

that 38,750 people are slated to die by the end of next year. If there were 600,000 in the nation, 5% will be replaced by the following spring due to new births, etc., or 30,000. Thus the population would decline only 8,750 over the year. Suppose that, rolling 6D10, a player obtains 7, 9, 10, 2, 3, and 6 = 37% starvation deaths of 3238 lost over the winter. The remaining 5512 can be saved by feeding each 2 bushels per month or 11024 bushels, which could be purchased abroad. If food is not forthcoming, 1/6 of the group dies each month.

The above example is not a "famine" because only 8,750 were lost from the total numbers in the nation. However, if more than 30,000 were slated to die even after replacement rates were taken into account (one might note that "infants" are not counted as a charge on the foodstocks in the first year), then a "famine" would result. Famines have a very serious effect on the economic health of the nation and may, as will be shown in a later section, lead to Plague.

The normal replacement rate for the entire population is 5%. If the crop is superior, replacement is at 6%. Excellent and bumper crops produce a 7% and 8% replacement rate. Astounding crops produce a 9% replacement rate. In short, when there is plenty of food, there are also plenty of babies. Note: replacements are normally taken to make up losses.

To keep track of data, whether on the national or the manor level, use the format below. Players having farms or fiefs should see the section on "Characters in Agriculture" later in this article.

The following example is based on a total of 10,000 fighters, with 300 knights, 1700 other mounted troops, and 8,000 infantry. They have 90,000 dependents and other people living in the countryside. In addition, there are six towns with a population of 23,000:

<u>Total Ftrs: 10,000</u>		<u>Total Population: 123,000</u>	<u>Food Requirement: 3,638,000 bu.</u>
Acres in Grain:	246,000	Acres of Fodder/Grazing :	984,000
Crop/acre :	8 bu.	Fodder/acre :	40 bu.
Yield :	1,968,000 bu.	Yield :	39,360,000 bu.
Minus seed :	- 246,000 bu.	Animal food value :	3,936,000 bu.
Net Yield :	1,722,000 bu.	Minus 40% (Breeding,etc):	1,574,400 bu.
		Net Yield :	<u>2,361,600 bu.</u>
Total Food : 4,083,600 bu.			
Food Required : 3,638,000 bu.			
Surplus : 445,600 bu.			

With a surplus of food, the little nation has a fairly good outlook for the coming year. However, a drop of 1 bu./acre in the crop would provide only 3,542,000 bu., and people would start dying of hunger. Such is the case on an average of 3 years out of 10! Hunger and Famine were regarded as one of the "Four Horsemen of the Apocalypse", and was feared no less than the others - Pestilence, War, and Death.

Years of bounty will lead to a much needed surplus which can be stored (with risk of loss to pests) against future lean years, sold, or converted into population increase:

1. Storage of food (grain) and retention of animals is possible. Animals may be retained simply by feeding them (see fodder requirements above). Also, players may choose to reserve up to 40% of their fodder crops in the form of hay, taking fewer animals in a given crop year to build up feed stocks (subject to storage loss).

Stored grain and fodder may be placed in barns and granaries. Up to 50% of these stores may be located in specified castles and towns, the remainder being stored in the countryside in individual farms. Storage is possible up to 3 years for grain and up to 2 years for feed. Each year, in October, check for loss from pests for the following year by rolling D10:

1-4 = 10% loss	7 = 30% loss	9 = 50% loss
5-6 = 20% loss	8 = 40% loss	10 = 60% loss

2. Surplus grain and animals may be sold. On the national scale, the lords are assumed to

realize 60% of the proceeds from all sales. On the individual player level, the animals will be sold on the basis of a fluctuating market value, and they will be able to plan out in more detail the nature and extent of their crops so as to gain greater returns.

- a. Sales on a national scale deal with large quantities of grain and animals. Since produce sold is of widely varying quality, a fairly minimal value is assumed:

Grain: 2 SP/bushel

Food Animals: 3 SP/bushel

Such specialized creatures as warhorses are sold on the fluctuating table values, as are draft animals. Simply roll the appropriate dice 5 times and take the average value.

- b. Sales by characters are computed according to the following tables:

Great Horse : 10% chance per mare if character owns a great horse: 100 SP + D10 x 500 SP. Buyer may check on the Great Horse Table (C & S, p.20) after he pays his price.

Warhorse : 100 SP + D20 x 100 SP. Buyer may check on the Superior Warhorse Table (C & S, p.19) if value is 1500 SP or better.

Draft Animal: 50 SP + D20 x 10 SP for horses and mules.

Donkeys : 25 SP + D10 x 10 SP for donkeys. (Donkeys are 1/3 the food value and fodder requirement of horses and mules.)

Bull : 10% chance per cow owned that a suitable breeding bull is obtained: 100 SP + D20 x 100 SP.

Oxen : 75 SP + D10 x 10 SP. Oxen may be used as draft animals.

Cattle : 50 SP + D10 x 10 SP.

Pigs : 20 SP + D10 x 1 SP.

Sheep : 5 SP + D6 x 2 SP. 1-10 SP may be had for the hide. If the player prefers, he may retain the sheep for wool. All sheep will produce D20 x 1 SP each in wool per year.

Chickens : 8 CP/bird.

Duck : 12 CP/bird.

Geese : 40 CP/bird.

Swans : 2 SP/bird.

Wheat : 20 CP + D20 x 4 CP per bushel.

Oats : 30 CP + D20 x 1 CP per bushel.

Barley : 40 CP + D20 x 2 CP per bushel.

Rye : 15 CP + D20 x 1 CP per bushel.

Hay : 15 CP + D10 x 1 CP per bushel.

The following modifiers may be used to further change market conditions:

Situation Existing:	Cost Modifiers:						Warhorses,
	Wheat	Oats	Barley	Rye	Hay	Food Animals	Draft Anim.
Local War	+10%	+2-%	+10%	+10%	+20%	+20%	+30%
National War	+20%	+3-%	+20%	+30%	+30%	+30%	+40%

cont.	Situation Existing:	Cost Modifiers:					Food Animals	Warhorses, Draft Anim.
		Wheat	Oats	Barley	Rye	Hay		
	Foreign Buyer	+10%	+10%	+10%	+10%	+10%	+10%	+20%
	Poor Crop	+10%	+10%	+20%	+20%	+10%	+10%	+10%
	Famine	+30%	+40%	+40%	+50%	+50%	+30%	-
	Bumper Crop	-20%	-10%	-10%	-10%	-20%	-20%	-
	Rip-Off* (Seller)	+20%	+20%	+20%	+20%	+20%	+20%	+30%
	Rip-Off* (Buyer)	-10%	-10%	-10%	-10%	-10%	-10%	-30%

*The "rip-off" can be attempted only by buyers or sellers who have alignment scores over 13 and bardic voice over 15. In effect, they talk up prospective buyers and talk down sellers, so that the value of the grain or animals is misrepresented. Any character with intelligence and wisdom scores totalling 20 or less will be taken in every time. Characters with intelligence and wisdom scores totalling 21 + will have a 5% chance for each point the combined scores are above 20 of seeing through the fast-talker and refusing the sale/purchase.

3. Populations of nations may be increased by investing a portion of surplus crops in the clearing of new land to support additional people. Populations have a basic 5% replacement factor to make up losses through deaths from war, famine, and plague. However, "superior", "excellent" and "bumper" and "astounding" crops can increase the replacement rate above 5%. When this happens, population growth is possible. Subject to the amount of surplus food available to "finance" new fiefs, populations may grow to the limits provided by the bonus percentages + 1-5%. For example, an astounding crop year has a 9% replacement, of which 4% is the bonus; from 1-5% additional growth is possible. Of course, any deaths which occurred during the year are subtracted from the basic replacement rate. For instance, if 4% of the population died from plague, only 4% + 1% = 5% growth would be possible in the above example. Deaths in the population must be made up before the new growth can begin.

The costs in "bushels" to establish new fiefs is given in the following section under "Knight's Fees". It should be noted that, whatever the acreage of the new holdings, the total number of acres under cultivation in the nation as a whole will be double the total population, with four times that figure in pastures (hay fields, pasture lands, and woodlands used to graze pigs).

CHARACTERS IN AGRICULTURE

It is probably clear by now that many of the foregoing statistics are most relevant at the individual character level. Characters who are yeomen or nobles will want to have as much say about what happens to their holdings as possible. By stating the number of acres held, etc., an opportunity is given to a character to do his own deciding about what crops to plant. For instance, a yeoman could choose to breed warhorses (yield 3-18 GP per head) instead of raising pigs and chickens. Also, the variable price of crops permits characters to cut loose from the fixed income tables (C & S, p.13) and gamble a little. In a good year, the payoff can be spectacular.

Knights receive more or less fixed holdings. Yeomen, however, have a chance at larger or smaller holdings than the norm:

- Freehold Farmer : 20 + 7D6 acres + animals.
- Freehold Stockman: 40 acres + right to graze 500 + 100 x 1D20 "bushels" of animals on the "Common".
- Petit Sergeant : 100 acres + right to graze 500 + 100 x 1D20 "bushels" of animals on the "Common". A Freeholder has a 30% chance of owing military service as a petit sergeant.
- Freehold Miller : 40 acres + milling rights (5% of the value of grain ground at his mill: 10,000 bushels + 1D20 bushels per year).

Knights and Lords may also choose to compute their yearly earnings by the method outlined in this article. The fief incomes given on p. 16 of C & S therefore do not apply to them. Rather, they compute the total crop in "bushels", set aside food and seed, then convert the remainder into the cash value. This figure will appear to be far higher than the one given in C & S.

However there are expenses:

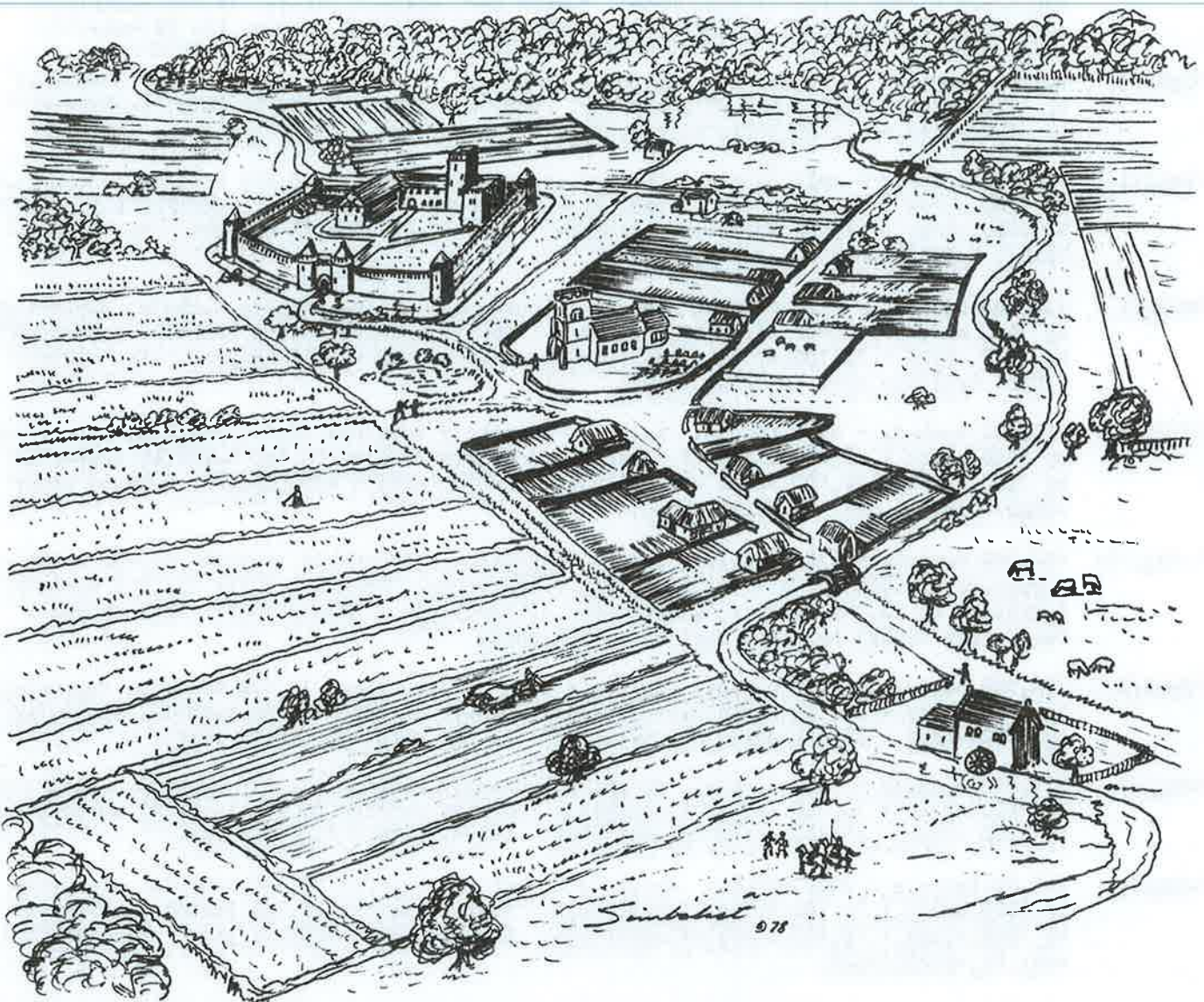
Per Knight in Service	= 10 SP/day	Per Blacksmith	= 5 SP/day
Per Squire in Service	= 1 SP/day	Per Amourer	= 10 SP/day
Per Sergeant in Service	= 5 SP/day	Per Scribe	= 5 SP/day
Per Man-at-Arms in Service	= 3 SP/day	Per Chaplain	= 5 SP/day
Per Mercenary in Service	= 4 SP/day	Per Servant	= 1 SP/day

The "livings" of these many retainers is provided by the food allotted to the fief, and supports the retainer and his family. Cavalry horses are also provided for.

Manor	Kts	Sqr	Sgt	Men	Mer	Blksm	Armor	Scribe	Chaplain	Servants	SP/ Day	GP/ Year
SFMH1/1	-	1	15	30	-	5	-	-	-	15	66	964
SFMH2/1	10	2	30	45	-	5	-	-	-	25	117	1708
SFMH3/1	10	2	40	60	-	5	10	-	-	34	159	2321
SFMH4/1	20	3	50	75	-	5	10	-	5	44	212	3095
LFMH5/1	40	5	75	120	-	10	20	5	5	71	351	5125
Cas.1/1	60	7	125	150	40	15	20	5	5	106	533	7782
SFMH1/2	20	3	50	75	-	5	10	-	5	30	198	2890
SFMH2/2	20	3	50	75	40	10	10	-	5	30	243	3548
LFMH3/2	40	5	75	120	40	10	20	5	5	40	360	4672
SK4/2	40	5	75	150	80	10	20	5	5	40	435	6351
SK5/2	50	6	100	150	80	15	20	5	5	40	476	6950
Cas.1/2	60	7	125	150	80	15	30	5	5	56	533	7782
Cas.1/3	90	10	180	150	80	15	30	5	5	106	671	9797
Cas.2/3	90	10	180	180	80	15	30	5	5	106	701	10234
Cas.3/3	110	12	240	399	120	15	30	5	5	125	962	14045
Cas.4/3	140	15	300	450	200	20	30	5	15	200	1375	20075
Cas.5/3	190	20	400	600	200	25	30	10	15	200	1690	24674
Cas.6/3	240	25	500	750	400	25	40	10	15	250	2255	32923

It should be noted that the amounts of money allotted to vassals represent the "livings" enjoyed by them throughout the year. In return, they owe 60 days' military service if taken beyond the borders of the manor. In defense of the manor or in the course of daily activities such as patrolling the countryside or mounting guard at the castle, feudal service is not counted. These are expected activities, fully paid for.

Further, the agricultural system permits the lord to pay for "field costs" (C & S, p.35) by providing the food necessary to keep his troops in the field. That is, the daily food requirement of his army may be computed in bushels, and it can be carried in the army's baggage train. If this method is chosen, the cost of maintaining troops in the field is their food requirement plus 20% for baggage animals, spare mounts, etc. The economy of such measures can easily be seen.



KNIGHT'S FEES: The holdings of individual knights may be established by paying the cost (in surplus bushels of produce) of the particular holding. This merely covers population increases needed to inhabit the new fief. Structures and fortifications required by the Knight are extra. However, when computing the costs of erecting manor houses, keeps, or castles, the lord may figure into his calculations the value of the work owed him by his vassals. This is done by taking 10% of the fief's total population and multiplying it by a factor of 366 to account for 121 days of service (av. value 3 SP/day) from each household on the manor. For example, a SFMH1/1 has 800 people, so the value of work is $80 \times 366 = 29280$ SP or 1171 GP per year. In a frontier area multiply the 10% population figure by a factor of 500 to reflect the greater obligation placed on peasants and yeomen to see to fief defenses.

The following entries provide information on the cost of new fiefs in bushels of produce, the populations, food requirements and holding size of the Knight and his household, and food requirements and holding size of the yeomenry and peasants. At the last, the value of vassal labour

per year is given in gold pieces (GP) which may be applied to new construction in the fief each year. (See C & S, p.16)

- SFMH1/1 : 50,000 bushels = 800 people. Knight's household requires 6,420 bushels, supported by 950 acres + 3800 acres of pasturage. Yeomen and peasants require 14,400 bushels, supported by 1800 acres + 7200 acres of pasturage. Labour owed = 1171 GP/year.
- SFMH2/1 : 80,000 bushels = 1230 people. Knight's household requires 11,400 bushels, supported by 1950 acres + 7800 acres of pasturage. Others require 25,728 bushels, supported by 2900 acres + 11,600 acres of pasturage. Labour owed = 1800 GP/year.
- SFMH3/1 : 110,000 bushels = 1650 people. Knight's household requires 13,872 bushels, supported by 2500 acres + 10,000 acres of pasturage. Others require 34,992 bushels, supported by 4000 acres + 16,000 acres of pasturage. Labour owed = 2415 GP/year. One other SFMH/1 holding must be established.
- SFMH4/1 : 150,000 bushels = 2150 people. Knight's household requires 18,576 bushels, supported by 3400 acres + 13,600 acres of pasturage. Others require 45,456 bushels, supported by 5300 acres + 21,200 acres of pasturage. Labour owed = 3147 GP/year. Two other SFMH/1 holdings must be established.
- LFMH5/1 : 200,000 bushels = 2910 people. Knight's household requires 29,940 bushels, supported by 5700 acres + 22,800 acres of pasturage. Others require 58,320 bushels, supported by 7000 acres + 28,000 acres of pasturage. Labour owed = 4260 GP/year. Three other SFMH1/holdings must be established.
- I Cas./1: 400,000 bushels = 5380 people. Knight Bannerette's household requires 44,436 bushels, supported by 8300 acres + 33,200 acres of pasturage. Others require 112,512 bushels supported by 13,200 acres + 52,800 acres of pasturage. Labour owed = 7876 GP/year. Four other SJMH/1 holdings must be established.
- SFMH1/2 : 200,000 bushels = 2150 people. Knight's household requires 18,576 bushels, supported by 3150 acres + 12,600 acres of pasturage. Others require 45,456 bushels, supported by 6300 acres + 25,200 acres of pasturage. Labour owed = 43,00 GP/year.
- SFMH2/2 : 225,000 bushels = 2260 people. Knight's household requires 21,216 bushels, supported by 3800 acres + 15,200 acres of pasturage. Others require 45,456 bushels, supported by 6300 acres + 25,200 acres of pasturage. Labour owed = 4520 GP/year.
- LFMH3/2 : 275,00 bushels = 3010 people. Knight's household requires 32,340 bushels, supported by 5300 acres + 21,200 acres of pasturage. Others require 58,320 bushels, supported by 7000 acres + 28,000 acres of pasturage. Labour owed = 6020 GP/year. One SFMH/2 must be established.
- SK4/2 : 325,000 bushels = 3210 people. Knight's household requires 37,140 bushels, supported by 6700 acres + 26,800 acres of pasturage. Others require 58,320 bushels, supported by 7000 acres + 28,000 acres of pasturage. Labour owed = 6420 GP/year. Two SFMH/2 must be established.
- SK5/2 : 425,000 bushels = 5410 people. Knight's household requires 42,192 bushels, supported by 7600 acres + 30,400 acres of pasturage. Others require 112,512 bushels, supported by 13,000 acres + 52,000 acres of pasturage. Labour owed = 10,820 GP/year. Four other SFMH/2 must be established.
- I Cas./2: 550,000 bushels = 5530 people. Knight Bannerette's household requires 49,824 bushels, supported by 8600 acres + 34,400 acres of pasturage. Others require 13,600 acres + 54,200 acres of pasturage. Labour owed = 11,060 GP/year. Five other SFMH/2 must be established.
- I Cas./3: 650,000 bushels = 5700 people. Lord's household requires 59,616 bushels, supported by 11,000 acres + 44,000 acres of pasturage. Others require 114,576 bushels, supported by 13,600 acres + 54,200 acres of pasturage. Labour owed = 11,400 GP/year. Five other fiefs must be established.

- II Cas./3: 750,000 bushels = 7170 people. Lord's household requires 62,016 bushels, supported by 11,600 acres + 46,400 acres of pasturage. Others require 150,768 bushels, supported by 17,800 acres + 71,200 acres of pasturage. Labour owed = 14340 GP/year. Six other fiefs must be established.
- III Cas./2: 950,000 bushels = 9200 people. Lord's household requires 84,672 bushels, supported by 15,500 acres + 62,000 acres of pasturage. Others require 186,960 bushels, supported by 22,000 acres + 88,000 acres of pasturage. Labour owed + 18,400 GP/year. Seven other fiefs must be established.
- IV Cas./3: 1,250,000 bushels = 11,720 people. Lord's household requires 114,840 bushels, supported by 22,000 acres + 88,000 acres of pasturage. Others require 229,152 bushels, supported by 27,200 acres + 108,800 acres of pasturage. Labour owed = 23,440 GP/year. Eight other fiefs must be established.
- V Cas./3 : 1,600,000 bushels = 15,150 people. Lord's household requires 148,560 bushels, supported by 27,500 acres + 110,000 acres of pasturage. Others require 295,344 bushels, supported by 34,400 acres + 137,600 acres of pasturage. Labour owed = 30,300 GP/year. Nine other fiefs must be established.
- VI Cas./3: 2,000,000 bushels = 19,120 people. Lord's household requires 194,280 bushels, supported by 37,000 acres + 148,000 acres of pasturage. Others require 42,000 acres + 168,000 acres of pasturage. Labour owed = 38,240 GP/year. Ten other fiefs must be established.

Close examination of the data given above will show that acreages exceed the 2 acre per person averagem but on the large scale it will be assumed that no more than 2 acres are put into cultivation per person in the nation. The above holdings are derived from several bases. First, the average crop value per acre of land was found and the number of acres was made to equal the Knight's household expenses, food requirements, and average fief revenues over the year. The holdings of the yeomanry and peasants were based on the following averages:

Petit Sergeant's Holding is typically 100 acres + 400 acres of pasturage in the "Common". The holding owes 60 days' military service by a mounted fighter with chain shirt or hauberk, helmet, shield, lance or crossbow, and side arms. Often, the Petit Sergeant's eldest (or strongest) son attends him in the fief. The family is assumed to average 10 in number, with 2 yeoman families attached to it as servants and workers, or as tenants.

Yeoman's Holding is typically 40 acres + 160 acres of pasturage in the "Common". The holding owes 60 days' military service by a footsoldier with leather armour or brigantine, helmet, longbow or crossbow, and side arm. Average family = 10.

Peasant's Holding is typically 20 acres + 80 acres of pasturage in the "Common". The holding owes 60 days' military service by a footsoldier with improvised arms. Average family = 10.

Freeholders and peasants alike may have to pay "rents" for their land. Such rents average 40 to 50 CP (1.6 SP to 2 SP) per acre each month. Peasants often elect to pay such rents in the form of extra work for the lord.

All holdings owe 121 days of work by one adult each year (av. value 3 SP/day). Thus a tenant may choose to pay hard money to reduce or eliminate the labour owed to the lord by his household.

For the purposes of individual adventures, the average family of 10 is assumed to have 1 adult male fighter who is trained to arms and 2 young adults (15-20 years old) capable of using arms as untrained fighters. In the case of the manor houses, shell keeps, and castles, the families of the lord, sergeants, and men-at-arms will each have 2 trained fighters and 1 untrained. Thus the effective garrison strength is actually more than twice the numbers printed in C & S, p.16, if the eldest sons of the lord and his retainers are counted in the balance. This fact explains why the lord could depart with most of his men on a campaign and still count on the manor being there when he returned; the castle "militia" could be mobilized in an emergency. If players wish to reflect this effective military strength in mass combat and sieges, the additional castle defenders can be rated as class "C" troops with arms and armour comparable to that of their fathers. Such troops will not venture beyond the borders of the manor and are typically non-combatant unless the manor is invaded or the castle besieged.

WAR AND AGRICULTURE

Wars can seriously disrupt agricultural production. Feudal lords made it a practice to burn out and kill the peasants of their enemies, and foraging armies would carry off considerable food stocks. To simulate these aspects of feudal warfare, when an area is invaded by a foraging army, use the following system. (See the section on "Feudal Mobilization and Logistics".)

1. Food stocks equal to 1-6 times the invading army's daily requirements will be seized during each day of foraging so long as the army remains in the vicinity of a particular manor. A total of 25% of the available food can be foraged in this way. 25% of the food will be stored at the manor house or castle, which must be stormed if the food is to be captured. The remaining food was too carefully hidden to be seized.
2. To simulate peasant casualties, a foraging army will kill 1% of its number in peasants each day it is left unopposed in a region. (Losses amongst the foragers is dealt with in "Feudal Mobilization and Logistics".) However, the defending player can:
 - a. Take peasants into the castle or a fortified town if the area is "unsurprised" by the invaders (see C & S, p.31) as they enter the region. Alternately, the peasants will take to the woods. In either case, they will bring 11-20% of their foodstocks with them (this is deducted from forageable food, so an invading army could be left with as little as 5% of the region's total food supply for foraging).
 - b. Oppose the invaders with a field army. Short of a pitched battle, the defender's presence in the field will cause double casualties amongst foragers (roll twice on the attrition table given in "Feudal Mobilization & Logistics") so long as the defender has 50-100% of the attacker's numbers in the field.
3. During the May planting season, the effect of a foraging army is even worse. An invader will prevent the planting of seed equal to 10% of its monthly food requirement for each complete week it is foraging in an area. For instance, if an army needed 30,000 bushels per month (a large force indeed!) it could prevent 3,000 bushels from being planted each week. In an average year, this would cause a loss of crops sufficient to feed 2125 people for a year!
4. During the September harvest, a foraging army can gather in 2-12 times its daily food requirements in a day of foraging, as food and animals will be concentrated and easier to come by in large quantities.

In history, spring and fall campaigns during the planting and harvesting seasons were quite rare. The yeomanry and peasantry were notoriously reluctant to leave their lands at such times. Therefore, attackers must make up armies for campaigns in May and September solely from their feudal regulars (Knights, Squires, Sergeants, Men-at-Arms, and Mercenaries). Defenders, of course, may count on all of their people rising to drive out the invaders.

Clearly, war should be waged not only against the enemy's knights and men-at-arms, but also against his capacity to feed his people. It should also be noted that the amount of food production disrupted or the food taken by foraging cannot exceed the totals in a given region.

Feudal Trade & Commerce

While trade and commerce was not the mainstay of feudal life, it did play a significant part in generating the extra revenues required by the nation to increase its power and influence. The following system is recommended for use in C & S campaigns:

Trade routes should be designated, representing the great land and river routes used for international trade. These should not be numerous. Towns with populations greater than 7,500 will benefit from being on such trading routes, with their tax revenues doubling. In addition, there is a 25% chance that such towns will be larger than normal; roll percentage dice:

On an initial die roll of 1-25, roll percentage dice again:

1-40 150% of normal population Militia and mercenary strengths, and tax

cont.

41-75	200% of normal population	revenues are increased in proportion to
76-90	250% of normal population	reflect the greater wealth of such large
91-00	300% of normal population	centres of trade and manufacture.

If a town is also on the seacoast, roll again to reflect the effect of maritime trade linked to a rich land or river trade route. (A town could therefore be 600% of the usual population, a maximum of 150,000 instead of the usual 25,000 maximum.)

In addition to the impact of a large town's location on a trade route, all towns will be affected by the over all health of the economy. Each fall, in October, roll percentage dice and alter the revenues of the towns according to the Trade Results Table. Add or subtract the applicable penalties or bonuses before reading the result.

FEUDAL TRADE RESULTS TABLE

Bumper crops	-10	Nation at peace	-10
Below average crops	+ 5	Nation at war this year	+ 5
Crop failure	+10	War a stalemate this year	+ 5
Famine	+15	Nation victorious this year	-15
		Nation defeated this year	+15

- 1-5 Trade is booming! Increase town revenues by 100%. Individual players owning businesses make 10-60% extra.
- 6-10 Trade is most profitable. Increase town revenues by 75%. Individual players owning businesses make 5-30% extra.
- 11-15 Trade is profitable. Increase town revenues by 50%. Individual players owning businesses make 1-20% extra.
- 16-20 Trade is good. Increase town revenues by 25%. Individual players owning businesses make 1-10% extra.
- 21-75 Normal trade and town revenues.
- 76-85 Slight recession. Reduce all town revenues by 10%. Individual players owning businesses make 1-10% less. Employed townsmen have a 10% chance of unemployment.
- 86-90 Serious recession. Reduce all town revenues by 25%. Individual players owning businesses make 1-20% less. Employed townsmen have a 15% chance of unemployment.
- 91-95 Grave decline in trade and business. Reduce all town revenues by 40%. Individual players owning businesses make 5-30% less. Employed townsmen have a 20% chance of unemployment.
- 96-00 Depression! Reduce all town revenues to 25%. Individuals owning businesses make 10-60% less, and there is a 1-20% chance of bankruptcy per business owned (a bankruptcy means loss of the business). Employed townsmen have a 35% chance of unemployment, and employees are receiving 2/3 normal pay.

INDIVIDUAL CHARACTERS IN BUSINESS

Players owning townsmen may wish to go into business. A player may always enter into a business in which he has served an apprenticeship (at experience level 6). To acquire "Master" status, a character must invest 10-100% of a year's income to establish his business (pay town licence fees, guild fees, acquire stock, engage employees, etc.) He may rent or buy quarters for the business, and rents are paid out of his income. Once a business is established, bookkeeping is limited to determining daily income - subject to the effects of the Trade Results Table.

It is possible that there is not sufficient business in a particular town for a new establishment of the type contemplated by a character (25% chance in good times; 50% in recessions and depressions). If there is room for competition, a character may invest. Guild occupations and professions are governed by the Guild organization, however, and a character must influence the appropriate Guildmaster to obtain permission to start the new establishment. If there is

no place for the character in the town, he has to go elsewhere or wait until next year. Characters with fathers in an established business may succeed to his Master status, however, when the "Old Man" dies or retires.

In the fall (October) of each year, a character must reinvest 50% of his normal annual income in the business to replenish stock. Failure to do so invites bankruptcy at a chance of 3% for each 1% of annual income he is short of the required investment.

Depending upon player preference, in the fall (October), a determination is made on the Feudal Trade Results Table to decide his prospects for the coming year. This determination may be made once for all businessmen in the region, or it can be decided by each player. Players deciding real excitement and risk is the spice of life may choose to make a determination each month, which reflects the real ups and downs of business.

The size of a particular business varies considerably. An Apocathary, for instance, would likely have only one journeyman and one apprentice, while the shop would be a ground-floor room of a house, with sleeping quarters upstairs. An armourer would have a smithy and foundry, with 1-20 journeymen and a number of apprentices. A shipbuilder could have from 10-100 men working in his shipyard. And so on. To provide the details of every business would be to write a small book, so players are urged to arrive at their own assessment of the extent of a particular establishment to suit the nature and flavour of their particular campaign. A bit of reason and common sense will provide adequate answers.

Merchants occupy a special place in the scheme of things, for they run the risk of sending goods far afield, with wars, bandits, and pirates lurking everywhere, not to mention poor market conditions at the goods' destination. On the other hand, profits can be considerable if conditions are favorable. A Merchant must invest 50% of his normal yearly income each fall (October). He then rolls individually on the Feudal Trade Results Table each month to find out what his prospects are. If he has above average or below average business, that condition will continue until he rolls an even number on a 6-sided die, at which time he may check the Trade Results Table again to make a new determination.

Investment in a business is the sole province of the "Commons", for it is held to be most unchivalric for a man of gentle birth to indulge in such pursuits. However, a great Lord may share in a business venture by granting a monopoly to a particular character. A monopoly is possible on rolling a 1 on a 6-sided die (one check per year with a great Lord who has been "influenced"). The holder of the monopoly must invest 1-3 times his normal yearly income in the fall (October). At the end of the fiscal year (next September), he finds out how his business has ventured by rolling percentage dice against the Monopoly Table and modifying the result by the factors in the Feudal Trade Results Table:

MONOPOLY RESULTS TABLE

1	100% profit on investment	76-80	5% loss on investment
2	95% profit on investment	81-85	10% loss on investment
3	90% profit on investment	86-90	15% loss on investment
4	85% profit on investment	91-95	20% loss on investment
5	80% profit on investment	96	30% loss on investment
6	75% profit on investment	97	40% loss on investment
7	70% profit on investment	98	50% loss on investment
8	65% profit on investment	99	75% loss on investment
9	60% profit on investment	00	100% loss on investment
10	55% profit on investment	<u>Lord's Tax:</u> Roll 1-10 die	
11-15	50% profit on investment		
16-20	45% profit on investment	1-3 10% of profit	
21-25	40% profit on investment		
26-30	35% profit on investment	4-5	20% of profit
31-40	30% profit on investment	6	30% of profit
41-50	25% profit on investment	7	40% of profit
51-60	20% profit on investment	8	50% of profit
61-75	15% profit on investment	9-10	60% of profit

If a monopoly holder loses on his investment, he must nevertheless pay his Lord 10% of the anticipated profit if he wishes to retain the monopoly. Otherwise it is lost and he cannot

recover it for a year. If another picks up the monopoly, he is out of luck!

Normal yearly incomes may be computed by consulting C & S, p.13, "Making a Living". Simply multiply the daily income by 365 for the appropriate occupation.

MINING AND PROSPECTING

PROSPECTING: Individual characters may go prospecting if they have a knowledge of metals. Except for Dwarves and Alchemists, characters may learn 1 metal and how to recognize it in nature by expending 1 Language Point and spending 1-6 months studying it. One man may explore 10 sq. miles every season (spring to fall), at the end of which time a check is made to see if a strike was made.

STRIKES: The chance of a "strike" is determined by the nature of the terrain being explored. Roll percentage dice at the end of the prospecting season:

Mountains: 20% per year. Up to 2 different mines can be found per 20 sq. miles.
 Hills : 15% per year. One mine may be found per 20 sq. miles.
 Rivers : 10% per year. One mine may be found per 50 sq. miles.
 Others : 10% per year. One mine may be found per 50 sq. miles.

MINES IN MOUNTAIN AND HILL COUNTRY: Roll percentage dice if a strike is made:

1-20	COAL	:	1-25 SOFT COAL: annual profit of 100 GP x 1-10
			26-50 SOFT COAL; annual profit of 100 GP x 1-20
			51-80 HARD COAL; annual profit of 200 GP x 1-20
			81-00 HARD COAL; annual profit of 250 GP x 1-20
21-40	IRON	:	1-20 LOW GRADE; annual profit of 100 GP x 1-10
			21-80 AV. GRADE; annual profit of 200 GP x 1-20
			81-00 HI. GRADE; annual profit of 300 GP x 1-20
41-45	MARBLE	:	annual profit of 500 GP x 1-20
46-50	COPPER	:	1-25 LOW GRADE; annual profit of 200 GP x 1-10
			26-75 AV. GRADE; annual profit of 200 GP x 1-20
			76-00 HI. GRADE; annual profit of 300 GP x 1-20
51-60	SILVER	:	1-35 LOW GRADE; annual profit of 200 GP x 1-20
			36-80 AV. GRADE; annual profit of 300 GP x 1-20
			81-00 HI. GRADE; annual profit of 600 GP x 1-20
61-65	JADE	:	1-40 LOW GRADE; annual profit of 100 GP x 1-20
			41-85 AV. GRADE; annual profit of 300 GP x 1-20
			86-00 HI. GRADE; annual profit of 500 GP x 1-20
66-70	SEMI-PRECIOUS STONES:		annual profit of 100-1000 GP x 1-6
71-75	LEAD	:	1-80 AV. GRADE; annual profit of 100 GP x 1-10
			81-00 Quicksilver present; annual profit of 500 GP x 1-10
76-80	TIN; ZINC; BISMUTH	:	annual profit of 200 GP x 1-20
81-85	SULPHUR	:	annual profit of 100 GP x 1-20
86-90	RICH STRIKE	:	Roll again; all minerals 1-85 doubled in value at highest level.
91-95	GOLD!!!	:	1-20 SMALL VEIN: one season's profit of 20 GP x 1-100
			21-50 LOW GRADE : annual profit of 1000 GP x 1-10
			51-90 AV. GRADE : annual profit of 1000 GP x 1-20
			91-99 HI. GRADE : annual profit of 1500 GP x 1-20
			100 GLORY HOLE: annual profit of 2500 GP x 1-20 (+1-10 Dr. Platinum).
96	EMERALDS	:	annual profit of 100-1000 GP x 1-20

97	SAPPHIRES	: annual profit of 100-1000 GP x 1-20
98	RUBIES	: annual profit of 200-2000 GP x 1-20
99	DIAMONDS	: annual profit of 300-3000 GP x 1-20
00	SEEDS OF METALS	: 1-6 "seeds", with a 1% chance first off that a Mithril strike was made. (See <u>C & S</u> , p.78)

MINES IN RIVER VALLEYS: Roll percentage dice if a strike is made:

1-50	COAL	: 1-50 SOFT COAL; annual profit of 100 GP x 1-10 51-80 SOFT COAL; annual profit of 100 GP x 1-20 81-00 HARD COAL; annual profit of 200 GP x 1-20
51-60	SEMI-PRECIOUS STONES:	annual profit of 100-1000 GP x 1-6
61-65	OPALS	: annual profit of 100-1000 GP x 1-10
71-75	GOLD!!!	: 1-20 SMALL PLACER POCKET: one season's profit of 100-1000 GP x 1-6 21-50 LOW GRADE: annual profit of 1000 GP x 1-10 for 1-10 years 51-90 AV. GRADE: annual profit of 1000 GP x 1-20 91-99 HI. GRADE: annual profit of 1500 GP x 1-20 100 GLORY HOLE: annual profit of 2500 GP x 1-20
76-00	Roll again, -20. If 76-80 turns up, use Mountain Mines Table.	

MINES IN OTHER REGIONS: Roll percentage dice if a strike is made:

1-40	COAL	: 1-60 SOFT COAL; annual profit of 100 GP x 1-10 61-90 SOFT COAL; annual profit of 100 GP x 1-20 91-00 HARD COAL; annual profit of 200 GP x 1-20
41-50	IRON	: 1-40 LOW GRADE; annual profit of 1-0 GP x 1-10 41-90 AV. GRADE; annual profit of 200 GP x 1-20 91-00 HI. GRADE; annual profit of 300 GP x 1-20
51-55	SULPHUR	: annual profit of 100 GP x 1-20
56-68	SALTPETRE; NITRE	: annual profit of 100 GP x 1-20
69-70	NAPTHA	: annual profit of 100 GP x 1-20
71-00	Roll again, -25. If 70-75 turns up, use Mountain Mines Table.	



MINE INVESTMENT

Minerals and ordinary metals require an investment of 50% of the maximum possible annual yield for equipment, buildings, and transport equipment (mules, wagons). Increase this figure by 1-6 in wilderland areas more than 5 hexes from a road.

Precious metals and gems require an initial investment of 10%-200% of the maximum annual yield.

MINE PERSONNEL

Mines for minerals and ordinary metals will have 1 worker for every 50 GP of profit that could be taken out of the mine (based on maximum values).

Mines for precious metals and gems will have 1 worker for every 200 GP of profit that could be taken out of the mine, and 1 Guard for every 5 workers.

MINE PRODUCTION

COAL	: 2 Tons per GP of profit	BISMUTH	: 5 Dr. per 4 GP of profit
IRON	: 100 Dr. per GP of profit	SULPHUR	: 175 Dr. per GP of profit
MARBLE	: 1 cu.ft. per GP of profit	EMERALD	: 60 Ct. per GP of profit
COPPER	: 8 Dr. per GP of profit	SAPPHIRE	: 60 Ct. per GP of profit
SILVER	: 1 Dr. per 3 GP of profit	RUBY	: 50 Ct. per GP of profit
GOLD	: 1 Dr. per 80 GP of profit	DIAMONDS	: 40 Ct. per GP of profit
JADE	: 50 Ct. per GP of profit	SALTPETRE	: 200 Dr. per GP of profit
S.P. GEMS	: 400 Ct. per GP of profit	NAPHTHA	: 1 Keg per GP of profit
LEAD	: 40 Dr. per GP of profit		
TIN	: 75 Dr. per GP of profit		
ZINC	: 75 Dr. per GP of profit		

MARITIME TRADE

On a national or regional scale, it will be found that towns and cities on the seacoast enjoy the full benefits of being on the greatest highway in the world - the ocean. The economic basis of maritime trade in a C & S campaign will be found in Bireme & Galley, a naval wargame published by Fantasy Games Unlimited which covers naval warfare from 1500 B.C. to the Battle of Lepanto. However, whether or not players become involved in the intricacies of naval conflict, the following guidelines can be used to simulate the impact of maritime commerce upon the economy of feudal states.

Each fall at the beginning of October, roll D100, adjusting the result by the modifiers given in the Maritime Trade Results Table:

Maritime Trade Results Table

Land Trade is Booming	: -10	Nation Victorious at Sea this year:	-10
Land Trade is Depressed	: +10	Nation Defeated at Sea this year	: +10
Nation at War this year	: + 5	Nation at Peace this year	: -10
Nation Victorious this year:	- 5	War a stalemate this year	: + 5

- 1-5 Maritime trade is booming! Increase all port revenues and customs taxes by 100%. Individual ship owners make 50% + 1-100% in addition to normal yearly income. Seamen can find employment 90% of the time, checked each month.
- 6-10 Maritime trade is exceedingly profitable. Increase all port revenues and customs taxes by 75%. Individual ship owners make 10% + 1-100% in addition to normal yearly income. Seamen can find employment 85% of the time, checking each month.
- 11-25 Maritime trade is good. Increase all port revenues and customs taxes by 25%. Individual ship owners make 10% + D20% in addition to normal yearly income. Seamen can find employment 80% of the time, checking each month.
- 26-75 Normal maritime trade. Seamen find employment 75% of the time.
- 76-80 Pirates prey on shipping. Individual owners run a 10% risk per ship owned of having a vessel taken during this year.
- 81-90 Depressed maritime trade. Reduce all port revenues and customs taxes by 10%. Individual ship owners run a 20% chance of losing 1-20% of their yearly income due to lost trade. If players cannot make up the difference, they must borrow the money (40% chance) or else sell a vessel to pay debts. Seamen can find employment 60% of the time.
- 91-00 Ruinous depression of maritime trade. Reduce all port revenues and customs taxes to 50% of normal. Individual ship owners run a 40% chance of losing 4-40% of their yearly income due to lost trade. If players cannot make up the difference, they must borrow the money (20% chance) or else sell a vessel to pay debts. Seamen can find employment 50% of the time.

Ship owners receive their incomes over the year at the daily rate given in the tables below. To find the yearly income, multiply the daily rate x 240 (sailing season is from April to November).

Profits (ship owner income) are directly related to the types and tonnages of vessels owned by characters. Clearly, the more ships a character has, the richer he will be:

Mediterranean-type trade routes:	10-20 GP/ton of shipping per year or 1.04 - 2.08 SP/day.
Atlantic-type trade routes	: 5-10 GP/ton of shipping per year or .52 - 1.04 SP/day.
Large vessels (250 tons+)	: +10 GP/ton of shipping per year or 1.04 SP/day.
Rich trade routes	: Variable, but at least 150% above usual profits. Only Great Cots, large Carracks, Nefs, and Galee di Mercanzia will be engaged on such trade.

Players desiring to take special risks in the hopes of greater rewards may also use the following

For each 1% faster passage gained, subtract 1 from the D100 rolled for the Individual Voyage Results Table. For each 1% slower passage, add 1 to the D100 roll. This will represent the added profit or loss caused by quick voyages or delays.

It takes 1 day per 20 tons for vessels under 250 tons to load and unload cargoes. Vessels of 250 tons or more take 1 day per 50 tons to load and unload. Thus the next voyage cannot be begun until a cargo has been unloaded and a new one taken aboard, which reduces the total time a ship can be at sea.

Vessels are also subject to loss, with small vessels being more likely to be sunk in storms or captured by pirates or enemies. All vessels have a basic chance of 1-10% of being lost at sea per voyage. This chance can be modified in several ways:

Size of Vessel: Reduce chance by -1% for each 100 tons of displacement until 5% is reached.

Piracy : Increase chance of loss by 1-6% in times when piracy is common in a region of sea to be traversed or in the region from which a cargo is taken to which it is destined to be unloaded.

War : Increase chance of loss by 1-10% unless the ship is under escort by a vessel of war.

Superior Ships: Reduce chances of loss by 1-6% if vessels are of "elite" or "superior" construction, with a minimum chance of 1% for possible loss. Veteran crews produce similar reductions.

Voyage Time : Increase chance of loss by 2% for each 10 days at sea without touching port.

The cost of ships varies considerably, and a complete list is given in Bireme & Galley. The following prices are perhaps most useful for a feudal campaign:

Small Cog (30-150 tons) :	18 GP/ton	Nef (2000 tons) :	25 GP/ton
Large Cog (200-450 tons) :	20 GP/ton	Carrack (200-1000 tons) :	30 GP/ton
Great Cog (500-1500 tons):	25 GP/ton	Galée di Mercanzia (700 tons):	30 GP/ton

Superior vessels may be constructed at 125% of cost, and elite vessels at 150% of cost. They are also 5% and 10% faster than other ships of their type.

Feudal Mobilization & Logistics

One of the problems confronting players of a medieval campaign is the whole question of mobilization. How many men can be called up for service, and how long does mobilization take? When the troops are mobilized, a second problem immediately occurs: How do you feed them?

The feudal system assumes a theoretical mobilization of all the able-bodied men in the manor. In fact, 100% of the manpower was rarely if ever available for service. Some cannot be spared from pressing duties, others are absent or sick or simply evading service, and in the event of offensive operations there are not enough resources to maintain all of the troops in the field for very long.

The Chivalry & Sorcery systems of developing feudal holdings provide both incomes for the lord and theoretical maximums for the various classes of fighting men who will be found in a manor or larger holding - the numbers of Knights, Squires, Sergeants, Men-at-Arms, Mercenaries, Petit Sergeants, Yeoman and Peasants. The numbers are sometimes impressive, but what the holding might boast in total numbers of fighting men is not a reflection of those who will actually take to the field at any given time.

Traditionally, 40 days of military service were required of vassals each year, after which men had to be paid. To facilitate playability, C & S extended this period to 60 days. Those two months of military service govern all operations in the field. Only a complete idiot (or a fantastically wealthy one) would call up more than one-third of his vassals at any one time, for the usual campaigning season is 180 days. A 100% call-up for 60 days would leave a lord

system as an alternate to the foregoing. Unless a specific cargo is contracted for delivery by another player (rates are negotiable but usually are 10% of value + 10% per 200 miles or part of voyage; double if in wartime or piracy; triple if into a warzone, such as a besieged seaport), no specific cargo is required. Rather, it is assumed that a cargo can be acquired in any port at the employment percentages given for seamen in the Maritime Trade Results Table. Such general cargo values are:

75% of ship's value + 5-30 GP per ton for ships under 250 tons.

75% of ship's value + 10-60 GP per ton for ships over 250 tons.

75% of ship's value + 10-100 GP per ton for ships over 250 tons on very rich trade routes.

If no cargo is available, one may be purchased by the owner and transported at his own risk. In such instances, the following profits/losses on the voyage can be anticipated. Roll D100 at the end of the voyage, when the cargo is sold:

Individual Voyage Results Table

	<u>Mediterranean Trade</u>	<u>Atlantic Trade</u>	<u>Large Vessels*</u>	<u>Rich Trade Route**</u>
1-10	3 SP/ton/day	2 SP/ton/day	+1.5 SP/ton/day	+50-500% of normal profit
11-25	2.5 SP/ton/day	1.5 SP/ton/day	+1.3 SP/ton/day	+40-400% of normal profit
26-55	2.1 SP/ton/day	1.1 SP/ton/day	+1.1 SP/ton/day	+10-100% of normal profit
56-65	1.8 SP/ton/day	0.9 SP/ton/day	+1.0 SP/ton/day	+10-50% of normal profit
66-70	1.0 SP/ton/day	0.5 SP/ton/day	+0.5 SP/ton/day	+10% of normal profit
71-85	0.5 SP/ton/day	0.2 SP/ton/day	+0.2 SP/ton/day	+10% of normal profit
86-90	Break even	Break even	Break even	Break even
91-95	-5% of cargo value	-5% of cargo	-3% of cargo	-10% of cargo
96	-5% of cargo value	-5% of cargo	-10% of cargo	-20% of cargo
97	-10% of cargo value	-10% of cargo	-15% of cargo	-25% of cargo
98	-20% of cargo value	-20% of cargo	-20% of cargo	-30% of cargo
99	-30% of cargo value	-30% of cargo	-25% of cargo	-35% of cargo
00	-50% of cargo value	-50% of cargo	-30% of cargo	-40% of cargo

*Large vessels (250+ tons) add this profit factor to the basic profit/ton for Mediterranean or Atlantic-type trade routes. Losses are totals for the ship, however, and Mediterranean or Atlantic values are ignored.

**Rich Trade Routes add this profit factor to the basic profits + Large Vessels profits. Losses are added to those of large ships (small vessels do not make such voyages).

The number of days a voyage will take depends upon sailing conditions, as given in the complete naval rules, Bireme & Galley. However, for players not engaged in the naval campaign, the following average voyage speeds should be used to judge the times required by different vessels to make a successful voyage:

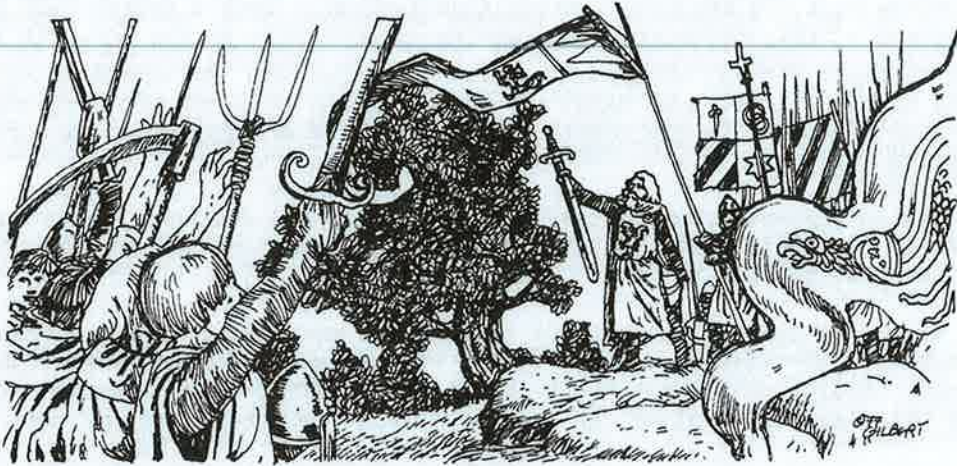
Galee di Mercanzia:	4 knots or 4.6 mph for 110 miles in a day.	All of these voyage times
Small Cog	: 3.9 knots or 4.5 mph for 108 miles in a day.	are based upon the sailing
Large Cog	: 3.6 knots or 4.2 mph for 101 miles in a day.	speeds of vessels in a good
Great Cog	: 3.0 knots or 3.5 mph for 84 miles in a day.	breeze. In good winds, the
Nef	: 3.1 knots or 3.6 mph for 86 miles in a day.	large vessels make better
Carrack	: 4.2 knots or 4.8 mph for 115 miles in a day.	time than small ones.

The distance between ports should be computed. That gives the number of days the vessel will be at sea to have a respectably profitable voyage. Roll 1D6. A result of 1 means a "fast passage", while a 5 or 6 means a "slow passage".

A fast passage will cut 1-10% from the voyage time of a Small or Large Cog, and 5-30% for Great Cogs, Nefs, and Carracks. (Roll 1D10 and 5/D6 respectively.)

A slow passage will add 5-30% to the voyage time of a Small or Large Cog, and 3-18% for Great Cogs, Nefs, and Carracks. (Roll 5/D6 and 3/D6 respectively.)

helpless for 120 days of campaigning unless he was willing to bankrupt himself by paying his forces mercenary rates for the duration.



Secondly, a 100% call-up would leave the castles and countryside unprotected. Not only would the strongest fortifications be vulnerable to capture by small enemy forces, but the brigands who abound in the land would have the opportunity to pillage, rob, and rape their way across the demesne unopposed. Since the first duty of any lord is to protect his vassals, anyone thoughtless enough to denude his lands of fighting men would be begging for rebellion.

Further, it costs (in the form of provisions) to keep forces in the field, even if they are serving out their feudal obligations and do not have to be paid at the moment. The revenues of the manor or larger holding must be applied to maintain men and animals day by day whenever the troops are operating away from home. Either a baggage train must be provided or else the army must forage for provisions and supplies.

Logistics also involve the movement of the armies, both in the mobilization and field operations phases of the campaign. Baggage trains and the need to forage tend to slow down armies considerably once they have concentrated, while the size of the feudal demesne itself determines the speed at which troops can be formed up at a concentration point. In short, campaigns involve a lot more than lining up figures on a battlefield and getting at the business at hand.

To reflect the realities of the feudal system, and warfare in general, the following guidelines are recommended:

1. A minimum of 20% of one's total feudal forces must be retained in the manor for garrison duty and for keeping the peace in the countryside. Feudal forces is here interpreted to mean Knights, Squires, Sergeants, and Men-at-Arms, the trained troops of the holding. The remainder are free for military service in whatever proportion the lord desires for 60 days.
2. Feudal levies (Petit Sergeants, Yeomen and Peasants) cannot be counted on to turn up for military service in the numbers desired. When mobilization is ordered, consult the following table to find the percentage of such troops that will be available. Roll percentage dice for each class:

<u>Die Roll</u>	<u>Petit Sergeants</u>	<u>Yeomen</u>	<u>Peasants</u>
1 -10	5%	10%	10%
11-20	10%	15%	10%
21-30	15%	15%	15%
31-40	20%	20%	15%
41-50	20%	25%	20%
51-60	25%	30%	20%
61-70	30%	35%	25%
71-80	40%	40%	30%
81-90	50%	50%	40%
91-100	60%	60%	50%

If more troops show up than are required, the remainder may be sent home. After 20 days, a second call-up may be ordered, and a new determination made. The second and each subsequent call up results in a -10 die modification (cumulative). Thus a fourth call up would subtract -30 from the die roll, reflecting the growing unpopularity of the war. If the local manorhouse or castle is being attacked, and the defenders received warning of the impending attack, add +50 to the die roll, with each percentage point over 100 representing an additional 1% of the class of levy; even those who have already given their year's military service will answer the summons. In all other cases, no more than 100% of the feudal levy may be called up during the year.

3. Mercenaries will serve in whatever numbers they are called up, and receive 1/4 pay when in the field. However, to "motivate" them, which gives bonuses in combat and morale checks, mercenaries should receive full pay.
4. Town militia units may be called out in whatever numbers are required to protect the town itself. A feudal overlord may require service by 25% of the town's forces in the field for 60 days each year. Additional forces may be obtained by paying them full mercenary rates. In no event will less than 25% of the town militia be left to guard the town.

In addition to the town militia, there is an equivalent number of class D citizenry without armour and carrying improvised light arms who may be required to man the walls in a siege. These are equivalent to rural peasantry.

In defense of the town, 100% mobilization may be counted on. Townsmen were adverse to sharing their wealth and wives with invaders.

5. A force composed of the feudal troops from a manor may conduct field operations within one day's march of the manor's borders without worrying about supply.
6. When operating within the boundaries of the holdings of a great lord (Duchy, County, Kingdom), the lord may maintain 20% of his total forces for 60 days per year without incurring costs for provisions and fodder. This reflects the availability in supplies in one's own territory, particularly when the field operations are defensive in nature.
7. Town militias may count on being in supply anywhere within one day's march from the town, without worrying about cost.
8. Forces may be maintained outside a manor or demesne by bringing a supply train along. Simply compute the cost of provisions and fodder per day for the number of troops and animals (see C & S rules for land campaigns) and allot one cart for every 400 daily rations. If using pack horses or mules, one horse will carry 50 daily rations and a mule will carry 80 daily rations.
9. Forces may be maintained by foraging. Except for grazing animals, this method is not recommended for operations within one's own demesne as it amounts to plain robbery and upsets the populace (areas so treated will send 50% of whatever feudal levy is determined for one year following such treatment). In hostile territory, foraging is often essential. However, those troops who are foraging are considered to be out of supply unless they are characteristically given to using such methods (eg: Arab tribesmen, Pechenegs, and other "horse" peoples).

Ten percent of a foraging army must be detailed to spread out through the countryside to gather in food and fodder. This number will vary depending upon the following conditions:

Fertile land: 10% forage
Average land: 20% forage
Wilderness : 40% forage
Desolation : 60% forage

Siege operations: +10 - 20% forage in addition
to any other factor.

Foraging troops are scattered throughout the countryside and are not counted amongst the numbers of troops available for battle. Foraging activities must be carried out each day to keep the army eating.

There is a chance that foraging troops will be ambushed by small parties of defending

skirmishers and patrols. Roll a 6-sided die for each 100 men who are foraging in hostile territory or within three days' march of a hostile army. Check at the end of each day of foraging:

<u>Die Roll</u>	<u>Effect</u>
1-3	No incidents
4	1% of foraging parties are casualties (M.I.A.)*
5	2% of foraging parties are casualties (M.I.A.)*
6	3% of foraging parties are casualties (M.I.A.)*

*Cavalry foragers suffer 1/2 the casualties indicated.

In wilderness and desolate country, casualties are 1/2 normal unless an enemy force is within 3 days' march.

It should be noted that the casualties also include deserters, etc., so 1/2 the numbers lost in fact have returned home by the end of the campaign year. The remainder are dead. Failure to forage for an unsupplied army results in 1-6 times the foraging attrition after one week out of supply, checked daily.

10. Movement of armies is directly related to the terrain, to composition of forces, and to the method of provisioning:

Infantry :	Road	:	25 miles per day
	Cross Country	:	15 miles per day
	Wilderness	:	10 miles per day
Cavalry :	Road	:	25 miles + 5-30 miles per day
	Cross Country	:	15 miles + 3-18 miles per day
	Wilderness	:	15 miles + 2-12 miles per day
Modifiers:	"Horse Peoples":	:	+5-30 miles on roads
	Messengers	:	+3-18 miles across country
		:	+2-12 miles in wilderness
	Light Cavalry	:	+2-12 miles
	Pack Train	:	80% of cavalry distance
	Wagon Train	:	50% of infantry distance off roads
	Seige Train	:	50% of infantry distance on roads only
	Light Infantry	:	+2-12 miles
	Foraging	:	70% of cavalry distance
		:	50% of infantry distance

11. Mobilization is a function of the speed at which groups of men can concentrate at a pre-determined location. Since mobilization implied the greatest of haste, assume that contingents proceed at maximum normal movement each day. By comparing distances between the mobilization area and the manors from which vassals and levies are being called, the troops arriving at any given time can be determined without difficulty. The same is true for supplies and seige trains.
12. Forced marches are possible. However, they leave an army fatigued for the last half of the march and until the next day. Roll a 6-sided die:

<u>Die Roll</u>	<u>Effect</u>
1	10% extra distance, no fatigue
2	15% extra distance, no fatigue
3	20% extra distance, fatigue in 1/2 day's march
4	25% extra distance, fatigue in 1/2 day's march
5	30% extra distance, fatigue in 1/2 day's march
6	40% extra distance, fatigue in 1/3 day's march

Foraging is not possible during a forced march, but there is ample possibility for stragglers:

Road : 1% loss of infantry for each 5% extra distance
 Off Road: 2% loss + 1% for each 5% extra distance (all troops)

Half the stragglers desert; the remainder rejoin the army during the night. Forced marchers by supply wagons and siege trains cannot exceed their normal movement limits unless on roads.

13. The question of supply should be raised for fortifications and cities. Most fortifications will have 1-3 months' supply of food and fodder for the normal garrison (Knights, Squires, Sergeants, Men-at-Arms, and Mercenaries, plus their immediate dependents). Cities have 2-12 weeks' supply of food for the population. These amounts can be increased 10-100% if the inhabitants have warning of an enemy's approach. Additional supplies can also be purchased (use the C & S price lists).

Drop the Rock

Peasants are clearly at the bottom of the medieval totem pole. For the most part, they do as they are told, without any unnecessary backtalk or comment (within earshot of their social "betters"). They are good sports about the whole thing, for they all know there comes a time in the lives of all good peasants when they can give back significantly more than they have received. This occurs during that ever popular outdoor sport known as "Drop the Rock". This game is played whenever a group of the boys from the neighboring manor chances to call for a sociable month or two with their siege train.

Peasants are very proficient at Drop the Rock. They practice by digging stones out of their fields, laborously carrying them in their arms up to the castle, and depositing them in strategic locations along the walls. Now and then, they are allowed to hurl a few miniboulders from the battlements just to hear the satisfying splat of the rock burying itself in the mud at the edge of the moat, foreshadowing even more fun later on.

Finally, the awaited Field Day arrives. There are mass archery contests, javelin throwing competitions, and moat-filling events (which are held simultaneously with the previous two, the object being to fill the ditch with faggots of wood while the opposing contestants on the walls attempt to impede the visiting team with an assortment of arrows, crossbow bolts, throwing axes, javelins, and chamberpots, all done in a friendly mood of camaraderie punctuated by jocular witticisms concerning the family histories and personal habits of the contestants. Back in the woods, some of the visitors are engaged in a frantic game of Build the Ladder, each team vying with its neighbors to put their ladder together first so that they can lead the next event, Storm the Battlements, a contest of strength, skill, and plain guts that is beloved by all except the losers. Then a trumpet is blown and, with a thunderous "Urrah!" the visiting team swarms down toward the castle, trampling the faggots and fallen comrades into the mud of the moat, casting their ladders upward against the walls, and hurling themselves up those same ladders with an aplomb that brings gasps of delighted appreciation from the lips of the grinning onlookers above.

Now is the moment when all that training, those innumerable hours of rock-digging and stone carrying, comes to fruition. Giles or Jules or Karl or Luigi (this is an international sport, after all) steps toward the battlements, 50-pound boulder cradled in his strong peasant arms. He aligns himself precisely between the upright poles of the siege ladder which he can see rising before him. Easing the boulder onto the parapet, he peeks over the edge to gaze steadily into the upturned, exceedingly pale face of the leading climber below, tenses his great muscles and, with an ease born out of long practice, topples the rock over the parapet to slide down the length of the ladder, sweeping the visiting contestants from it amid agonized screams of frustration and outright pain. Occasionally, a most satisfactory splat is heard, reminiscent of all those practice sessions, as a particularly well-directed boulder plummets squarely onto the head of one of the climbers. Chortling gleefully, Giles (or Jules or Karl or Luigi) yields up his place to a man-at-arms and retires back to the pile of rocks heaped nearby to prepare for the next round of play. Meanwhile, the visitors are pulling their team mates from the mud or are carrying them away on one or two stretchers. (Really gung-ho teams tend to elect for the optional tactic of stomping fallen team members into the mud and faggots

to improve the footing.)

Indeed, this sport is too much fun for the home team to ignore! To simulate Drop the Rock, we recommend the following simple rules:

ROCK COLLECTING

While no points are awarded for this event, Rock Collecting is definitely vital to the success of one's Field Day. The number of boulders placed along the walls should be determined prior to the start of the siege. Typically, there will be one boulder for each defender (figure) plus 1-100%. If there is time to gather rocks before the enemy arrive, 1-3 additional rocks may be gathered per peasant raised.

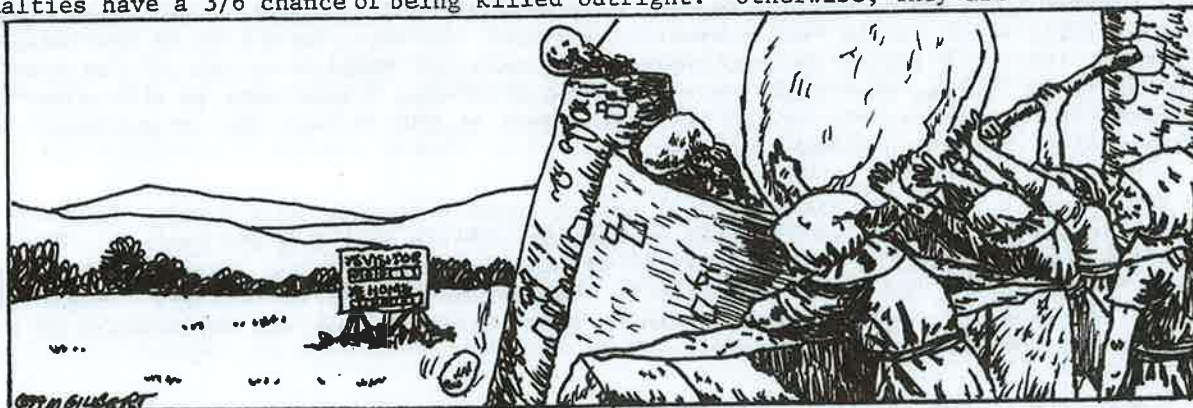
EVENT #1: LADDER CLEARING

When ladder clearing, men on the ladder and then men grouped around the base of the ladder are targets. Roll a 6-sided die:

<u>Die Roll</u>	<u>Effect</u>
1	One man is a casualty.
2	Two men are casualties.
3	Three men are casualties.
4	Three men are casualties and there is a 3/6 chance of toppling the ladder.
5	Four men are casualties and there is a 4/6 chance of toppling the ladder.
6	Five men are casualties and there is a 5/6 chance of toppling the ladder.

Toppled ladders have a 1/6 chance of breaking for every 5' of length over 10'.

Casualties have a 3/6 chance of being killed outright. Otherwise, they are wounded.



EVENT #2: SKULL BASHING AND BONE BREAKING

Intended victims must be within 10' of the wall. If the wall is sloped outward at the base to cause falling rocks to ricochet into beseigers, increase the range by 1" per 10' of wall height. If the range of a ricocheting rock will carry it into a second rank of figures, roll an extra die, with no modifications to the second result. Roll a 6-sided die:

<u>Die Roll</u>	<u>Effect</u>
0	Miss!
1	One man is a casualty.
2-3	Two men are casualties.
4	Three men are casualties.
5	Four men are casualties.
6	Five men are casualties.

Die Modifiers:

Open order infantry target	: -2
Standard order infantry target:	-
Close order infantry target	: +1
Cavalry target	: +1
Ricocheting rock	: +1

Casualties have a 3/6 chance of being killed outright. Otherwise, they are wounded. In the case of cavalry, there is a 3/6 chance of hitting and killing the horse instead of the man per "man" suffering injury or death.

EVENT #3: BRINGING THE ROOF DOWN

When a cat or mantlet is moved up to the wall to cover a battering ram or infantry massing for an assault, rocks may be dropped to smash the defenses. Falling rocks will do 2 impact points of damage for each 1' of height from which they are hurled. Double the amount of damage for heights between 40' and 60', and triple the damage for heights over 60'.

If a rock breaks through a cat or mantlet, check for casualties as if a Skull Bashing/Bone Breaking attack had been made. If the wall is sloped to ricochet dropped rocks, there is a 1/6 chance that the rock will enter the front of a cat and Bash Skulls or Break Bones of the men inside. Otherwise, the stone will strike the cat.

Simulating Magick

PART I: BASIC MAGICK RESISTANCE

The apparent complexity of the magick simulation found in Chivalry & Sorcery might deter many from attempting to employ it out of a belief that it cannot be mastered. It is true that it requires some thought and paperwork on the part of both characters who are magick users and game masters who set up scenarios with a magical component in them. MAGICK is an interesting and spectacular thing which is the very essence of fantasy. It would be a pity if the apparent complexity of the C & S system deterred rather than invited. Mastery begins with understanding and so it is fitting that this first installment of what I hope will be a regular feature in WARGAMING devoted to Magick and its simulation, should discuss the origins and theory of the magick simulation found in C & S.

The search for a 'new & improved' simulation of magick began primarily as a result of an increasing dissatisfaction experienced with the pioneering efforts of D & D and Warlock. The problem with these and similar "first generation" simulations was twofold: magic was too easy to do and too "unrealistic" (if such a term can be used in the context of fantasy). Magic is too easy when, for example, magical research can be done merely through the expenditure of a few weeks and a few 1000 Gp.

In playing C & S, one character found that he had to spend over six months of game-time enchanting a two foot piece of elm which was only one out of 22 other ingredients he had to enchant. Magical simulations which are too easy and predictable have tended to become mere "weapon technology" to better burn, blast, or otherwise crush an ever increasing horde of unknown and unaccountable monsters.

An easy magick simulation has benefits on the side of playability and far more serious dissatisfaction was felt with the lack of realism. The lack of realism is due primarily to the first generation simulations being culled from fantasy literature: Tolkien, Howard, etc. (I recall that in '76 Gygas wrote an article tracing the theory in D & D to DeCamp and Pratt's Incomplete Enchanter) rather than occult sources such as Paracelsus' Hermetic Chemistry or the Lesser Key of Solomon. It is true, of course, that the magical theory found in the Incomplete Enchanter was derived from that classic study of Magic and Religion, Frazer's Golden Bough. In neither work is anything said about the world view of magic which underlies the famous so-called Laws of Magic. Pratt, as is well known, in his own work took a serious attitude toward magic as an Art which was neither easy to practice (Well of the Unicorn) nor easy to acquire (The Blue Star).

Fantasy literature rarely draws out more than one or two kinds of magical practice with the result that simulations based solely on such a source end up with only one kind of magic user who is able to learn and practice all magic there is by merely increasing in experience. A glance, however, through the twenty or so volumes of Man, Myth, and Magic will easily persuade one that magic is an extremely complex subject, there being as many different modes of magical practice as there are human personality types and cultural levels. This extreme diversity has always been a feature of the real history of magic as one finds in Robert Burton's Anatomy of Melancholy (c.1621):

Many subdivisions there are in the practice of magick, and many several species of sorcerers, witches, enchanterers, conjurors, etc. They have been tolerated heretofore, some of them, and magick hath been publicly professed in former times,...While it is now generally censured and contradicted by several universities, though practiced by some still.

Not everyone has the raw talent, inclination or luck to be able to practice all the kinds of magic there are and in C & S there are at least seventeen different kinds of magick users, each performing magic in a distinct way.

Magick has traditionally been conceived of as both an Art and a Science. It is an Art insofar as the effects of magick are not totally predictable and depend upon the Will of the magick user. In essence, magick is nothing more than the direct and successful imposition of the Will on a part of the world bringing about a desired effect. Except for the magic of the North American Medicine Man, which tends to be extremely personal with no common system (a unique way and method being revealed to each practitioner in a dream), magick has been conceived of as a science in the sense of being a body of organized knowledge which attempts to apply a general theory of the world to specific situations with the hope of producing a desired effect.

It is this "general theory" of magick which is the most difficult aspect to simulate and which tends not to appear in fantasy literature. Magick has a monistic view of the world. The entire Universe, the past, the present, the future and infinite reaches of Space all form a single magical entity of which all beings (including the gods, Demons, etc.) and all conditions are merely states, parts or sub-patterns of the ONE. It is this unity which lies behind the Laws of Magic, and the famous slogan from the Emerald Tablet of Hermes Trismegistus "that which is above is like that which is below and that which is below is like that which is above, to achieve the wonders of the one thing" (in otherwords "As above, so below") or Paracelsus's opening line in the Coelum Philosophorum, "All things are concealed in all".

The entire universe is "concealed" in the magick user who can, through proper training and concentration, exert a control on a "concealed" part of himself, thereby controlling the "manifest" part of the world which corresponds to the concealed part. The Universe, of course, can always exert an effective control over all of the relationships existing between all of its infinite number of states and sub-patterns due to the abundance of energy pervading it. Normally, man can barely control the sub-pattern which is his own body and must use mechanical means to exert his control on parts of the world around him. Magick begins with the belief that the energy pervading the universe is also "concealed" in man and that it can be manifested and focused by various methods which typically rely on inner calm, concentration, symbolic manipulation, and the creation of high energy emotional states.

In C & S, this world view of magick is simulated through the concept of Basic Magick Resistance. The world, when looked at from the point of view of the fledgeling magick user, is hardly different from that of the normal man. Things resist the direct imposition of his will, spells are difficult to master and objects are hard to enchant. Resistance is a measure of the extent to which the magick user is out of harmony with the universe and therefore with the energy "concealed" within. In C & S, this Basic Magick Resistance (BMR) is measured on a scale of 0 to 10 with the BMR 0 meaning little resistance to magick and BMR 10 meaning a great deal of resistance. Within each BMR level there is a degree of enchantment possible between 0% and 100%. The highest level of enchantment would be BMR 0 (100%), whereas the most magic resistance would be BMR 10 (0%). These different degrees of enchantment mean different things for spell capacity and the requirements of recharging the object. Some items such as Dragon Hide are naturally enchanted (E) which means their BMR is 0 (100%).

Material naturally enchanted or material enchanted to BMR 0 (100%) by a magical process is always in "harmony" with the universe. It has the virtue, when combined with the right ingredients (determined in C & S by a system of astrological correspondences), of being able to permanently store and recharge a number of spells. Thus, C & S embodies a different philosophy of the magick device than that found in the "first generation" magic simulations. The game-master may want to add any number of strange and bizarre devices to the game, but in C & S he must account for the object's presence and use the rules provided for the creation of magick devices to actually design the item. A magick device has a history, it was created somewhere, by someone, following a particular formula or recipe. All of this information is potentially available to a player character who has found a magick device, since it can be discovered by having a high-class diviner "read" the object. The recipe for making a particular kind of device may be more valuable than the device itself.

The process of magical research is also handled differently in C & S than in the "first generation" systems. The main problem faced by the magick user in C & S is the reduction of the Basic Magick Resistance of spells and materials. Whether or not he has to expend gold depends on the nature of the ingredients he requires to accomplish his ends. Time spent by the magick user in meditation, prayer, etc., that is, on preparing himself materially aids in the reduction of BMR, and this adequately simulates that aspect of the magical view of the world which suggests that control of the external world begins with the control of the inner "concealed" world. Mere accumulation of wealth is no guarantee of magical success and, indeed, the C & S magick user tends not to be interested in money. To parody H. Beam Piper, "Gold may not get you good Magick, but good Magick will always get you Gold".



PART II BASIC MAGICK: THE DOCTRINE OF THE ELEMENTS

The world view of magick reviewed in the previous number of Wargaming and the simulated in C & S with concept of the BASIC MAGIC RESISTANCE (BMR) is summarized by Paracelsus' "all things are concealed in all". A Power Word magician such as Ursula de Guins' Sparrowhawk uses the "fundamental" relations between words and things to create his effects. The "thing" is concealed in the "word" and the "word" in the "thing". The proper preparation and expression of the "word" will control the "thing". The BMR of the thing, or spell or effect is the measure of the amount of preparation any particular kind of magick user must undergo to attain control. Every spell and object is assigned a BMR on a scale from 0 (least resistant) to 10 (most resistant).

At the root of much successful magick is the magician's ability to come to grips with the fundamental aspects of the world. These fundamental aspects are the FOUR ELEMENTS: AIR, EARTH, FIRE and WATER. In C & S we choose just these four, because medieval magick derives from the

Greco-Roman tradition and the FOUR ELEMENTS are the mainstay of the ancient physical theories of the world. A simulation of CHINESE magic, for example, would have FIVE elements in it, namely: WOOD, FIRE, EARTH, METAL and WATER. Paracelsus reformed alchemy by replacing the Four Elements with the Three POWERS: SULPHUR, MERCURY and SALT. The alchemical rules in C & S follow this reformed scheme rather than the four Elements.

Basic Magick in C & S is the method of directly handling the stuff of the world and under each ELEMENT there are spells which allow the magician to create, move, detach and remove a standard volume of that element. The number of standard volumes a magician can handle depends on his Personal Magic Factor (PMF). High Level Magick Users (MKU) can handle fairly large volumes of stuff because the PMF increases with experience. The rules under Basic Magick allow the MKU to handle matter in a variety of shapes in Bolts, Spheres, Beams, Sheets and even Walls. The Basic Magick system contains 112 spells: Earth = 28, Water = 28, Fire = 42 and Air = 14 and this does not count the different shapes in which stuff could appear. For example, under EARTH an MKU could create a standard volume of Dust = 8 cubic feet (BMR 1) as a (1) Sphere of Swirling approx. 10' diameter, (2) Beam of dust 2' x 2' x 1/2 magic range of the MKU, (3) as a Sheet of dust 1" x 12' x 12' or as a (4) Pile of dust 2' x 2' x 2'. Once the MKU has mastered the Create Dust SPELL he can elect which shape his "creation" should appear in and to some extent where it should appear. The system was designed to give the player the maximum amount of choice and still keep the results predictable.

It is possible for a magick user to specialize in Basic Magick at the expense of any higher knowledge, such a MKU would be a very powerful character. For example, if such a Master of Basic Magic met an enemy, he could remove all the water from his opponent which would turn his opponent into a pile of dust or at the very least a skeleton. Such directly offensive use of the Remove Water SPELL (BMR 4) requires that it be targeted successfully using the Magick Conflict Rules. Removing air from his opponent would, of course, leave the enemy breathless and creating air inside of his opponent could speed up the body processes and result in rapid aging. All sorts of effects are possible when you consider what the removal or addition of these Elements does in real life. The main philosophical point to remember about Magick and its world view is the belief in balance and harmony as underlying everything and therefor for every offensive effect there is somewhere a perfect defense.

Many magick users have an affinity for one element or other; Gandalf was a natural at fire. In C & S an affinity for an element will reduce the BMR of that element or rather a particular spell under that element: The affinity is discovered by finding the MKU's birth sign in the following chart:

Sign	ELEMENT	Spells Affected				
		Create	Detach	Affix	Remove	
Aries	Fire	-2	-1	-1	-1	CARDINAL
Taurus	Earth	-3	-2	-2	-1	
Gemini	Air	-3	-2	-1	-1	
Cancer	Water	-3	-1	-1	-1	
Leo	Fire	-1	-2	-2	-1	FIXED
Virgo	Earth	-2	-3	-3	-1	
Libra	Air	-1	-3	-3	-1	
Scorpio	Water	-1	-3	-3	-1	
Sagittarius	Fire	-1	-1	-1	-2	MUTABLE
Capricorn	Earth	-1	-2	-2	-3	
Acquarius	Air	-1	-2	-2	-3	
Pices	Water	-1	-1	-1	-3	

Reduce the BMR of the Spell by the number in the chart, but note that it cannot be reduced before 0.

Since nothing under the magick view of the world exists in isolation from anything else, the mastery of any particular Basic Magick spell will assist in the Enchantment of Materials or production of Specialized magick effects.

Material Class	SPELLS	RESULT
Alchemetical	MAGICKFIRE*	= -1 BMR / SPELL
		+10% / SPELL when at BMR 0
METALS	MAGICKFIRE*	-1 BMR / SPELL
	+	=
	AIR (AIR)	+5% / SPELL
GEMS	MAGICKFIRE*	-1 BMR / SPELL
	+	=
	EARTH (ROCK)	+5% / SPELL
WOODS	MAGICKFIRE*	-1 BMR / SPELL
	+	=
	EARTH (SAND) or WATER (LIQUID)	+5% / SPELL
LIQUIDS	WATER (LIQUID)	= -1 BMR / SPELL
		+10% / SPELL
ESSENCES/ PERFUMES	WATER (MIST)	
	+	
	EARTH (DUST)	= -1 BMR / SPELL
	+	+5% / SPELL
	AIR (GAS)	
BONES	EARTH (POROUS ROCK)	-1 BMR / SPELL
	+	= +5% / SPELL
	WATER (LIQUID)	
SKINS etc.	AIR (AIR)	
	+	
	EARTH (DUST)	= -1 BMR / SPELL
	+	+5% / SPELL
	FIRE (HEAT/COLD)	
ORGANICS	AIR (AIR)	
	+	
	EARTH (SAND)	= -1 BMR / SPELL
	+	+5% / SPELL
	FIRE (FIRE)	
	+	
	WATER (LIQUID)	

Effect on higher level Spells: Magick Fire will reduce the BMR of ILLUSION, COMMAND, and PROTECTION by 1 for every Magick Fire Spell mastered.

Finally, it is possible to create new effects by combination of the existing spells; for example, suppose I want to create a Standard Volume of lava - the main element is Rock (BMR 6) and concentrated-heat (BMR 3, BMR 6). The formula would be the BMR of the Rock + 1/3 of the BMR of Heat = 1, and 1/3 of the BMR of Intensifying the Heat = 2, so the BMR of LAVA = 9. Remember no BMR can exceed 10.

PART III CREATIVE MAGICK: THE LAWS AND HOW TO USE THEM.

1. INTRODUCTION

The creation of New Magick now covered by the existing C & S rules requires that the players be aware of the Laws of Magick. It is these laws which allow the Magick User (MKU) to put the existing parts of the C & S magick system together in new and interesting ways to achieve fantastic effects with apparently little effort. The ART of MAGICK is, after all, making the impossible look easy. By far the best and most intelligent discussion of the laws behind the ART appears in P.E.I. Bonewitz's Real Magic (Open Gate Books) and in his recently published contribution to magic simulation in fantasy games Authentic Thaumaturgy (CHAOSium). Real Magic (RM) lists 20 laws, while Authentic Thaumaturgy (AT) lists 24. Either of these works

can be consulted profitably by those interested in occult subjects or the occurrence of magick in role-playing games. The C & S magick system takes into account a great many of the traditional laws which Bonewitz discusses and the following chart will indicate which part of the C & S system corresponds to which of Bonewitz's laws:

BONEWITZ'S LIST

1. Law of Knowledge (RM-3, AT-32)
2. Law of Self-Knowledge (RM-3, AT-32)
3. Law of Cause and Effect (RM-2, AT-32)
4. Law of Synchronicity (AT-32)
5. Law of Association (RM-3, AT-32)
6. Law of Similarity (RM-5, AT-32)
7. Law of Contagion (RM-5, AT-32)
8. Law of Names (RM-3, AT-33)
9. Law of Words of Power (RM-4, AT-33)
10. Law of Personification (RM-15, AT-33)
11. Law of Invocation (RM-16, AT-33)
12. Law of Evocation (RM-16, AT-33)
13. Law of Identification (RM-8, AT-33)
14. Law of Infinite Date (RM-11, AT-33)
15. Law of Finite Senses (RM-11, AT-33)
16. Law of Personal Universes (AT-33)
17. Law of Infinite Universes (RM-11, AT-33)
18. Law of True Falsehoods (RM-14, AT-34)
19. Law of Pragmatism (RM-11, AT-34)
20. Law of Synthesis (RM-9, AT-34)
21. Law of Polarity (RM-9, AT-34)
22. Law of Dynamic Balance (RM-10, AT-34)
23. Law of Perversity (AT-34)
24. Law of Unity (AT-35)

C & S

Spell learning & Research (C&S-69)
 Concentration Factor (C&S-65)
 *
 Astrology (C&S-80)
 *
 *
 *
 Demonology (C&S-102)
 Command Spells (C&S-94)
 ?
 Dance/Chant (C&S-74)
 Demonology
 *
 ?
 ?
 Fantasy Role-playing in general
 Fantasy Role Playing
 Fantasy Role Playing
 Fantasy Role Playing
 Basic Magick Resistance (BMR) (C&S-69)
 BMR
 Moral Neutrality of Magick
 Backfire (C&S-87)
 BMR

The Laws of "True Falsehoods", "Personal Universes", "Infinite Universes", and "Pragmatism" will not be discussed in this article since they are presupposed by the very concept of Fantasy Role-Playing (and indeed by the concept of Fantasy as in Tolkein's discussion of secondary belief in his essay on Fairy Tales). The rules for a role-playing game evolve out of a "personal universe" and create a "world" which is part of the "Infinite Universes". This "world" is subject to its own laws "True Falsehoods" which for the purpose of the game are taken to be true "Pragmatism". It is within the universe so created that the rest of the laws operate. The "Law of Identification" puts the player into the universe, for as Bonewitz notes: "it is possible through maximum association between the elements of oneself and those of another being to actually become that being" (AT-33). The "other being" in a role-playing game is the player character. Wherever a '?' appears after a law in the above list, it indicates that the law does not effect the magick system being simulated in C&S or would be rejected by Medieval magick users. The laws followed by * will be discussed in this article because they were left out of the system as presented in C&S due to considerations of space and complexity.

Before passing on to a look at the laws in the C&S context, I would like to make a comment about the magic simulation Bonewitz presents in Authentic Thaumaturgy. As a system it is excellent, giving the player both the scope for intelligent play and research. The system, however, has a contemporary bias. It owes a lot to the foundational work which Bonewitz did in Real Magic, and to the doctrine of magic developed in that book, This doctrine, with its emphasis on parapsychology and scepticism about non-psychological "spiritual" forces and entities as violating Occam's Razor, is a purely 20th Century system. As Bonewitz says, "the best spells and rituals are modern ones written by yourself and designed to affect you personally, with your twentieth-century mind" (RM-162) and "reciting old incantations from dusty books and following hoary rituals are likely to produce absolutely nothing in the way of effects." (RM-163). The Medieval or Traditional Magick User thought of himself as part of a structured universe within the Great Chain of Being and was prepared to fill all of it with unnecessary entities, forces, and fragments of gods. The traditional view of magic is best articulated in David Conway's Magic: An Occult Primer. Conway is also a professional occultist, like Bonewitz, and he also understands the impact of science on magic and yet still advocates the "hoary old ritual". The first three chapters of Magic: An Occult Primer are

recommended for those who wish to understand the philosophy behind the C&S magick system; Ch. 1 Magic and Natural Law, Ch. 2. The Magical Universe, Ch. 3. The World and the Magician. Conway, however, does not deal with the laws of magic as such, which is why Bonewitz's works are important and useful once you separate out the 20th Century slant from the rest of it.

2. A QUICK OVERVIEW

The main problem faced by any "MKU" is decreasing the natural resistance which the World presents to his Will. In theory, once the Basic Magick Resistance (BMR) of some aspect of the World is overcome it no longer resists the Will of the MKU. What actually happens is that the MKU is no longer out of Harmony with that aspect of the World, and that aspect of the World is now in Harmony with the MKU. This might be an off shoot of Bonewitz's Law of Identification, which allows the MKU to "become" another entity through a maximum association. When we lower the BMR of some aspect of the world, we might be said to become in part that aspect of the world. If that aspect is a material object (eg. a piece of wood, a flower, or a coin) we say that it is now "enchanted" and if that aspect of the world is a spell we say that it is "learned".

Putting the "learned" spell into the "enchanted" material produces a magick item or device. Enchanted materials are public in that once a magick user has harmonized himself with this wood, metal, rock, etc., all possible magick users and indeed all sentient beings are harmonized with it. A spell, on the other hand, is private in the sense that it must be intergated into the MKU and only he will be Harmonized with it. It must be learned by all possible MKUs, if they too want to be in Harmony with it. The C&S rules presume that a device made by putting a spell into enchanted material will be private and personal. The MKU must intend to create a "public device" to avoid this presumption but any device which can be used by anyone other than the MKU is public. Most devices other than the Focus will be public since the MKU will want his assistants to use them as well.

The function of the laws of magick in C&S is to speed up and make more creative manufacture of magical devices. The adjustments to the rules which follow each discussion of the laws are optional and are designed to make play more interesting.

3. THE LAWS OF RESISTANCE

After each law which follows I shall mention which of the above laws from Bonewitz's list or from the more traditional views of magick is being considered.

1. THE LAW OF MAGICAL RESISTANCE - All objects, entities and spells possess a BASIC MAGICK RESISTANCE (BMR) and this BMR must be reduced before anything can be moved, changed, charged or altered magically. (Bonewitz's - Knowledge, Self-Knowledge, Synchronicity ((reduction of BMR promotes meaningful coincidence)), Synthesis, Polarity, Unity.)

In C&S we placed a numerical value on the BMR from 0 to 10 and assessed Materials (C&S-72,73) and Spells in terms of this scale. There is also a rough correlation between BMR and Spell level. For example, the FIFTH CIRCLE COMMAND - Word of Power "Stun" is a 5th level spell and has a BMR of 5. This means, according to the Magick Resistance Table (C&S-69), that a Magick Level 10 "MKU" who has a concentration level of 100 and around 1,000,000 experience points has an unenhanced 25% chance of mastering this spell for the first time.

The lists of spells and materials give examples of how a particular effect or material should be evaluated with respect to its BMR. A new spell or material can be added simply by assigning it a BMR closest to a similar existing material or effect. When there is doubt or dispute, assign a higher BMR. Remember that the highest BMR is 10 which is reserved for materials such as TRUE LEAD (C&S-72) and spells such as the NIGHTMARE (C&S-99). Also remember that material which is naturally enchanted, like dragon scale, is pretty rare stuff.

- II. THE LAW OF SPELLS - All spells possess a BMR from 0 to 10 depending on the degree of difficulty of the spell.

In C&S the notion of a spell can be understood in at least two ways: (1) as the ritual and

other magical activity required to produce an effect in the world (in the sense of "spelling") and (2) as the "IDEA" or pattern of the process and resulting effect which is stored in memory or imposed on the World (in the sense of a victim being under a spell). Bonewitz rejects the second view of spells and notes: "A spell is a process not a thing" (AT-65) which fits his "modern" theory of magick which views the use of wands, chants, gestures and indeed the whole precise ritual pattern as merely aids in concentrating the mind and for focusing energy. These "props" have no real reason for being used other than for their placebo effect. For the traditional or medieval magick user, however, the "props" have objective significance independent of the personal psychology of a particular magick user. This is due to the theory of the world which is being assumed. Man is seen as part of an objectively structured universe within the Great Chain of Being with creatures below him (animals, elementals) and creatures above him (angels, demons, gods, etc.). Nature is full of mysterious forces and relationships. Even Bonewitz must assume this with his Law of Names "knowing the TRUE NAME of an object, being or process gives one complete control over it" (AT-33). The "true name" corresponds to the 2nd notion of spell above, it being the heart or essence of the thing or the IDEA of it. The "props" are part of the TRUE NAME for magick users other than power word types - they are non-linguistic manifestations of the TRUE NAME. The magick user finds out what they are by consulting some system such as astrology or Kabbalism.

In C&S we placed the more purely psychological spells or effects toward BMR 0 (eg. spells of detection C&S-90 whose highest BMR is 4) and spells which have a physical effect are toward BMR 10, (Concentrate Rock C&S-92 is a BMR 10 spell).

In the previous section, it was noted that a brand new effect of Basic Magick could be created by combination of existing effects. The example was Create Lava. It was a combination of "rock" and "concentrated heat" and was assigned a BMR of 9. This type of combination is different from that mentioned in C&S p.94, which allows an MKU to throw 3 basic magick spells of the same element at the same time (eg. create, accelerate, and concentrate rock) provided he has learned the spells and expends 5% extra fatigue for each additional spell cast. Create Lava is a NEW SPELL and the produce of magical research with the Law of Three Spells.

III. THE LAW OF THREE SPELLS - all simple secondary spells are the result of no more than three primary spells.

A primary spell is any spell of Basic Magick, Command, Illusion, up to level 5 Ancient Lore, the non-ritual evil effects of Black Magick level 3 to 6, Detection, Communication & Transportation, and Circles of protection.

A simple secondary spell is any combination of primary spells which does not exceed BMR 10 when using the following formula:

The Law of Three Spells Formula: BMR of the Main effect + $1/3$ BMR of the Second effect + $1/3$ of the Third effect.

For example:

(a) Create Lava - Main element "Create Rock" BMR 6, Second element "heat" BMR 3, Third element "concentrate heat" BMR 6.

$$\text{Create Lava} = 6 + 3/3 + 6/3 = \text{BMR } 9$$

Primarily the LAW of THREE covers the situation where all the component primary spells are unlearned and the simple secondary spell is acquired all at once as a NEW SPELL. If however the MKU has already learned the spell which is the main element of the new effect, he can introduce it into the formula at $1/3$ its original BMR. Decimals are always rounded upward to the next whole number.

IV. THE LAW OF THE FOCUS - all magick users who need to have a focus to practice magick will be unable to reduce any spell below BMR 1 without the focus.

This is an optional rule, since almost all of them, except certain primitive talent types, must have a focus. The purpose of this law is to encourage magick users to manufacture their focus first, before attempting to learn any other kind of spell. The effect of this law is that

without a focus, a magick user cannot learn a spell (that is reduce it to BMR 0) and the risks involved in using "unlearned spells" are already outlined (C&S-70). Once a magick user has learned a spell with the help of his focus, he does not need his focus to cast it. If a magick user loses his focus, he must recover it or make another one (using exactly the same formula as the original), before he can learn any more spells.

V. THE LAW OF OBJECTS - the BMR of an object or material can be decreased or increased if the magick user has enchanted the material to 100% at its present BMR level.

In C&S it takes longer to enchant an object than it does to learn a spell of the same BMR, the reason is that "objects" are public and "spells" are personal. An object or material enchanted by one magick user can be used by any other magick user to create a magical device. The procedures for "enchancing" (decreasing the BMR) are found on C&S-69. Use the following rules when "disenchancing" (increasing BMR):

- (a) Naturally enchanted material (BMR E) cannot be disenchanted
- (b) Materials enchanted to BMR 0 (100%):
 - (1) The 1st disenchant spell increases the BMR from BMR 0 (100%) to BMR 0 (0%) the effect is automatic but it requires as much fatigue loss as enchanting does.
 - (2) The 2nd and subsequent disenchants have a 90% chance of increasing the BMR of the material from BMR 0 (0%) to BMR 1 (90%) and then a -10%/BMR until the original BMR of the object is reached, that is every time the spell of increasing the BMR is successful, the chances of success for the next effort is reduced by 10% per BMR level of disenchantment.
 - (3) Increasing the BMR above the natural BMR level of the object is difficult and has a starting base of 25% with a -8% reduction for every BMR level above the original BMR of the object.

The same limitations as to fatigue, quantity, and time which govern enchanting objects apply to disenchanting.

A disenchanted object can affect the chances of spell targeting if the spell must travel through material whose BMR has been increased above its natural level. Disenchantment, unlike a circle of protection, does not set up a separate barrier, rather it decreases the chances of success by 10% for the 1st BMR above normal, 25% for the 2nd BMR above normal and 50% for the 3rd BMR above normal. Note that since there is no BMR above 10, the effect of increasing a BMR 10 object is to give it the same characteristics as True Lead (C&S-87) for the purpose of stopping spells. This effect is Temporary and the object will revert to BMR 10 in 1 day if its normal level is BMR 10, in 2 days if its normal level is BMR 9, and in 3 days if its normal level is BMR 8. Once the object starts to revert it stops at BMR 10. Disenchancements are as permanent as enchantments.

There is a set of principles which emerge from the LAW OF OBJECTS which can be used to make magick much more challenging and exciting:

- (1) The Principal of Three Objects: Whenever for the purpose of a magical operation THREE materials are combined at one time in such a way as to be indistinguishable in the result (potions, powders, alloys, etc) the BMR of the combination is 1/3 of the Total BMR providing that the combined weight/volume does not exceed the capacity of the MKU.
- (2) The Principle of Naturally Enchanted Material: Whenever naturally enchanted material is used in combination with other materials, the BMR of all the other materials is reduced by 1/3 for the first minimum quantity of naturally enchanted material used and by a further 10% for each additional minimum quantity of such material used. For example, the first quantity of dragon blood used (need at least 1/10 Dr) (C&S-72) will reduce the combined BMR of lead (BMR9) and Mithril (BMR 10) to BMR 7 (100%). Subsequent quantities will lower the % so that it goes to BMR 6 (10%) and then BMR 6 (20%).

It should be noted that the Alchemically produced by-product Fixed Mercury, Dragon Blood, Holy Water (only be used by those of Alignment 12 or lower), Enchanted Pool Water, Wine of Drunkenness (only used by those with Alignment 8 or higher), Black Lotus dust, Dragon Bone,

Balrog Bone (can only be used by Alignment 15 or higher), Chimera Bone, Unicorn Horn, Dragon Tooth, Lycanthrope's tooth, Dragon scale, Bat's eyes, Belladonna, Boneset, Mistletoe, Opium, Pepper, and Saffron are all the naturally enchanted materials (C&S-72,73). These two principles illustrate why naturally enchanted material is extremely rare and extremely valuable since adding a naturally enchanted material to materials being fused together under the Principle of Three Objects further reduces the BMR by 1/3 of the combination. These principles ought to speed up the amount of game time required in enchanting materials.

VI. THE LAW OF ASTROLOGICAL INFLUENCE: Magical devices of POWER (which have a spell capacity equal to the MKL of the maker) can only be made when the stars dictate and no magick device of power will be capable of RECHARGING itself unless made from the materials corresponding to the sign under which they are made (C&S-71).

This law can have a significant impact on the course of the game and can determine and limit the sorts of public magick devices which are available to the players.

The most important public magick devices belong to the class of self-recharging devices of power. The game master must have a complete record of each such device (primarily so he can inform a player who finds one what spells it contains and what was the FORMULA by which it was made). For this purpose, the game master will often play a very senior and aloof Astrologer who is consulted by master magicians who plan to make a device of power. In our game, this personage is Anacronus Archimage the Sage whose woodcut portrait appears in C&S on page 64. For example, a Master of Thaumaturgy is planning on making a ring of invisibility for his senior apprentice as an aid to an adventure. He arranges a consultation with the Sage. The Sage informs him that such a device already exists. It is at this point that the above LAW comes in. Unless the Thaumaturge knows what the Formula of the existing ring is, he cannot create such a ring with self-charging ability. He could create a limited Ring as a Simple Magick device (C&S-71) having between 1-10 charges or as a more complex device of power having between 1-100 charges, but unless he duplicates the exact earlier formula he will not be able to self-recharge the ring.

If, on the other hand, this Master of Magick was the first magick user ever to create such a device, then he has the Formula which unless he tells someone will be a SECRET FORMULA and no other magick user will be able to create such a device. Naturally, if the original device falls into the hands of a high grade diviner, he will be able to reconstruct the formula (an evil MKU might put an anti-diviner curse on his device before completing it) or if the written recipe is stolen or lost, then the formula ceases to be completely secret. Note the formula for a device of power cannot be memorized and must be written down on a scroll or in a book.

These restrictions giving rise to the Secret Formula, apply even if the earlier device is no longer in existence so long as a record of the formula exists. If both the device and the formula have ceased to exist, then the first magician to finish such a device becomes the holder of a new Secret Formula. If your C&S Feudal World is founded on the ruins of some ancient civilization, then chances are fairly good that most devices of power exist already at least as fading script written in a moldering book in the lost tomb of Virgil, or Simon Magus, etc.

Once a device of power is made all others generating the same effect must be made from the same formula. Thus there will be only one formula for a Cloak of Invisibility (the game master should not allow a separate formula for a green cloak or 3/4 length cloak) and every other effect. Astrological advice can be sought to discover the present whereabouts of the device or formula (e.g. the formula for the Ring of Invisibility is located somewhere in the main chapter house of the Dancers of Death a secret society of necromancers and a perilous adventure has suddenly started).

The Secret Formula of a device will contain the Astrological Sign of the device (and whether it was well, poorly or neutrally aspected), a list of materials used in making the device (note: no substitution of alchemical or naturally enchanted material is allowed those following the formula must duplicate the exact materials in the exact amounts). This by the way is an illustration of Bonewitz's Law of Cause and Effect. The Formula will also contain whatever other spells were put into the device (it is at the option of the game master whether the MKU must duplicate these other spells as well to make the device. The formulas for ancient devices which are made up by the game master can contain additional requirements such as material from a certain location gathered at the right time of year (e.g. the rule laid down by Don

Jaun to Carlos regarding the Little Smoke in Separate Reality).

The principle of the secret formula for a magical device should be extended to any object which is rare or unique. Objects such as magical armour and magick weapons above +4 should be treated as though they were devices of power. Thus, the first Weaponsmith Artificer who makes a +5 or better magick weapon has the secret formula for weapons of that type. If a +5 or better weapon exists already then any other ones must be made exactly in the same way. The smith must write down the formula in order to make more weapons of that kind. A smith whose magick level is 1 above the minimum required to make a certain kind of weapon (e.g. at MKL 11 he could make +5 swords) can duplicate the formula for making such a weapon with the exception of an Ego Sword, if a sample weapon falls into his hands for examination.

4. THE LAWS OF ASSOCIATION

The Laws of Resistance dealt with the increase or decrease in the BMR of materials, entities, or spells - in general with the relationship between the magick user and the world. There is another set of laws which emerge from the Magical View of the World that "all things are concealed in all" and these are the laws of association. These laws deal with the relationships among things of the world - interactions not usually recognized by conventional science which could be exploited by the magick user to gain his ends. From the point of view of ordinary science, magick deals with extraordinary and unbelievable effects. A 700 year family curse, or injury inflicted via a voodoo doll are extraordinary because they postulate a causal relationship in circumstances which defy a direct connection between the cause and the effect. In theory, however, the connecting element is implicit in the World View of Magick that "all things are concealed in all". Bonewitz has an interesting discussion of this viewpoint in Real Magic and in Authentic Thaumaturgy under the topic of the Law of Polarity and the Law of True Falsehood. Bonewitz's approach in Real Magic is extremely pragmatic and he notes:

The most famous phrasing of this law in Western occultism is "as above, so below" of "the macrocosm is in the microcosm". The last phrase is very interesting since believers set up one-to-one relationships among all parts of the mind, body, and spirit and the structure of the universe. This has led to some interesting fun and games with palmistry, astrology, phrenology, divining by entrails and so on, all based on alleged correspondences. While it is true that everything in the universe can be made to relate or correspond to everything else, the usefulness of such correspondences must always be tested. No matter how pretty a pattern may be, if it doesn't work when applied to other patterns, its only value is aesthetic.
(RM-10)

It is up to the players to determine how experimental they want their magical system to be. If they want to build in a failure factor, the game master will determine which of the possible correspondences available will actually work and which just look pretty.

1. THE LAW OF ASSOCIATION: When two or more things share something in common, the common element may function as a "focus" or as a "link", permitting power to flow from one to the other and providing a degree of control in proportion to how essential the common element is to the existence, identity, and function of the two or more things.

The law of association is given a good treatment in Bonewitz's work and is also referred to in B.D. Sustare's article "Sources of Magic in Fantasy" (Wargaming II, p.59) as Magic as Analogy, "Controlling a model or simulation of reality allows you to control the reality by analogy". Actually, it is not the control of reality by analogy but rather control via the common element which a model or simulation and the reality share. Sustare declares that what he calls "true magic" is totally baffling because it "doesn't have a commonplace physical explanation and needn't rely on a tenuous world of spirits." MAGICK does, however, presuppose that "all things are concealed in all" and "true magic" works by making manifest in the model the "concealed reality" being simulated. The reality out there is controlled by what is made manifest here.

The Law of Association has a direct effect in 3 areas of C&S magick: (1) Association can be used to reduce the BMR of a particular effect, (2) Association can be used as a method of combining spells beyond the law of three, and (3) Association can be used to enhance targeting and the creation of bane weapons. The Law of Association is divided into three sub-laws, the Law of Similarity, the Law of Contact, and the Law of Names.

II. THE LAW OF SIMILARITY: Things that appear to be alike in some respect are alike in that respect, and whatever that respect is serves as a link between the things.

The photograph which I have of you looks or appears to be you is you, or more precisely the photograph partakes in enough of your nature that an act done to the photograph in the appropriate circumstances affects you directly. This is why the primitive tribesman feared to have his picture taken. The operation of this law can best be illustrated by the use of a magical device. There being few such devices in C&S, we shall look at a typical D&D device.

Consider the magical device known as the "Golden Lion" (Greyhawk p.47): a small figurine of a lion which becomes a real lion for a certain length of time when tossed into a fight. It fights as a real lion until slain at which time it changes back to a figurine and can be retrieved by its owner. This device is usable once per week. Unfortunately the magic user who wishes to make such a device himself will find no guidelines in Greyhawk or any subsequent TSR offering. All he can do is guess or speculate as to how it could be made and even then the dungeon master will probably not let him make one anyway.

The magical effect which the Golden Lion achieves could be brought about in several ways, given present D&D spells. The most probable method would be to place a D&D "polymorph object", an "animate object", some form of "control" enchantment, some kind of "reverse polymorph" and finally some kind of slow recharge. But what we may ask is the function of the lion shape of the figurine? Is it merely decorative or does it have deeper magical significance?

Surely it is possible to place a D&D "polymorph" etc. spell into an object of any shape and made from any kind of material - a small black cube which turns into a lion. The D&D magick user, however, will never be able to manufacture such an object, since the system of magic under which he must operate contains no theory of devices nor any provisions for placing a spell into an object or material. The C&S magick user faces no such difficulties and can at least enchant materials and place spells into them.

The main problems faced in C&S magick are time and research. The magick user must develop a precise formula for any particular device he intends to build. Limitations are placed on this by the methods required to be used - enchanting many different types of materials and the Law of Astrological Influence resulting in a unique secret formula for that kind of device.

If we consider the entire operation of the Golden Lion as one magical effect, we can see why resort must be made to the Law of Similarity. The Golden Lion is the result of a complex combination spell producing a complex secondary effect (cf. above the discussion of simple secondary effects under the Law of Three Spells), requiring more than 3 spells. There being more than 3 spells involved, the object must be made out of enchanted materials and the spells can only be combined with special assistance.

The Golden Lion shares a number of common elements with a real lion. Both have a golden color and the appearance of a lion. Each particular common element aids in bringing about the complex effect. It is the material base which allows more than 3 spells and it is the Law of Similarity which allows the spells to operate at the same time together.

The following things must be considered when making a device intended to produce a complex effect:

Research: The magick user must first determine the number of spells into which the desired effect can be analyzed. The Golden Lion, for example, might be as many as FIVE (Polymorph object, animate object, control, reverse polymorph, and recharge) or as few as ONE if the Golden Lion is really only the result of Djinn Creation (C&S-99). The number of spells which are actually required must be decided by the magick user and the game master together with the game master having the final say.

Common Elements: If more than 3 spells are required the game master rolls a D6 to determine the number of common elements required for each spell over 3. These common elements must establish a similarity between the object containing the spell and the desired effect.

BMR Analysis: The Law of Three Spells (cf. above) can be used on the first 3 spells of the combination provided that the combined BMR is less than 10. If the combined BMR of the first three spells is greater than 10, then only the first 2 spells benefit and the rest must be learned separately before they can be placed into the object.

Once the research, common elements and BMR analysis is completed, the creation of the device proceeds as normal with all the requirements of astrological influence and the enchantment of materials.

II. THE LAW OF CONTACT: Things once in close physical contact will continue to interact for a time, once they have been separated.

This is the Law behind most offensive magick especially curses of the voodoo variety. The wax image of the victim uses the Law of Similarity but the full voodoo doll also contains something belonging to the victim (nail clippings, hair, etc.). Fingernail clippings, for example, once belonged to the victim and were physically connected with him. Under the Law of Contact, it is still "connected" with him for a time. And a magical operation performed on the clippings will affect the victim no matter how far away he is.

Time: External body parts such as nail clippings and hair will be effective for 5 x (1-100) days with only the game master knowing the exact number and with a backfire resulting if no longer effective.

Important body parts such as a limb or eye are effective for 5 x (1-100) months, again only the game master knows for sure.

Blood is the most essential body part there is and it is always connected to the donor at least for a long time 5 x (1-100) years.

Clothing and other non-body parts: the connection of a button or patch etc, is never broken by merely the passage of time. Clerical Blessing restores ones apparel to the extent of severing such connections but only if below alignment 14. If above Al 14, a curse on yourself has the same effect but it tends to give you a headache and reduce your wisdom to the point of rashness temporarily.

A spell fired through a connecting part, if directed at the target's body, always fires on the superior magick user column in the magick conflict table.

The Law of Contact is also used to make Bane Weapons. Here the skin, blood, and bones of the creature against which the weapon is to be used must be incorporated into the very metal itself. The effect of a bane weapon is that it doubles all normal damage against whatever is the target and if a critical hit is struck, roll on the magick conflict table under the device column. If the magick user who made the weapon was below level 11 use the equal experience factor line, if he was above level 11 use the superior line. Success means instant death or destruction, a failure means a normal critical hit.

The primitive mind often fused the Laws of Similarity and Contact together. The photograph captures the soul. The image in a pool or mirror is connected to the original. And eating a part of someone gives you the virtues he had. In A&E#29, Lee Gold forwarded an interesting suggestion by John Strange to the effect that players playing monsters might get added experience points and strength from eating "manflesh". The diet of the Uruk-Hai was cited as an example. It was believed by many primitives and many not so primitive peoples that the "virtues" (goodness, courage, strength, beauty, etc.) of someone could be acquired by eating an important part of them. Usually this was the heart or liver. Players may wish to introduce this into their game by allowing certain monsters and evil characters to benefit in experience, characteristics, and fatigue by eating people parts. For example, the wicked queen who had a personal appearance of 1 which she is improving up to about 18 by eating parts of beautiful maidens, and which must be maintained by eating such parts on a periodic basis. Eventually, of course there will be an intense competition for body parts between those who must eat them and those like the necromancers who want to build new ones out of old parts.

III. THE LAW OF NAMES: The most essential part or element of a thing is the TRUE NAME given to it at creation.

The magic of names is in fact the most common form of magic. It is basically all there is to demonology - the medieval grimoire being mostly lists of the names of demons. B.D. Sustare in his above mentioned article at p.59 points out that there are certain practical difficulties in using name magic in a game. The benefit of name magic is that the name is always in contact with the object named and as far as targeting goes the magick user firing a spell through a name always is superior. However, only COMMAND spells may be directed through a name.

Generating the TRUE NAME: A gamemaster can generate the true name in a number of ways, using a code or transliteration to another alphabet such as the ones in Tolkien's, etc. The TRUE NAME is actually a high level spell with a BMR between 5 and 10 depending on the importance of the thing named to the scheme of things. The TRUE NAME of a dragon is BMR 10, while an orc is BMR 5.

5. CONCLUSION

This discussion of the laws of magick is intended merely to scratch the surface and to point the way for design and invention. Using the laws as basic analytic tools a formula for most magical effects should be found and justified to a disbelieving gamemaster. The player whose character is a master magician should be able to create his own private lists of spells and devices on the basis of the above principles and laws which the game master must accept and incorporate into the world.

Dispell Gremlins

Chivalry & Sorcery contained a number of types and a few omissions or somewhat ambiguous rules. Here are the corrections, additions, and explanations of the more glaring ones:

READ MAGICK: To read a scroll or book requires knowledge of the language in which it is written. If a Mage has not learned the language in question he has not the power to read. Knowledge of the language permits reading. Normally, reading takes considerable time and Mages automatically acquire an "emergency speed-reading" ability that expends 5% of their fatigue levels in one turn: a Read Magick spell in effect.

When casting a spell from an enchanted scroll or book, a Mage has a chance of reading correctly corresponding to his IQ rating (C&S, p.6). Failure to read correctly results in a misfire and the spell goes awry. To discourage Mages from indiscriminately blasting away with newly found scrolls, if a "correct reading" occurs, the spell is then cast at the probability of success for the MKL of the Mage on the Magick Resistance Table (C&S, p.69). Failure results in an immediate backfire as for all unlearned spells! Success permits him to go on to targeting.

Scrolls and books are uniquely magical in nature, and non-magick users who have learned the language of the writing may attempt to cast the spell at the minimum percentages given in the Magick Resistance Table. Backfire consequences should be as serious as the perils unleashed by the spell so activated. Magick is not for the uninitiated!

LEARNING LANGUAGES: To learn a "modern" (commonly used) language, 1 language point is needed to be able to speak it, and 2 LPs are needed to read and write it, giving a total of 3 LPs for Mastery. Ancient and magical languages require 3 LPs to read and write, and another 3 LPs to be able to speak it. (C&S, p.6)

NOBLE MAGES: Noble mages have the option of using their rank of birth (social status) or their rank acquired through magical proficiency when determining their social influence. Clearly, once high magical proficiency is attained, greater status and influence will tend to result from relying on the prestige it generates.

ELVISH MAGICK: Elves are naturally endowed with the ability to fashion their own magical bows and arrows, and do not require the enchanted hammer, anvil, and temper used by Weaponsmiths. The Elf enchants the materials for his bow and his arrows. Once enchanted to 100% at BMR 0, the Elf fashions the weapons in the same time and at the same level as a Weaponsmith of the same MKL (Cf: C&S, p.78), to a maximum of +3. It is rare that an Elf would fashion more than one bow for himself, and he would never make a bow for a non-Elf.

Elves also have the ability to determine favorable signs for their magical focuses and other

devices of Power without consulting an Astrologer. They have an inborn sense of the right moment to perform the critical enchantments on magical items they are fashioning. There is no chance of error, either. This insight applies only to their own enchantments, so it cannot be used to give other Mages advice about their critical enchantment times.

Certain of the High Elves (of exceedingly high MKL) seem to have mastered other areas of magick not normally associated with Natural Talents. Tolkien's Galadriel, for instance, appears to have learned Divination (her bowl of water is, in effect, a Crystal Ball in its effects). However, few characters will acquire such special abilities early. If the second requisite is sufficient, a second specialization in Magick will be possible at MKL 7, and a third at MKL 11. Such specializations will be learned spells. (Cf: C&S, p.74).

LEARNING SPELLS: When learning any spell, a successful "practice" does not create the effect. It is a BMR reduction and an enhancement of targeting through research and study.

SHAMAN & EVIL PRIESTS: Shamen (C&S, p.75) and Evil Priests (C&S, p.82) may perform certain Clerical-type miracles by virtue of their religious functions. When performing such effects, they must Pray for Intervention by their Totems/Gods/Demon Lords in much the same manner as do the Clergy. Evil Priests, however, invert Alignment, with 20 = 50%, 19 = 45%, etc.

MAGICK CONFLICT TABLE: C&S, p.86, Natural Magick Users have a "20/20/20" against Spectres.

MAGICAL RESISTANCE TABLE: C&S, p.69, MKL 1 line, resistance of BMR 7 objects should read: "-5".

DISCHARGED AMULETS OF PROTECTION: An amulet that has been overcome remains discharged for 1-20 turns (C&S, p.89). Correct the error on page 87, which wrongly reads "1-10 days".

UNDEAD FEAR: The Fear generated by Undead (such as a Death) automatically targets everyone in the area affected by the spell. The same is true of Necromantic Terror. (C&S, p.120 ff., & p.83) Victims check morale each turn they are in the Fear zone. Such fear is no illusion, and Command spells do not account for it, either. That fear is straight from the grave - the literal fear of death itself.

CIRCLES OF PROTECTION: Circles of protection do not of themselves prevent passage of some creatures. Barrier effects are automatically provided against Summonings, Undead, Lycanthropes, Missiles, and Magick Attack. However, a solid barrier can be erected only if the Mage knows a Create Earth, Air, Fire, or Water spell. We assume the barrier to be of the maximum possible volume of material that could be created by a Mage of PMF 50 (C&S, p.66). Once a Circle is made to resist entrance, all those outside the circle are prevented from entering - including friends. Each effect of the Circle (C&S, p.88) may be activated at need without time lag, but at a cost of 10% fatigue without a focus and 5% fatigue with a focus. When 2 or 3 Mages are operating in a team, one or all may contribute to the defense. (This is why Mages have apprentices; the latter contribute fatigue loss requirements and tend to defensive matters under the Mage's guidance while he works magick against the foe.)

CREATE BASIC MAGICK SPELLS: Failure to learn a Create spell prevents further learning of the Basic Magick spells in a particular area. The Create spell is the starting point for all research. If a Mage fails to learn a Create Ice spell, for example, all Ice spells are forever closed to him. If he learns the Create Ice, he could research all the other effects of Ice Magick without tutoring once they fall within his casting range. In all cases, the Create spell must be learned first.

SAVING FROM SPELLS OF ILLUSION & COMMAND: When a character "saves" from a spell of Illusion or Command, he is NOT safe afterward. Spells of Illusion and Command are continuous in nature and operate for the duration of the spell. If targeting was initially successful, the victim must save each turn the spell remains in effect until he either leaves the area (area effect) or withdraws out of the range of the caster (victim targeted). Only the original D6 fatigue points lost to make the initial save will be deducted from a saving character's fatigue levels, and no further fatigue points are lost in subsequent turns of resistance. But he must continue to save each turn that the spell is working against him. True Sight eliminates the need to save from Illusions of a Magick User of a lower grade.

PRIOR EFFECT: When Illusions have been cast prior to the appearance of the prospective victims,

they are considered to be automatically targeted unless wearing an amulet of protection against illusions of the level cast or standing within a protective circle. Mages employing an appropriate Detect Illusion at the time of entering the area affected or else possessed of True Sight will be forewarned and must be targeted. The prior effect is, in short, quite believable to the unsuspecting because it is natural to believe one's senses until there is reason to disbelieve. Only a "save" is attempted in such instances.

INVISIBILITY: Hallucinatory and Phantasmal Landscape spells have the virtue of creating or concealing features of the environment. By extension, the illusion that something is invisible can be created by superimposing a hallucination or phantasm over it. We have made it a convention of our group that invisibility carries no save. To penetrate the Invisibility effect, one MUST Detect Illusion or possess True Sight. A Detect Invisible Presence will give some warning, but does not locate or reveal the exact position or form of the invisible being. Furthermore, Invisibility may also be considered as a form of Astral projection, the partial passing of the invisible being's physical body into the Astral Plane, for the Phantasmal spell in particular partakes of that dimension by virtue of its quasi-real nature. Those who fail to see the invisible being need not be targeted, either, for the effect is really directed at the invisible being. In a very real sense, he is not there to be seen!

Because an invisible being is quasi-real, he may attack while invisible. But once he has attacked, he becomes an indistinct and blurred form (-30% on enemy hit probabilities) while engaged in combat. This defensive bonus is not used when enemies have True Sight or Detect the Illusion.

DETECTING SECRET DOORS: Secret doors and other hidden things are detected as described on p.105 of C&S. All other percentages are to be ignored. It should be noted that some secret doors are magical in origin and may have negative percentages attached as penalties against detection.

THE MAGIC USERS

1. *If Magick Users cannot do research beyond Level X (see chart keyed to Intelligence), how can they learn Level XI spells?* While the IQ limits of most characters prohibit research past Level X, Enchanters have an innate ability to research Level XI Command Spells if they are able to do Level X spells. Similarly Thaumaturgists can research Level XI Illusion Spells. In effect, the level X limit prevents other types of Magick Users from mastering the most powerful Commands and Illusions. [Presumably this restriction also applies to MUs with INT 21+.--LG]

Extraordinary circumstances might also intervene to permit a MU to learn a spell beyond his research capacity. The demon Paimon, for example, teaches magicians by supernatural means and therefore can endow a MU with the understanding necessary to research a spell above his normal capability. Needless to elaborate, dealing with such supernatural forces is charged with peril. Further, we regard failure to cast a learning spell as an instant backfire carrying serious consequences, and we set a 75% enhancement limit whenever a magician is learning a spell beyond his research capacity. Ambition to the highest pinnacles of knowledge and power should be bounded by appropriate dangers.

2. *What is the relation of Concentration Levels to Magick Levels, and what are the effects on Magick Users just starting their careers?* The initial Concentration Level of a MU acts to give the "gifted" a boost up the arcane ladder. For example, if a character's Prime and 2nd Requisites gave an additional concentration of 4.4, that is equivalent to having, for the purposes of practising magick, 44,000 ep! A Concentration Factor = one Experience Factor = 10,000 EP. With a concentration Factor of 4.4, the MU has a Magick Level of 1 (see C&S p.66, "Relationships of Magical Proficiency"). However, a mere 6000 ep will give a Conc. Factor of 5, producing MKL 2. Thus, while 6000 ep places the MU at experience level 3, the effect upon the character under consideration with regard to MAGICK is the same as if he had reached experience level 6 (50,000 ep)! We have built in a sliding scale of magical proficiency that favors the MU with high prerequisites while at the same time his body and fatigue levels and his fighting abilities lag behind his

magical capabilities.

As an optional rule, the Concentration Level can be used in place of the Experience Factor when computing attack and defense probabilities on the Magical Conflict Table (C&S, p.86). This gives MUs a clear magical advantage over non-MUs when attacking with or defending against magical spells.

3. *Who can use magical devices? Magical devices are categorized as "public" and "private".*

Public devices are intended for general use by everybody. Weapons and armor are the most common examples, although Geases or Curses may be placed in them to prevent use by certain character-types. Scrolls can be employed by anyone, but risks are taken, especially by non-MUs. Potions and other charms are also public, but there should be an element of randomness built into them to discourage the unmagical types from gulping or rubbing every possible magical item they come to possess. Even potions purchased by characters from Conjurors, for example, contain a good chance of being totally ineffectual (C&S, p.82) which underscores the intermittent and unpredictable nature of magick when messed with by non-MUs.

Devices of great Power - wands, rings, and the like - are mostly private in nature. They were fashioned for the personal use of a single individual. Only MUs of the same type as the maker can readily use such devices. MUs of a different type must research a device spell by spell, as if learning the spells for the first time. When a spell is found in a device which the MU already knows, he may cast it safely and immediately. If the spell is unknown to him, he must learn it in the manner outlined in C&S (p.69). If he wants to cast it, he takes the same chances he would when casting any unlearned spell (C&S, p.70). Thus a private device serves as a source of new spells and, once the secrets of the device are learned, it can be used to cast spells at the Experience Factor level of the original maker. Non-Mus may also attempt to use devices of a private nature, but their chances of success are always at the lowest percentages given in the Magick Resistance Table, with a good chance of a backfire upon failure. Of course, non-magical types will never comprehend the true nature of the device, and thus cannot enhance their chances except by prayer at the moment of casting. (This explains why a character might find a great Ring and upon putting it on his finger find himself invisible, yet not really control the effect. A form of backfire occurs, for the magical effect is triggered but not in control.

4. *How can a Magick User make himself "invisible" when no such spell exists in C&S?* Invisibility is an illusion! Hallucinatory and Phantasmal Landscape spells (p.98) have the virtue of creating or concealing terrain features. By extension, the illusion that something is invisible can be created merely by superimposing a hallucination or phantasm over it. We have made it a convention of our club that invisibility carries no save; to penetrate the illusion requires a Detect illusion or true sight. It is also a convention of the club that invisible characters can attack while invisible, but once they have attacked they remain partially visible (-30% on enemy hit prob.) while they are engaged in combat. Of course, this defensive bonus is not applied against enemies who can see the partially visible character using True Sight, etc.
5. *Since Elves do not consult Astrdogers, how do they determine the favorable signs for their magical focuses and other devices of Power?* Elves have an innate sense of the right moment to perform the critical enchantments on magical items they are fashioning. There is no chance of error either.
6. *Who exactly may "understand mechanisms" (C&S, p.6)?* Characters who have an IQ of 14 and a Wisdom of 14 or higher may understand mechanisms. Both requisites must be 14+.
7. *What are the limits of a Necromancer's control over undead?* A Necromancer who has created zombies or skeletons can retain control over them so long as he does not exceed the maximum numbers he can control at a given time. If the maximum is exceeded, he loses control over any jndead in excess of the maximum number. The same is true of higher undead under his control. Uncontrolled undead could stray, attack, run amok and smash everything in their path, etc. at the GM's discretion, because they now come under the heading of Monsters at Large. However, commanding undead to depart the vicinity does not violate the maximum control rule, as such an order is intended only to make the undead leave, not to take them over. Again, there are limits over the maximum numbers that can be ordered to

leave.

8. *When can Necromancers create Type II Skeletons and Strong Zombies?* The Necromancer can create such creatures the moment he learns the appropriate spells. The problem is in finding the skeleton of a warrior or the corpse of a large, strong man. Incidentally, it is possible to find larger specimens than the ones in the Monster Section of C&S. If a 350 Dr. corpse is found, the weight, size and body value of the Zombie might be adjusted accordingly.
9. *Are "Natural Talents" the same as "Primitive Talent" MUs?* Yes. "Natural Talent" was the original name of the Primitives before we decided to revise it. The older term may occasionally appear in the text.
10. *Does failure to learn a Create spell prevent learning any of the other Basic Magick spells which follow it?* Yes. The Create spell is the starting point for all research in a particular area of Basic Magick. For instance, if a MU fails to Create Ice, all Ice spells are closed to him. If he learns the Create Ice, on the other hand, he may research all of the other effects of Ice Magick. In all cases, the Create spell must be learned first.
11. *How does one Create Mud?* Add water to dust (anything from fine dust to earth) or add dust to water. Actually, this opens the whole question of developing new spells. Consider that mud is water mixed with dirt. If the dirt is available, a Create Water spell will provide the needed liquid to turn the solid ground into viscous goo. Alternatively, if water is available, a Create Dust will provide the temporarily solid component. I would suggest a mixture of two parts dirt to one part water. Thus one standard volume of water would produce 20 cu. ft. of water, enough to turn 40 cu. ft. of dirt to a thick gumbo. Thinning down the mixture would result in a runny mess.

The whole idea of the Basic Magick system was to recreate all the operations of basic physics in a magical framework. Just use your knowledge of physics to figure out the effects and go ahead. I'm currently working on a jet of superheated steam (Turn 1: Create Water + Create Heat + Detach; Turn 2: Amplify Water + Intensify Heat + Accelerate in a beam form). The spell takes a while to get started, with only a 3-spell combination being possible in a turn, but the results are often quite satisfying. Imagine the look on a Troll's face when his hide is steamblasted off his body...

12. *When does the bonus acquired for a high Bardic Voice or Charisma come into use in spells of command?* A spell of Command must first be targeted with a maximum enhancement of 25%. Then after a victim has been successfully targeted, a save is attempted. The spell has already struck, and the victim is merely attempting to save himself from the spell's worst effects. Thus the original targeting enhancement may be subtracted from the victim's save possibility and also any percentage reductions due to the caster's using a Mantra Gesture and/or having bonuses for Bardic Voice or Charisma.
13. *What should be done about materials not included in the Basic Materials List (C&S,p.72)?* Players are encouraged to add to the materials list as required by the campaign they are playing. C&S is an open-ended game, a player's game and any omissions should be regarded as an invitation to level-headed creativity by the players. To have included every material in the list would have lead to thousands of entries. However, here are a few additions:

<u>METALS:</u>	<u>bmr</u>	<u>Wt & Cost</u>	<u>% Avail.</u>	<u>From</u>
Brass	5	1 SP/.5Dr	25%	Metal Worker
Bronze	4	1 SP/.5Dr	25%	Blacksmith, Armourer
Quicksilver (Mercury)	0	1 GP/.1Dr	10%	Apothecary
<u>GEMS</u>				
Black Opal	2	4 GP/20ct	7%	Dwarves, Goldsmiths

ESSENCES: A journeyman or Master perfumer may convert any organic or wood to an essence. He will charge 1-6 times his daily hire for each minimum quantity made,

plus the cost of the organics to be made into an essence. He will make D10 minimum quantities in D20 days. Any organic which does not already have a corresponding essence in the Materials List will have its BMR reduced by one level 50% of the time when made into an essence.

LIQUIDS

Cooking Oil	4	7CP/flagon	99%	Grocer, In market
Sea Water	6	1 flagon	Find at Seacoast.	

PLANTS: Such materials as treebark have the same BMR and minimum quantities as the woods to which they belong. Leaves and other greenery have a BMR one level higher than the woods. Their use in devices, potions, etc. should fit the nature of the magical device being enchanted. If players want to consider plant saps, the BMR would be one level lower than the woods, and 1/10 Dr will be required for each BMR level. (e.g. BMR 0 - 1/20 Dr; BMR 1 = 1/10 Dr; BMR 2 = 2/10 Dr., etc.)

SKINS AND FEATHERS: Any skin or feathers from animals, lizards, birds, etc., not given in the list should be read as Animal Skin or Other Feathers or any other general category in the list. However, players wishing to distinguish between Wolfskin, Dogskin, Apeskin, etc., are encouraged to develop the BMR, minimum quantities, etc., which seem to be in line with the other materials already listed.

BONES: Any bones not listed should be read as Animal Bones, Sea Mammal Bones, Reptile Bones, etc. Again, players may develop individual bones as desired.

6. The BMR and minimum quantity for enchantment of iron is the same as steel. Costs would be about 1/2 that of steel.
7. A Stellare Mirror must be enchanted by the Astrologer like a focus (which it in fact is). The Astrologer does not have a second requisite for the simple reason that his brand of Magick is highly limited. In fact, he learns only 7 spells (C&S,p.80). Remember, the Astrologer could also gain experience in some other activity and might be a fighter, thief, or even a cleric. Generally, this character class should be reserved for NPCs run by the Game Master, although players are not barred from it. Their function is largely to provide information anyway.
8. The +35% bonus assigned to Necromancers when targeting Undead does not apply when researching Command Undead spells, etc. It is a special enhancement to targeting only.
9. When learning a Create spell, a successful learning cast does not actually create Fire or a Zombie, etc., but rather represents a marshalling of the forces with which the Magick User will deal once he has mastered the spell. Of course, one could always say that the effect does occur if one wants; but in the case of Zombies or Skeletons or other special effects so created during the learning process, I would recommend introducing a chance of something going amiss with subsequent control of the being or effect. Remember the Sorcerer's Apprentice?
10. The "solemn ceremony" that a Necromancer goes through to summon his Shadow Guide (C&S,p.83) would be equivalent to summoning a Demon (C&S,p.102). Initially, the Necromancer would begin hearing voices speaking to him - from "beyond the grave", so to speak. Since he would require a Master, the details of how to gain contact with a Spirit Guide would be learned from the Master Necromancer. The Medium initially has the power to begin learning Trance Level 1 at spell casting level 1; that is a "Natural Talent" and need not be taught by anyone. A trance is not, in itself, magical but rather a means of extending one's consciousness beyond the corporeal body. In the Higher Planes contact is then made with a Control. (C&S, p.75).
11. A Hex Master will enchant a broom (essentially wood) at the BMR of the wood from which the handle is made. Once the Broom is enchanted, a Demon (C&S,p.102) of level II (Imp) will be summoned and "bound" as outlined in the Demonology section. Once bound, it will be commanded to enter the Broom and remain there to activate it at need. In this case, the Imp will not be able to escape but should be released after 7 years.

12. An Undead's Fear "spell" is really nothing more than man's own fear of death working against him. This there is no targeting; the morale check is taken directly. Necromantic Terror works the same way, for the Necromancer "is of the grave" in a not dissimilar sense.
13. A Shaman has the option of using prayer like a Cleric (alignment affects probabilities) or he can simply cast a spell or use a potion to Cure wounds, etc.

Evil High Priests Cure wounds, etc., by asking for an intervention like a Cleric, but use the probability range given in C&S, p.82, column 1.
14. The BMR of a simple magical device that has been discharged is BMR 0 at 100%. In short, the device remains "enchanted". Further, the pattern of the spell placed in it also remains, but it has no mana or power to be cast again. A "recharge" is possible by recasting the spell into the device (100% certain if the Magick User has learned the spell).
15. If a jewelsmith puts a spell into a gem on a one use basis, throwing the spell merely discharges the mana inside the gem but does not destroy it. (See immediately above).
16. It is possible to take a complex (15 material) magical device of the right make up and add the right 7 extra materials to make a Focus out of it later on. Clearly, such an approach would be followed by a low level Magick User when the time to enchant a Focus directly was unavailable.
17. Elvish bows were deliberately left off the price list. Elves don't sell to strangers, and each Elf tends to make his own bow.
18. An amulet that has been overcome remains discharged for 1-20 turns. The 1-10 days on p.87, col 1, #2 of C&S is an error. (Gremlins again).
19. Alchemists advance in proficiency in an unusual way (C&S, p.76, col 1). Until a task is mastered, an Alchemist cannot advance in proficiency. However, many of the tasks are divided into two phases:

<u>Rank</u>	<u>MKL</u>	<u>Task Which Must Be Mastered to Advance in Proficiency</u>
Scholar IV	5	First Entity of Liquids
Scholar III	6	First Entity of Liquids

An Alchemist cannot advance past MKL 6 until he has completed the First Entity of Liquids. However, through experience gained by performing various forms of magick (enchancing potions, etc.) he can advance within the Task from MKL 5 to MKL 6. Use the Relationships of Magical Proficiency (C&S p.66) to find the total experience required. For example, a Scholar IV would be at 200,000 - 300,000 experience points; at 300,001 experience points, he would advance to Scholar III at MKL 6. However, despite the fact that he subsequently acquired another 100,000 experience points and reached 400,001, until he discovers the First Entity of Liquids he cannot attain MKL 7. This example holds true for all two-phase tasks as well as for single-phase tasks.

A CHARM PERSON spell (p.95 of C&S) works on two levels. EITHER a person of high Charisma or Bardic Voice uses the natural charm of his personality to win over his intended victim (1-20% chance) or a Mage casts a spell (targeted), with a 5%/MKL chance of charming a targeted victim. If the Mage happens to have a high Charisma as well, add + 1-20% to his chances of success. If the CHARM is successful, the victim "saves" according to his Wisdom. In other words:

Basic Charm from Charisma or Bardic Voice = 1-20% chance of working, then a save attempt by the intended victim if the Charm succeeds.

Magical Charm = targeting, then success determination, then save attempt.

It should be pointed out that a CHARM PERSON is not particularly effective when it is employed solely through force of personality (as such things are very hit and miss, after all). Magical CHARMS may also appear to have minimal chances of success, and indeed do when the intended victim is at a higher experience grade (low targeting percentage), when the Mage is lacking in experience (expressed as MKL), and/or when the victim's Wisdom is high. But a Mage with high Charisma or Bardic Voice, good MKL, and higher experience grade will have a proverbial sitting duck - particularly if the Mage is also proficient in one of the higher circles of proficiency. Darn it, if a character is going to be under emotional constraint and subject to the influence of another, the person seeking that influence should have a realistic difficulty in achieving his goals. Brainwashing is not a 10-second affair. Thus the CHARM is a gamble that may pay off, not a sure-fire method of easily getting what one wants. But if I were locked in a prison cell and had no other way of escaping except winning over a guard, I'd try a CHARM! Face to face with a monster in a room is another matter I think that part of the problem is confusion with the D&D spell; our CHARM is not the same at all, and intentionally so.

SOCIETY

NOBLESSE DE RACE: "Noblesse de race" is membership in one of the ancient, established noble families. Any character whose father is a titled lord is of the noblesse de race, and a check is automatically made for the mother's family rank, with a 50% chance she comes from a titled family. If not, she could be anyone not of serf rank.

UNACKNOWLEDGED BASTARDS: Roll to determine the social rank of the mother. Her status is either that of her father or her husband (she might have married since the loss of her "honour"). If the mother also rejects the child ("unacknowledged bastard" results again), the infant was abandoned at birth on the church steps and was raised by some family selected by the parish priest.

SEEKING PROMOTION: Promotion in feudal society is a matter of "favour" being extended by the Master to his subordinates. For example, a man-at-arms aspiring to ride a horse into battle (Sergeantry) would have to influence his feudal superior to convince him that he is worthy of the new honour and higher pay. The Influence System (C&S,p.10) is always used when requesting promotion, leave, or other favours. Game Masters should note that just because influence is successful, some requests will nevertheless be rejected because they are "unreasonable" or "inappropriate". One doesn't knight a man unless he has performed some signal deed. Certainly one doesn't appoint a level 5 nobody Keeper of the Privy Seal! There must be a sense of proportion to such things.

SOCIAL CLASS: TOWNSMAN: On p.9 of C&S, col. 2, Townsman type 21-25 should read "Barber", not "Butcher", which is repeated twice. It might be noted that many Barbers are "leeches" or Chirurgeons.

THE FIEF: NUMBER OF KNIGHTS: The tables on p.16 of C&S give the number of Knights in service to the Lord of the Manor. The Lord himself counts as an extra Knight.

JOINING HOLY ORDERS: The fighting orders were exclusive bodies and did not welcome untested fighters (1) severe casualties required rapid replacement of depleted ranks or (2) the applicant had a father or "friend" of rank sufficient to influence the Knight Commander of Chapter. Knights, Sergeants, and Men-at-Arms of level 6+ were welcome, however, whatever their former background (except convicted felons). Many Knights under vows were atoning for evil deeds and grievous sins, and high Alignments were no impediment to membership. Be forewarned, however! Enlistment tends to be for life and discipline is strict. Holy fighting orders were the medieval suicide squads and do battle against the infidel with true fanaticism. One further point! Characters with Alignments of 1 or 2 may join holy fighting orders at level 1 by virtue of their devotion to God and their prospective Paladin status. However, they will be expected (by the Game Master) to be in the forefront of the eternal fight against Evil and must distinguish themselves as several cuts above the average.

How would a man-at-arms who desired promotion to the Sergeants go about achieving his desire? Promotion in any part of feudal society is a matter for "favour" being extended by the master to his subordinates. A man-at-arms aspiring to ride a horse into battle (Sergeantry) instead of slogging on foot would have to influence his feudal superior that he is worthy of the new honor (and higher pay). In some instances, commoners were even knighted on the battlefield for signal service. But always one must find "favour" in the eyes of one's lord or master. The Influence System (C&S, p.10) is always used when requesting promotions, leaves, etc.

INDIVIDUAL COMBAT

ENCUMBRANCE: Partial encumbrance occurs when a character is carrying more than 40% of his carrying capacity or is lugging bulky and heavy objects (sacks, etc.). Full encumbrance occurs when a character is carrying more than 50% of his carrying capacity or if he is bearing especially unhandy burdens (body of friend, large chest, etc.). Wearing armour for which he is unsuited (by social class) or for which he is untrained will result in partial or full encumbrance. Grievous wounds (50% or 75% of body levels lost) produce partial or full encumbrance. (C&S, p.6, p.55).

EXPENDING BLOWS IN COMBAT: More than one "blow" may be expended simultaneously. When a Knight delivers a "Great Blow", he must expend one for striking and a second for the Great Blow - 2 for 1 in other words. Ferocity requires one blow to be expended, in addition to striking; and a ferocious Great Blow would cost 3 points - one for striking, one for the Great Blow, and one for ferocity. Berserker rage (continued ferocity, out of control) requires an extra blow in addition to the one needed to strike; but "human" types (all intelligent humanoids, including Goblin and Giant races) add two blows to their totals because of the superhuman effort being called forth. Parrying and dodging expend one blow, and unless a counterblow is called for as part of the maneuver, an additional blow must be expended to strike back.

SPINE HITS: The gremlins were at work! Spine Hits in the Critical Hit Results table (C&S, p.58) should read: "50% chance of paralysis if in class 0 - 1 armour; 30% chance if in class 2 - 3 armour; 25% chance in class 4 - 8 armour; and 10% chance in class 9 - 10 armour".

MISSILE FIRE AGAINST CONCEALED TARGETS: In the Missile Fire Matrix (C&S, p.56) the hit probability doesn't seem significantly lowered for targets behind mantlets, battlements, trees, etc. The assumption is that the target would be showing itself sufficiently to provide a chance for a shot. If a solid barrier completely covers the target, it is quite obvious that no shot is possible! In the case of targets behind arrow slits, the archer must be looking at that particular part of the wall to have the opportunity to shoot. Merely looking at the entire wall or tower is not enough to warrant a shot.

Furthermore, where only a relatively small target is visible, such as a head peering around a tree or over a battlement, the Game Master may make a significant reduction in the hit probability to reflect the difficulty of hitting such a target. It is exceedingly hard to quantify such matters in rules, as situations arising tend to be unique. Range and size of target should be the main factors. Thus a 40% chance of hitting a man in the head at 100 yards might be reduced by 1/2 or more. Further, if the target is looking at the archer, check for surprise. If unsurprised, he would have a good chance of ducking behind cover before the missile arrived.

JAVELINS: Treat hurled javelins as having the same damage as thrusting spears, and the same hit/bash/critical probabilities when held in the hand as a thrusting weapon.

THROWING ROCKS: The effects of Giants, catapults, and other characters and monsters throwing rocks was not firmly dealt with in C&S. The following rules are suggested:

Short range: 50%

Mid-range: 25%

Long range: 15%

Armour class of the target does not enter the picture, for rocks are big enough to do massive damage. Apply the various bonuses and penalties found in the Missile Fire Matrix (C&S, p.56). Damage is D6/10 Dr. of stone hurled, with 10% chance of a critical hit for armour 0 - 4, 5% for armour 5 - 8, and 3% for armour 9 - 10 per 10 Dr. of stone hurled. For example, a 100 Dr. rock would do 10 x D6 or 10 - 60 points of damage, with a 100% chance of a critical hit against armour 0 - 4, 50% against 5 - 8, and 30% against 9 - 10. A hit produces a 5% chance of a bash

per 10 Dr. of rock hurled. Large monsters are treated as being bashed by LH weapons if hit by less than 300 Dr. of rock.

If there is a miss: 1-25% = 5-30' short; 26-50% = 5-30' long; 51-75% = 30° to the left; 76-100% = 30° to the right of the target. If there is a miss because someone dodged and/or ran, the direction and distance covered should be noted before the determination is made. The target could have dodged into the impact zone if the rock lands within 5' of him. Also, any other character in the area could be hit if he is within 5' of the impact zone.

Rock shatters when it strikes a hard, substantial surface. The splinters will have a 5% chance/20 Dr. of the weight of the original stone of striking anyone within 10' of the impact area. A splinter will do D6 or 1-6 points of damage and is assumed to be equivalent to a 10 Dr. stone. A 100 Dr. rock, for instance, generates 10 splinters of 10 Dr. weight equivalent. Critical hits and bashes are as given for 10 Dr. rocks.

Intervening solid objects (stone walls, trees, etc.) prevent injury if the victim is concealed.

In the case of Giants, Men, Trolls, and other creatures throwing rocks, add half of the hit %age bonus to the hit probability.

Giants can hurl rocks as far as catapults. Men and other creatures can throw with a range in feet equal to their carrying capacity divided by 1/3 the weight of the rock. For example, a man with a carrying capacity of 250 Dr. can hurl a 10 Dr. rock $250/3.3 = 76'$.

TORCHES AS WEAPONS: Treat a torch as a "fist" for hit probability when held, and use the throwing system (C&S, p.58) when it is hurled. A torch will have a 20% chance of igniting flammable material upon impact, and a 50% chance for each turn it remains in contact. It will deliver 1-10 points of damage when it strikes unprotected flesh (double for creatures vulnerable to fire).

There is a chance that a torch will be extinguished on impact. Roll 2D6 of different size or colour. One is "Fire", the other is "extinguished". If the "extinguished" die is equal to or greater than the "fire" die, the torch is put out, and half damage occurs, with no chance of ignition. If a miss occurs (when striking), the torch remains lit. If it falls to the ground, check to see if it went out.

If a torch strikes, roll on the critical hit table to see where it struck. If it strikes unprotected flesh, compute damage. Face hits result in temporary blindness 20% of the time, and total blindness 10% of the time. Armour and visored helms provide full protection, so long as cloaks, surcoats, etc., are not ignited.

CHARGING DRAGONS WITH THE LANCE: A Knight on horseback can deliver a punishing amount of damage when he charges a dragon with his lance. There is a 10% + 3%/Knight's level chance that a dragon will rear up and expose his vulnerable underbelly to the lance. Such exposure will result in a mortal wound 50% of the time if the lance strikes home, and 10 - 60 points of damage otherwise (again, if the lance strikes home). There is also a bash probability of 4%/Knight's experience level. The sight of the charging Knight coming straight at him with lance couched will cause the Dragon so attacked to check initially for "surprise" (60% - 5% for each 100 years of age or part thereof). Surprised Dragons will fail to flame, and an attacker may safely withdraw without being otherwise attacked 10% + 2%/Knight's level of experience, provided he drops his lance and gallops off at top speed. Bashed Dragons, of course, will not think of hitting back, so escape can be automatic. Needless to say, this tactic tends to work only once per combat.

TROLLS: C&S, p.120, col. 1: WDF of Young Mtn Troll 4 = $\frac{4x}{3x}$.
WDF of Old Mtn Troll 10 = $\frac{7x}{5x}$.
WDF of Adult Wood Troll 10 = $\frac{7x}{4x}$.
WDF of Old Water Troll 11 = $\frac{7x}{5x}$.

EAGLES: C&S, p.126: Great Eagles bring 1000 experience points: Lord Eagles bring 7500.

A falchion may be purchased, according to the equipment lists, but no falchions appear on the combat matrices? A falchion is comparable to a Norman battle axe in hit probabil-

ities. However, critical damage is 5% higher for all classes of armour, and the WDF is 3. It is a uniquely chivalric weapon and tends not to be carried by troops below knightly rank.

The body bash rules (C&S, p.54, col. 1) apply to humanoids, monsters, and animals alike. Thus the humanoid's or monster's chance of a body bash is the same as that of an animal of the same weight. Be sure to figure in the weight of armour in the calculations.

If a man/monster/animal of reasonable size (medium weight upward) were to walk between two creatures who are not far enough apart to allow him to pass unimpeded between them, or if he were to pass between a single creature and a solid object (such as a wall), a body bash would be possible (C&S, p.50, col. 1). Seeing as the man/monster/animal is not charging, reduce the bash probability by one category if there is less than a 250 Dr. difference in weight between them. For example, a 500 Dr. Troll passing through brushes a 300 Dr. man; difference is 200 Dr., so the Troll has a medium, not a heavy body bash; the man would also have a medium bash against the Troll. Probabilities would be adjusted for weights of the adversaries. It might be noted that such a maneuver would permit a dodge (if space is available) by the person about to be bashed. If the direction of the dodge is not anticipated correctly, sufficient space for passage is obtained and no bash occurs.

Light creatures (under 100 Dr.) would probably not have the mass and speed sufficient to produce a light bash under such circumstances unless the moving creature has within 100 Dr. of the being brushed in passage.

If a bash does not occur during passage, the moving creature must stop. Clearly, a failure to bash represents a failure to move the blocking man/monster/animal out of the way sufficiently to permit passage by him. A "grapple" (C&S, p.54, col. 1) may be attempted by either or both parties or a blow could be struck at this point. Action could also go to bare-hand combat (C&S, p.57, col. 2).

Very small creatures (cats, etc.) and dogs could effect passage even if a bash was not successful because of their relatively low height and considerable agility. Hobbits, too, could dive between a large opponent's legs or slip through a very narrow opening, if they had adequate agility (dexterity above average). Some Game Master discretion will be required in such instances.

When fighting with "ferocity" (C&S, p.54, col. 2) the two extra blows gained by human berserkers are considered as "ferocious" blows. There is a considerable outpouring of physical and emotional energy in a berserk state, and this bonus is provided to account for it. Thus, if a character had five blows, normally, he would receive 2 ferocious blows automatically plus $5/2 = 2$ additional ferocious blows. The remaining blow would be struck normally.

Monsters without naturally thick skulls who are not wearing helmets would have their armour class lowered by 1 if not wearing helms. The armour classes listed in the monster table are natural body armour for animals, Undead, and legendary beasts. Troll values also are given for natural defences, trolls being covered with rubbery or scaly hides. Goblins and other members of the Giant race are assumed to be wearing some form of body armour. Without it, they are roughly equivalent to men (armour class 0 or 1).

It should be noted that some intelligent trolls have been known to don armour to improve their defensive chances. One of my water trolls, Arrrgh Rufhluk, has a class 8 hauberk made specially for him by the evil Albrecht, a renegade Dwarvish armourer. To hit Rufhluk, one must first penetrate the chain then roll a second time to penetrate the troll's natural protection. (After all, getting through the hard outer shell is not penetrating the equally hard hide of the troll!) Fortunately, not all trolls are so clever; but only one such can be a difficult problem to an adventure team.

When Undead are "critically hit", they do not lose blows. Undead are notorious for their resilient constitutions and will not be troubled by a little extra damage. If corporeal, like zombies, skeletons, ghouls and vampires in "human" form, they can be bashed and may lose blows accordingly. Incorporeal beings like wraiths cannot be bashed but could be considered as having a bash probability equal to that of a man of the weight indicated for the Undead's size. For instance, a Wraith is 6'6" tall, yielding an equivalent body weight 250 Dr. If it appears in ghostly (or real) armour, add that in as well.

- a. A parrying dagger would be used by someone who has no other recourse to defense. Not every character will be well armed, or perhaps a character will be reduced to such straits because of lost or broken shields, etc. In short, provision had to be made for the possibility, and Thieves would certainly use either a dagger or a cloak to parry. Thus the disadvantages of the weapon are not unreasonable.
- b. The number of blows represents tempo. Only so many effective motions will be possible in attack and defense, and no more, in a 2.5 minute time period. Thus parrying may be made at the expense of attack. When PCF rises, the tempo is increased, but to increase the number of parries as well as the number of blows would produce a most unbalanced situation. Remember that the usual pattern of fighting was attack/defend/attack/defend. Wilf will be bringing out some rapier and dagger rules covering the period 1580-1700 which demonstrate the difference: rapier and dagger duels introduced the concept of defense converted to attack the moment the opponent made an error. This is not possible with heavier weapons designed to "crowbar" one's enemies into the ground. Nor did fighters using lighter weapons tumble to the possibilities of fencing until after the Middle Ages.
- c. A favorite weapon bonus would be applicable to parrying with a dagger. Remember that parrying with any weapon is part of acquiring skill in its use, so no distinction need be drawn between Dagger and Parrying Dagger.

In the case of critical hits caused by small fangs, talons, etc., whenever the victim is no more than +50 Dr. or else weighs less than the successful attacker, the Critical Hit Table should be consulted. Victims over 50 Dragons more in weight suffer basic damage x damage multiplier to the body, without rolling for an additional 10-100% damage. I hope this clears up the slight ambiguity on p. 53, col. 2.

In HORSE vs FOOT combat, there is an additional +5% chance of a critical hit when a man on horse delivers a blow against a man on foot with a melee weapon. Since the height differential is a good 4 feet, and since the attacker is usually leaning over the victim on foot, the critical hit will be delivered to the head, neck, shoulder, chest, or spine. Unless a spear was used, a hit to the groin or legs would be so unlikely that rolls on the Critical Hit Table should be taken 1-13, with 14+ = roll again. Also, if the victim isn't wearing a helm, and a 1 turns up, 50% chance of death with a L weapon and 75% with a LH or H weapon. Alternately, roll D20 and subtract -5 from the die for height difference. In such an instance a groin hit is also possible.

Full protection = full armour (class 7 - 10) + helmet. Of course, if an open-faced helmet was involved and the critical hit strikes the face, the 50% bonus would apply to critical hits. The head is a special case, because full protection against weapons depends upon the type of weapon and the type of helmet (see p.52, col. 1).

Lance Critical Hits: Light Wound would be fatigue only. Grievous Wound would be a standard critical hit situation.

A successful dodge would provide for a free counterblow with the TAC bonus/minus still based on the original tactics chosen. Some critical judgment may be necessary, however, in cases where the dodge has significantly altered the positions of the combatants. Further, since it is possible for the attacker to declare a dodge in response to the counterblow, it could chance that they are in fact carried apart because of their choices, and no blow results. The point is that these movements can be plotted by using figures. A dodge could be 1-6 feet left, right, or back, if a definite quantitative value is needed. The question then becomes one of whether the weapon will reach the victim. If so, carry out the hit probability determination. If not, continue to the next tactical choice phase. (Note: a successful dodge/counterblow/dodge/counterblow pattern emerges. Each combatant would have only one counterblow in such an exchange.)

PCF numbers of blows do not affect missile shots for the simple reason that rate of fire is pretty standard for most weapons. Dexterity alone may raise rate of fire slightly. But, seeing as I am not dogmatic about it, an additional shot might be allowed for bows or thrown weapons for every 5 experience levels of a character, to a maximum of 3 bonus shots for experience. (I can see the arguments on both sides of this question; players'

choice should play a part here. Whatever seems most reasonable to the players should carry weight. If you feel that a more experienced archer would have a significantly higher rate of fire, build in that concept. The rules are flexible enough to allow for it, provided that too severe a play imbalance does not result.) Crossbows are a problem, however, as they were unsuited to rapid fire. Allow 1 extra shot for a Light Crossbow at level 5 and 1 extra shot with a Heavy Crossbow at level 10.

When you see my Physician, Wound, and Disease rules, you will find that injury to the body can significantly affect the fighting efficiency of a Bowman, weapon hurler, or fighter using melee weapons. However, such injuries may not always take immediate effect and may not even be noticed until after the heat of battle.

Magick Bows and Arrows inflict +1 point of damage per +1 increment of Magick and also increase hit probability by +5% per +1 increment of Magick.

The 25% chance of double damage arises from lance critical hits only (p.58, col. 2), the reasoning being that a successful strike from the rear with the lance would be aimed at the spine at about the level of the heart. The additional damage would be added to whatever damage was caused either by a normal or a critical hit. In short, with a 150% critical hit damage, total damage would be $150\% \times 2 = 300\%$.

MASS BATTLES

1. You don't stipulate the exact numbers of artificers and other trained seige troops available to feudal armies. How many are there? As a general rule of thumb, allow 1% of the trained sgts and men-at-arms to function as artificers and seige troops. It might be remembered that the Crusader army of 40,000 that stormed Jerusalem in the First Crusade had so few trained artificers that they were able to only build three seige towers and about the same number of heavy trebuchets for seige operations. C&S allows for larger numbers, but not enough to man large numbers of seige engines. Rarely will more than two or three seige engines be present at a seige, although there may be a respectable number of smaller ones. Artificers should be class A or B troops with a 1-10% replacement rate per year.

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