

Palladium Books Presents[®]
After the Bomb[®] Book Five:

Mutants in Avalon[™]

By James Wallis





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After the Bomb[®] Book Five:

Mutants in Avalon[™]

18 New Mutant Animals, Druids and Magic, King Arthur, Merlin, Adventures and More!

**Compatible with Heroes Unlimited[™], Ninjas & Superspies[™],
Teenage Mutant Ninja Turtles[®], and Rifts[™]**

This book, like all my work, is dedicated to my parents with thanks for their ever-present love and support.

For too many reasons to go into here, thanks must also go to (in alphabetical order) Cindy Beckert, Lee Brimmicombe-Wood, Liz Holliday, Mike Jarvis, Fiona Jerome, Angus McIntyre, Paul Mason, Tim Pilcher, Alex Scott, Rob Silk, Sharon Springel, Kate Wallis and Erick Wujcik.

BIBLIOGRAPHY

This section contains notes on books and films suitable as references for British attitudes and the mythology of King Arthur.

Historical

The History Of The Kings Of England by Geoffrey of Monmouth (Penguin, 1966) - Along with "Le Morte D'Arthur", the source from which almost all other versions of the Arthurian legends have sprung. It's one of the few books that manages to make history seem exciting and also contains the prophecies of Merlin which, although almost certainly made up by Geoffrey, make great starting-points for scenarios.

The Druids by Stuart Piggott (Thames & Hudson) - The standard reference book on the subject.

The History & Origins Of Druidism by Lewis Spence (The Aquarian Press) - The other standard reference book on the subject, and my favourite of the two.

The Elements Of The Grail Tradition by John Matthews (Element Books) - Starts up where the scenarios here leave off, and essential reading if you're going to continue the Arthurian theme in your game.

Practical Celtic Magic by Murry Hope (The Aquarian Press) - Not a "how to" book, but a good description of the development of magic in Britain. Also contains a useful section on King Arthur.

The Quest For Merlin by Nikolai Tolstoy (Sceptre Books) - Fast being accepted as the quintessential book on Merlin.

The Arthurian Encyclopaedia edited by Norris Lacy (Boydell Press, 1986) - A must-have item for anyone wanting to expand an interest in matters Arthurian.

Fiction

Le Morte D'Arthur by Sir Thomas Malory - A real treat if you don't mind the slightly archaic English, this is the source from which many other works have come.

The Once & Future King by T.H. White (Collins) - White's collected stories of Arthur's life, the only book to describe the future king's childhood and what he learned from Merlin. A classic.

A Connecticut Yankee In King Arthur's Court by Mark Twain - If you weren't forced to read this at school, read it now. It's possibly the first book to mix technology with Camelot, and it's very good indeed.

Not For All The Gold In Ireland by John James (Bantam) - Useful for a good feel of Britain in the original Dark Ages, as well as colourful descriptions of druids. An excellent and amusing story.

Mists Of Avalon by Marion Zimmer Bradley (Knopf) - The story of Arthur and the Round Table told from the point of view of the women in the story. It also contrasts pagan and Christian beliefs well.

The Last Defender Of Camelot by Roger Zelazny (Pocket Books) - A short story set in the present day, with Lancelot, Morgan le Fay and Merlin in a short and bloody battle of wills. The other stories in the book are pretty good too.

Camelot 3000 by Mike Barr and Brian Bolland (DC Comics) - A different vision of King Arthur in the future, told in comic strip form. Lancelot is a woman, Galahad is a samurai, Percival is a neo-man. Like I said, different.

The Acts of King Arthur and his Noble Knights by John Steinbeck (Avenel Books) - A fun read. The unexpurgated classic stories redone in American style English.

Movies

Excalibur (1981) - Blood, guts, heroic adventure and more blood and guts. Nice armour, great fun. Based on the "Morte D'Arthur".

Monty Python & The Holy Grail (1975) - This one has it all! Silly accents, strange mutants, invaders from France and a particularly warped sense of humour. If you only see one of the films on this list, make it this one.

Camelot (1967) - Tedious. Musical. Avoid.

Lancelot du Lac (1974) - Directed by Eric Rohmer, a brilliant and elegant portrayal of the failure of the quest for the Holy Grail.

Robin Hood (1971) and The Sword In The Stone (1963) - Both Disney cartoons, one with British funny animals and the other with a colourful retelling of T.H. White's book of the same name. Very watchable, no matter how old you are.

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Mutants in Avalon™

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MUTANTS IN AVALON

(or: Whatever Happened
To All The Heroes?)

From the Ashes of Destruction

"History is a curious subject, since once a time is past and the records of it are written, who can say if they are right or wrong? We know little of the men who wrote the histories, their inclinations, where their sympathies lay and how their own interpretations may have coloured their records. This isle of ours has a long and noble history, yet who is to say how much of it is truth, how much conjecture and how much wilful lies?

"We know much of Britain as she was before the time of the Crash. The citizens of this place made ample records of their age, so many that a scholar could spend most of his life studying the texts of Churchill, Wilson, Wright and Cartland to build a picture of those times. Yet of the Crash itself and of the years immediately following it, as Britain writhed in conflict and disorder, almost nothing is known. Almost none of those who survived it still live, and their testimony has been marred by the passage of years and the failings of memory.

"Scattered records do exist, and study of them can give us glimpses of the disaster that brought down the rule of humankind. The Crash, so far as one can determine from the few hand-written accounts, was thought to be an accidental war between the larger countries of the world, using weapons so huge and terrible that their nature is the stuff of nightmares. These weapons, and there must have been three or four types, did several things. Firstly, they killed many humans. Secondly, they destroyed many of the machines on which the human race had become dependent - their "computers". Thirdly, they shook the land and made the sea rise, flooding the low-lying parts of our country. Fourthly, they destroyed London, the old capital of Britain, as well as the cities of Edinburgh, Manchester and Liverpool. Fifthly, they caused a cloud to spread across the land which began to change the bodies and minds of our forefathers the animals. These were the only direct effects of the Crash.

"The side-effects of the Crash were much more wide-ranging. Britain was now cut off from the rest of the world by the sea, once this island's greatest strength but which had become treacherous. Sailors spoke of huge monsters seeming to consist of nothing but eyes, teeth and tentacles that sank ships as easily as you or I sink a floating leaf. A few tried to sail to the continent but were never seen again.

"Within Britain, much had happened. The people were left without a capital city and so were without a government. The Crash had destroyed the machines that had been used to communicate across the country; the telephones and the radios. Moreover, the source of the oil which the people needed to power their cars and planes, to heat their houses and to make the electricity that made so many of their machines work, was in the middle of the North Sea, surrounded by miles of hostile waters. Isolated from the rest of the world and without any means of enforcing national government, the old nation-states, which had been united into Britain hundreds of years before, began to assert their independence.

"The few writings which have survived from the time of the Crash tell us that at first there were literally hundreds of small states, each under their own chieftain, each fighting its neighbours for land, food, resources, citizens, gold and the new currency - *petrol*. As the beasts rose up and walked like men, they too wanted places to live and call their own, and were prepared to fight for them, either with the weapons which nature had left them or with swords and rifles. Chaos was national, bloodshed was everywhere, friend turned against friend. It was a sad time for our once-great country. Slowly, as the weaker states were conquered by the larger and more organised ones, and as treaties and diplomacy began to play their part, the chaos began to abate and the structure of the new Britain emerged from the fog of thirty years of civil war.

"When the names and borders of the new kingdoms became apparent, positioned within what had once been the greater kingdom of Great Britain, it became clear that the new form of the country had been shaped by regionalism, and perhaps by memories of Britain as she once was before the golden age. The new kingdoms closely resembled many of the ones that the scholars of older times tell us existed over a thousand years ago. Each kingdom, with its own royal family, court, army, system of government and unique regional difference makes a fascinating study, and any scholar would be a fool to pass the chance to chronicle the development of a new country as it arises, phoenix-like, from the ashes of its past.

"It is this history, therefore, that I intend to set down in this work, and I will try to make my history as faithful to the truth as I can. Truly this is a period worth recording; for in addition to the mere facts it was a time of mysteries, a time of threats and invasion, and most of all a time of heroes. Dark things were stirring in the land, and greatness returned to this isle of Avalon once more...

(From "The History Of Britain After The Crash" by the Venerable Brede, kept in the original manuscript copy in the abbey at Glastonbury.)

A Note On The Text

MUTANTS IN AVALON is a background book set in the **After The Bomb®** world, compatible with the **Teenage Mutant Ninja Turtles® And Other Strangeness RPG**. Its background is the *island of Britain*, around 150 years after some kind of huge disaster (possibly nuclear, possibly chemical, possibly environmental, possibly all of them) has struck the world. Things have changed. Animals have mutated into intelligent humanoids, insects have grown in size to replace animals in the food chain, plagues and viruses have ravaged the planet, boundaries and borders have been wiped off the map, and the mutant species and humans are fighting among themselves to see who draws up the new ones.

Like all English-speaking nations, the British have their own version of the English language. In order to help capture the flavour of the country, and since this book was written by a British author, the text has been left with the British spellings and phrases intact. There is a glossary which explains these phrases and gives many more at the back of the book.

Creating A Character: Avalon Style!

MUTANTS IN AVALON is different from the other books in the **After The Bomb®** series because you don't have to start with new characters in this new setting. You can bring any characters that you're playing in other **Teenage Mutant Ninja Turtles® And Other Strangeness** or **After The Bomb®** games (or for that matter games of **Heroes Unlimited™** or even **Rifts™**) into the MUTANTS IN AVALON universe. This is described later on in the character generation section, and there is also an adventure designed to introduce these characters into the MUTANTS IN AVALON background.

On the other hand, playing **British** characters in MUTANTS IN AVALON can have its advantages. Players will feel more involved in the background and will be less distracted by trying to find a way out of Britain or back to wherever they came from. It will also be easier to fit into British society with characters who were born in Britain, and for this you must use the character generation rules and tables found in Step 2.

You start **MUTANTS IN AVALON** characters the same way as you would any other **Teenage Mutant Ninja Turtles® And Other Strangeness** or **After The Bomb®** characters. Start with the usual **Step One: The Eight Attributes** (see the basic rulebooks for details). Then follow through the rules below.



STEP 2: Animal Type

The following table should be used to generate new characters for adventures set in Britain.

ANIMAL HERO CHARACTERS

First, roll to determine animal category:

- 01-55 British mammals
- 56-90 British birds
- 91-95 Cold-blooded animals
- 96-99 Imported animals gone wild
- 100 Zoo

Second, roll on the appropriate table to determine the exact type of animal. Note that each name is followed by a letter in brackets, which is the Social Class of that species. Social Class or rating is explained in **Step 3: Mutation Background**.

BRITISH MAMMALS (01-55)

- 01-02 Badger (c)
- 03-06 Bat (d)
- 07-11 Cat (c)
- 12-15 Cow (c)
- 16-17 Deer (a)
- 18-22 Dog (b)
- 23-25 Donkey (c) (Roadhogs)
- 26-28 Dormouse (d) (as Rodent, TMNT p.44)
- 29-31 Ferret (c) (as Marten, TMNT p.40)
- 32-34 Field Mouse (d) (as Rodent, TMNT p.44)
- 35-37 Red Fox (b)
- 38-39 Goat (d)
- 40-41 Hamster (d) (as Rodent, TMNT p.44)
- 42-44 Hare (c) (as Rabbit, TMNT p.43)

- 45-47 Hedgehog (d)
- 48-49 Horse (a)
- 50 Human (b) (These are normal humans, not the altered humans described in **Transdimensional TMNT or Heroes Unlimited™**)
- 51-53 Mole (c)
- 54-56 Mouse (d) (as Rodent, TMNT p.44)
- 57-58 Otter (b)
- 59-61 Pig (c)
- 62-63 Polecat (d) (as Weasel, TMNT p.45)
- 64-65 Pony (b)
- 66 Puma (c) (as Feline, TMNT p.38. It may seem unlikely but there are sightings of wild pumas every year, although none have ever been shot or captured. Pumas are described later in the rules)
- 67-71 Rabbit (d)
- 72-74 Rat (e) (as Rodent, TMNT p.44)
- 75-76 Seal (c) (Roadhogs)
- 77-81 Sheep (d)
- 82-83 Shire horse (c)
- 84-85 Shrew (d) (as Rodent, TMNT p.44)
- 86-87 Squirrel (red) (b)
- 88-90 Squirrel (grey) (d)
- 91-92 Stoat (d) (as Weasel, TMNT p.45)
- 93-95 Water-vole (d)
- 96-98 Weasel (e)
- 99-00 Wild cat (d)

BRITISH BIRDS (56-90)

- 01-03 Blackbird (d) (as Wild Bird, TMNT p.32)
- 04-05 Buzzard (c) (Roadhogs)
- 06-07 Chicken (d)
- 08-09 Coot (d)
- 10-11 Crow (d)
- 12-13 Dove (b) (as Pigeon, TMNT p.34)
- 14-16 Duck (d)
- 17 Eagle (a) (as Wild Predatory Bird, TMNT p.32)
- 18-19 Falcon (b) (as Wild Predatory Bird, TMNT p.32)
- 20-22 Goose (d)
- 23-24 Goshawk (b) (as Wild Predatory Bird, TMNT p.32)
- 25-26 Grouse (c) (as Wildfowl, TMNT p.33)
- 27-30 Gull (d)
- 31-32 Harrier (b) (as Wild Predatory Bird, TMNT p.32)
- 33-34 Heron (c)
- 35 House Martin (d) (as Swallow, below)
- 36-37 Jay (d) (as Wild Bird, TMNT p.32)
- 38-39 Kite (c) (as Wild Predatory Bird, TMNT p.32)
- 40-41 Magpie (e)
- 42 Merlin (b) (as Wild Predatory Bird, TMNT p.32)
- 43 Osprey (a) (as Wild Predatory Bird, TMNT p.32)
- 44-45 Owl (b)
- 46-47 Partridge (c) (as Wildfowl, TMNT p.33)
- 48-49 Peacock (a)
- 50 Peregrine falcon (b) (as Wild Predatory Bird, TMNT p.32)
- 51-53 Pet Bird (d)
- 54-56 Pheasant (b) (as Wildfowl, TMNT p.33)
- 57-60 Pigeon (d)
- 61-62 Puffin (c)
- 63-64 Raven (a) (as Crow, TMNT p.33. Note: Ravens get Partial Speech automatically due to their mimicking skills.)
- 65-66 Robin (c) (as Wild Bird, TMNT p.32)
- 67-68 Rook (c) (as Crow, TMNT p.33)
- 69-70 Snipe (d) (as Wildfowl, TMNT p.33)
- 71-75 Sparrow (d)
- 76-77 Sparrowhawk (b) (as Wild Predatory Bird, TMNT p.32)
- 78-82 Starling (d) (as Wild Bird, TMNT p.32)
- 83-85 Swallow (c)
- 86 Swan (a)

- 87-89 Swift (d) (as Swallow, below)
 90-92 Thrush (d) (as Wild Bird, TMNT p.32)
 93-94 Tit (d) (as Wild Bird, TMNT p.32)
 95-96 Wren (c) (as Wild Bird, TMNT p.32)
 97-98 Woodcock (c) (as Wildfowl, TMNT p.33)
 99-00 Woodpecker (c)

COLD-BLOODED ANIMALS (91-95)

All cold-blooded animals automatically have a social rating of (e)

- 01-06 Adder (as Snake, Mutants Down Under p.22)
 07-35 Frog
 36-41 Grass snake (as Snake, Mutants Down Under p.22, but not poisonous)
 42-52 Lizard (as Lizard, Roadhogs p.8)
 53-65 Newt
 66-71 Slow worm
 72-95 Toad (as Frog, TMNT p.39)
 96-00 Tortoise (as Turtle, TMNT p.45)

IMPORTED ANIMALS (96-99)

All imported animals automatically have a social rating of (e)

- 01-20 Coypu
 21-22 Guinea-pig (as Rodent, TMNT p.44.)
 23-50 Mink (as Marten, TMNT p.40)
 51-98 Turkey
 99-00 Wallaby (as Rock Wallaby, Mutants Down Under p.22)
 (Strange as it may seem, there are colonies of wild guinea-pigs and wallabies in Britain)

ZOO ANIMALS (00)

All zoo animals automatically have a social rating of (e)

- | | |
|-----------------|--|
| 01-04 Aardvark | 53-56 Hippopotamus |
| 05-08 Alligator | 57-60 Kangaroo |
| 09-12 Ape | 61-64 Lion |
| 13-16 Armadillo | 65-68 Monkey |
| 17-20 Baboon | 69-72 Porcupine |
| 21-24 Beaver | 73-76 Possum |
| 25-28 Bear | 77-80 Raccoon |
| 29-32 Boar | 81-84 Rhinoceros |
| 33-36 Buffalo | 85-88 Skunk |
| 37-40 Camel | 89-92 Tiger |
| 41-44 Cheetah | 93-96 Wolf (as Wild Canine, TMNT p.35) |
| 45-48 Elephant | 97-00 Wombat. |
| 49-52 Emu | |

STEP 3: Mutation Background and Social Rating (S.R.)

Every species has an in-built social rating from "a" to "e". "e" is the lowest and therefore the most common social rating. Class is very important in British society and everyone automatically knows who their "betters" are. While nobody ever refers *directly* to species or social standing, people with high social ratings will look down on those with lower social ratings as a matter of principle, and will treat them as equals only if forced to do so. It is possible for individuals to acquire a higher social rating than the rest of their species due to their reputation, but the rating will not vary more than two points in any direction.

Social rating is like alignment in that it is not immediately obvious to the people around, although clothing and professions will offer some clues. A character's social rating will become clearer over time through his or her behavior, speech and interaction with others. For example, all mutants in Britain speak with an accent. For those with a S.R. of "e", "d" or "c" this will be the accent of the region where they were

born, while those with a S.R. of "b" or "a" all speak with the same upper-class pronunciation which is known as a "Beaby-Sea voice", for some reason lost in the mists of history. Regional accents can be mimicked by anyone with the "Dialect" skill (see the New Skills section), or with the "Disguise" skill at 75% or higher.

A character's social rating determines what his or her mutation background will be. For example, characters with a low social rating are unlikely to have noble or highly-skilled professions, while the more aristocratic will be more educated and will know little of manual skills such as farming.

If a character is the same species as the majority of the members of the royal family of a particular kingdom, that character's S.R. will be raised by one point while he or she is in that kingdom, whether they were born there or are just travelling through.

Social Rating Descriptions:

(e) — This character is regarded as an *outsider or low life* by most of British *society*. The group includes all imported, cold-blooded and zoo animals, as well as animals traditionally seen as unclean or evil (eg. rats) and any character brought into MUTANTS IN AVALON from a campaign set in another place or time. New characters with this S.R. start the game with equipment worth \$10-60 (1D6 times \$10) from the TMNT rulebook, cash of 10-60 pounds (1D6 times 10), two Physical skills and four secondary skills. They may not take any science skills.

(d) — These characters are the "*working classes*" and include most common British animals and birds. They tend to be uneducated, usually labourers, farmers, soldiers or unskilled workers. New characters with this S.R. start with equipment worth \$40-240 (4D6 times \$10) from the TMNT rulebook and 20-200 quid (2D10 times 10) in cash, two Physical skill and six secondary skills.

(c) — These are the "*lower middle classes*". They are traders, city dwellers, craftsmen and artisans. Some are involved in the lower ranks of the army. New characters with this S.R. start with equipment worth \$100-600 (1D6 times \$100) from TMNT, a cash sum of 100-800 quid (1D8 times 100), three High School skills (or one skill program if you're using the new system) and seven secondary skills

(b) — These are the "*upper middle classes*", prosperous types who are usually successful merchants, business people, officers in the army, highly skilled craftsmen or farm owners. Some will have connections to the court. New characters start with equipment worth \$300-1200 (3D4 times \$100) and 500-3000 quid (5D6 times 100) in banked cash, though how much of this they choose to carry with them is their choice. They also get 2 High School and 2 College skills (or two skill programs with the new system) and seven secondary skills.

(a) — These are the "*upper classes*"; the cream of the cream. Most of them have so much money that they have no full time job and so do very little except hang around the Court. They will be generals, large land-owners, court advisors, ambassadors or even members of the royal family. These people are well off, and start the game with 4000-16000 quid (4D4 times 1000), which can be split between equipment, cash and banked money as they see fit. They also receive 3 High School and 3 College skills (three skill programs in the new system) and five secondary skills.

Social rating (S.R.) is only fixed for player characters, who cannot change their status. While S.R. is generally accurate for non-player characters, there will be some NPCs who have a different social rating from the normal one of their species. **As an example**, while most dogs have a social rating of (b), there will be some dogs who have become down on their luck and are poor labourers with a social class of (d) or (e). Conversely, there may be toads who have made good and reached a high social rating by making the right friends, the right decisions and a lot of money.

Note: Also read the section entitled **Being British** for great details on class differences, attitudes, and role-playing tips.

Mutation Background And Social Rating

All characters must roll on one of the Mutation Background tables that follow to determine the heroes' profession, cash and possessions. Which chart to use is determined by the character's **Social Rating**. These charts only give the professions that are relevant to *player characters* in **MUTANTS IN AVALON**. The majority of the people in post-Crash Britain are farmers and traders, but farming and trading do not make for exceptional adventures.

Mutation Background Tables

SOCIAL RATING (e)

01-35	Soldier
36-75	Labourer
76-95	Gypsy/tramp
96-00	Druid

SOCIAL RATING (d)

01-10	Bard
11-35	Labourer
36-45	Scout
46-70	Soldier
71-80	Town militia
81-95	Travelling trader
96-00	Druid

SOCIAL RATING (c)

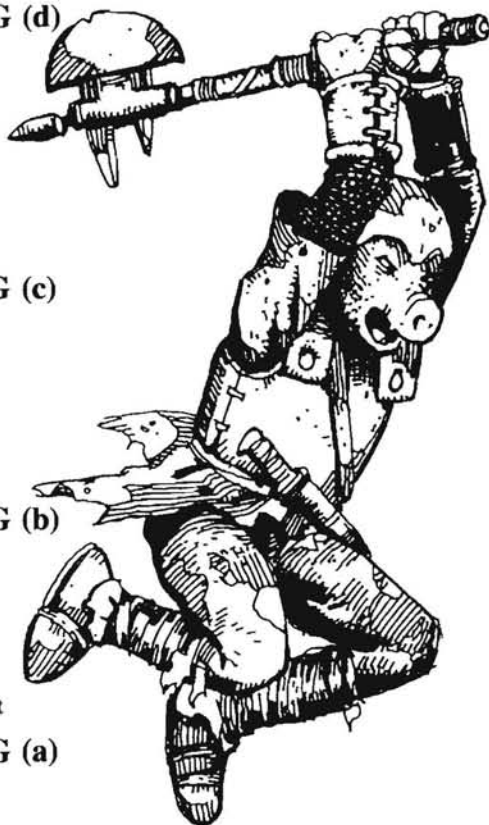
01-10	Bard
11-35	Engineer
36-45	Mercenary
46-65	Scout
66-90	Soldier
91-00	Druid

SOCIAL RATING (b)

01-25	Army officer
26-55	Court attendant
56-70	Land-owner
71-85	Mercenary
86-95	Scout
96-00	Messenger knight

SOCIAL RATING (a)

01-40	Courtier
41-70	Idle rich
71-90	Messenger knight
91-00	Royal family



Mutation Background Descriptions

Listed in Alphabetical Order

Army Officer

Officers rarely rise up through the ranks, but are usually given their posts because of their social rank and family connections. As a result, many are young and do not understand the men under their command. The level of training and discipline in an army depend on the area in which the army is based; the skills listed are for an officer of the *West Country army*.

SKILLS:

Old System: In addition to the skills received from one's social rating (S.R.), the character also receives the following additional skills

from military training: First Aid, Leadership, one (1) Ancient Weapon, one (1) Modern Weapon Proficiency, one (1) Hand-To-Hand of choice and four (4) Military skills. All Military skills are at +10%

New System: In addition to the skills received from one's Social Rating (S.R.), the character also receives the Military and Physical skill programs, Leadership, one (1) Ancient Weapon Proficiency and one (1) Modern Weapon Proficiency. Add +10% to all Military skills

Bard

Bards are more than wandering minstrels and performers. They are responsible for bringing news of the Court to remote communities and carrying messages between such places. They function as the peoples' Messenger Knights, charging only a small fee for their services. They are also well-versed in folklore, folktales, storytelling and songs. Villages will welcome travelling bards and give them free lodging in exchange for news and entertainment. They are usually allowed *free passage* across the boundaries between kingdoms.

SKILLS:

Old System: Bards get their Social Rating (S.R.) skills, plus one Art skill at +15%, one Physical skill at +15%, Folklore, History at College level, any two (2) High School skills and five (5) Secondary skills of their choice.

New System: Bards get their S.R. skills, plus one (1) Physical skill at +15%, History, the Domestic skill program and six (6) Secondary skills

Court Attendant

While not actually involved in creating the laws of a nation, these are the people who ensure that they are carried out properly. The Court Attendants responsibilities range from tax-collecting to negotiating with other kingdoms, and they are often sent from the Court to attend to a problem or make a report on a situation in a far-off part of the kingdom. They tend to be knowledgeable, quick-witted and, like most bureaucrats, a little sneaky as well.

SKILLS:

Old System: As well as the S.R. skills, court attendants get Business (+15%), Law (+15%), one (1) Weapon Proficiency, and any two (2) skills from Science & Mathematics at College level. They also receive five (5) secondary skills of their choice.

New System: As well as S.R. skills, attendants get the Journalist/Investigation program, one (1) modern Weapon Proficiency and one (1) Science skill (+10%). They also receive five (5) secondary skills of their choice.

Courtier

Courtiers are the characters who spend most of their time in the Court, either advising the ruler, helping to govern the kingdom, or simply enjoying the social and political intrigues that always surround such a place.

SKILLS:

Old System: Courtiers get their S.R. skills plus Dance (at +15%), two (2) College skills, two (2) High School skills and three (3) secondary skills.

New System: Courtiers get the S.R. skills plus Dance (+15%), the Technical skill program and four (4) secondary skills.

Druid

All druids have to undergo a very long initiation and training, often lasting as much as twenty years, before they can refer to themselves as full druids. During this time their powers and understanding develop slowly. the main religion in Britain is still the Church of the Realm, so druids tend to be either wanderers or to adopt a second identity as a disguise. There is a longer section on druids later in the book, explaining their powers and role in more depth.

SKILLS:

Old System: As well as S.R. skills, druids also have W.P. Staff, Foreign Language (Ogham script), First Aid (+10%), Basic Survival and any six (6) secondary skills.

New System: As well as S.R. skills, druids get the Espionage/Military program, W.P. Staff, First Aid (+10%), Language (Ogham script) and any four (4) secondary skills.

Engineer

These characters are the only ones who have any idea how the old machines of the time before the Crash worked, and how they can be made to work again. Most will have one area of specialization (electric, petrol [gas] engines, steam engines and so on). Only those with a skill rating of 70% or higher can design and build new machines; others can only repair or modify existing ones

SKILLS:

Old System: As well as their S.R. skills, all engineers have Mechanical Engineering, two (2) other College skills from "Engineering", "Mechanics & Electronics" or "Science & Mathematics" and four (4) secondary skills.

New System: As well as their S.R. skills, engineers have the Mechanical program and one (1) extra skill from either "Electrical", "Mechanical" or "Science" at an extra 10%. They also get five (5) secondary skills.

Gypsy

These characters are wanderers, either travelling across the country alone or in groups, trading and looking for casual work. They are not regarded as being trustworthy and therefore often aren't. Nevertheless they are colourful characters, with a good knowledge of tradition, folklore and legend. Occasionally gypsies will settle down for a while in a particular area before moving on. Many are based in Cornwall and the West Country.

SKILLS:

Old System: As well as their S.R. skills, gypsies have Basic Survival (+15%), any two (2) Hand-to-hand skills, History and five (5) secondary skills.

New System: In addition to S.R. skills, gypsies receive the Espionage/Military program, any two (2) Physical skills and four (4) secondary skills.

Idle Rich

Usually the children of very wealthy land-owners, the idle rich have too much money for their own good. Most live in the capital city of their kingdom, spend most of their time hanging around the Court and attending parties, and most of their money paying for new clothes and entertainment. A few have jobs but tend to do badly at them. Although this may not seem to be an interesting character class, they are just as likely as anyone else to be drafted or sent on a mission by the Court.

SKILLS:

Old System: Added to S.R. skills, any one (1) College, two (2) High School, two (2) secondary skills, and Heraldry.

New System: Added to S.R. skills, any one (1) skill program, two (2) secondary skills, and Heraldry.

Labourer

Labourers are the backbone of the working class; able and willing to do almost any unskilled or semi-skilled job. Most have never had a formal education but have picked up a wide knowledge of various skills from their work.

SKILLS:

Old System: S.R. skills plus six (6) secondary skills.

New System: S.R. skills plus EITHER one skill program and two (2) secondary skills OR six (6) secondary skills.

Land Owner

While separate from farmers, land owners do have control over large estates and must see that they are run properly. Many leave their property under an overseer and spend their time at the Court, or craving excitement, travel to other kingdoms on missions from their ruler.

SKILLS:

Old System: S.R. skills, two (2) College, two (2) High School and two (2) secondary skills.

New System: S.R. skills, one skill program and three (3) secondary skills.

Mercenary

Hired soldiers, travelling between kingdoms and giving their services to the highest bidder, mercenaries are respected by some and feared by others. They usually travel in groups, and in times of peace will either become spies or do ordinary work. All mercenaries get an extra \$1000 of credit to buy weapons, ammunition and armour.

SKILLS:

Old System: As well as S.R. skills, mercenaries get two (2) ancient weapon skills, two (2) W.P. skills (+10% each), one (1) hand-to-hand skill, Basic Survival and four (4) secondary skills.

New System: As well as S.R. skills, mercenaries have EITHER two (2) ancient weapon and two (2) W.P. skills OR the W.P. Proficiency program. They also get two (2) Physical skills, Wilderness Survival and three (3) secondary skills.

Messenger Knight

Not only the heroes but also the communication lines of Britain after the Crash, messenger knights are retained by the Court of a particular kingdom and used to carry messages and news to other parts of the kingdom and the rest of the country on their motorbike steeds. It is a gruelling job, often dangerous, and any free time is usually spent repairing the bike or hunting down spare parts for it. New messenger knights automatically receive the use of a motorbike worth \$4000 (2000 quid). Note that if a knight fails to do his or her job properly or is uncivil or insubordinate, they may have their job and motorbike confiscated by the Court that employs them, and become ordinary soldiers. All wear a sword as part of their official dress, and are trained in its use for self-defence. Messenger knights are covered in greater depth later in the book.

SKILLS:

Old System: As well as their S.R. skills, all messenger knights receive Pilot Motorcycle (+20%), Pilot Automobile, Automotive Mechanics (+10%), Weapon Proficiency: Sword, one (1) Weapon Proficiency of their choice and four (4) secondary skills.

New System: As well as their S.R. skills, messenger knights receive Pilot Motorcycle (+20%), Pilot Automobile, Automotive Mechanics, Weapon Proficiency: Sword, one (1) Weapon Proficiency of their choice and four (4) secondary skills.

Royal Family

The character is a minor member of one of the branches of the Royal Family in the particular kingdom in which he or she is born. While not in line for the throne, they still command respect from those around them, and are easily recognized by the public - which may not be an advantage. Many spend their time around the Court, as a courtier or advisor, while others are determined to ignore their upper-class background and serve their country as best they can.

SKILLS:

Old System: In addition to the normal S.R. skills, choose two (2)

College skills and four (4) High School skills, Heraldry, one (1) Weapon Proficiency and two (2) secondary skills.

New System: In addition to the normal S.R. skills, choose two (2) skill programs, Heraldry, one (1) Weapon Proficiency and two (2) secondary skills.

Scout

From a mixture of backgrounds, scouts range from those who sneak in and out of neighbouring kingdoms to discover army strengths and troop movements without ever revealing their presence, to spies disguised as travelling merchants or vagrants who travel the roads finding out what they can, to the very skilful who can be sent to another Court to infiltrate it and discover its plans. It is a dangerous job and scouts do not get any of the prestige that accompanies those with similar jobs, such as messenger knights.

SKILLS:

Old System: As well as normal S.R. skills, scouts get one (1) College skill, two (2) High School skills, Basic Survival, Dialect, Hand-to-hand Basic and one (1) Weapon Proficiency. They may also choose five (5) secondary skills.

New System: As well as their S.R. skills, scouts get the Espionage/Military program, Wilderness Survival, Dialect, Hand-to-hand Basic and one (1) Weapon Proficiency. They may also choose three (3) secondary skills.

Soldier

War between kingdoms is frequent after the Crash, and no Court would be without its army. Standards of training differ between the various armies: some take labourers from the farms, give them a weapon and call them "trained", while others (often the smaller kingdoms) select their troops carefully and train them for several months. The skills below are for soldiers in the army of the West Country; if you wish you can modify them for other areas.

SKILLS:

Old System: S.R. skills, plus W.P. Rifle, Hand to Hand Basic, Basic Survival, two (2) Weapon Proficiencies of their choice, two (2) Military skills and three (3) secondary skills

New System: S.R. skills, plus W.P. Rifle, Hand to Hand Basic, Wilderness Survival, the Espionage/Military program, one Weapon Proficiency of their choice and two (2) secondary skills.

Town Militia

Almost every town has a small force of militia to keep order. They act as a local police force; guarding the Court, investigating crimes, quelling disturbances and keeping the peace. While not as highly regarded or as well trained as soldiers, the members of the militia are just as likely to be called into action in times of trouble. Those who distinguish themselves may be sent on missions outside the area that they normally patrol.

SKILLS:

Old System: In addition to their S.R. skills, Town militia members receive Hand to Hand: Expert, two military skills, one (1) weapon proficiency and two secondary skills.

New System: In addition to their S.R. skills, Town militia members receive Hand to Hand: Expert, two (2) weapon proficiencies (one ancient, one modern) and three secondary skills.

Travelling Trader

Traders are not the colourless characters they seem; their travels bring them into contact with people, places and information that can be useful to any party of adventurers, while their job gives them a perfect cover for more clandestine operations.

SKILLS:

Old System: As well as their S.R. skills, traders get Business and History, and can choose two High School skills and three secondary skills.

New System: As well as their S.R. skills, traders get one (1) Domestic skill, two (2) Espionage/Military skills and three (3) secondary skills.

NEW SKILLS FOR MUTANTS IN AVALON

In addition to new skills fitting in with the new background, a number of skills in the original **Teenage Mutant Ninja Turtles®** and other **Strangeness** rulebooks are *not* available to characters created using the **MUTANTS IN AVALON™** rules. This is because the items needed to learn and practice these skills have been destroyed by the Crash.

The unavailable skills are as follows:

Old System

All skills to do with computers
All Photography skills
Aerial Navigation
Instrument Reading
Laser Technology
Oceanography
Pilot Aircraft, Single Engine

Pilot Jet Fighter
Pilot Helicopter
Pilot Military Submarine
Pilot Motor Boat
Pilot Warship
Radiation Technology - Industrial
Radiation Technology - Medical
Shipboard Navigation
Surveillance Systems

New System

All Communications skills (modern)
All Computer skills
All Pilot, Advanced skills
All Pilot Related Skills

Aircraft Mechanics
Computer Repair
Pilot Airplane, Old Style
Pilot Helicopter
Pilot Tank

The new skills for MUTANTS IN AVALON are:

Dialect (an Espionage skill)
Folklore (a Domestic and Secondary skill)
Heraldry (a Technical and Secondary skill)
History (a Technical and Secondary skill)
Insect Husbandry (a Domestic and Secondary skill)
Leadership (a Military skill)
Ride Mutant Insect (a Domestic and Secondary skill)
Steam Mechanics (a Mechanical skill)
Tactics (a Military skill)
W.P. Axe
W.P. Lance

Skill Descriptions

Dialect. The different accents, slang and ways of speaking used throughout Britain are used as a guide to a person's origins: where they were born and what their social class is. Taking this skill allows a character to mimic these ways of speaking to disguise their own roots, as well as to pass themselves as being a different nationality or social class. The Dialect skill also allows a character a chance to recognize when some other character is faking an accent. It is more complex than the Imitate Voices skill in the old **TMNT** rulebook, since it requires a detailed knowledge of linguistics and slang. **Base Skill:** 40% + 4% per level of experience.

Folklore. Folklore is the knowledge of superstition and legend concerning the British Isles, and the ability to impart this information to others in a useful and *entertaining* way. Many of the inhabitants

take superstition very seriously and place great importance on the tales told about ancient heroes. **Base Skill:** 50% + 3% per level of experience.

Heraldry and Protocol. Heraldry is the ability to recognize the crests and coats of arms of the different Courts, Lords, Barons, Dukes and Messenger Knights of Britain, and to design new coats of arms for new nobles. Heraldry is surprisingly technical and detailed. The skill also includes knowing the correct protocol for every occasion: what to wear, what to say, how to address nobles and members of the royal family and so on. **Base Skill:** 40% + 5% per level of experience

History. The knowledge of what Britain was like before the Crash is of great interest to many people, partly as a recreation and partly as an important part of their national heritage and way of life. Anyone with a good knowledge of history and the ability to impart those facts in an amusing way will be welcome in most communities. This skill only covers British history. **Base Skill:** 30% + 5% per level of experience.

Insect Husbandry. The ability to train and take care of mutant insects, both on a farm, and as riding beasts, and beasts of burden. Insects are stupid and difficult to train, but good ones are highly prized and *fine* specimens are often traded for large sums of money. The skill covers all the different species of farmed insect; wild insects are a different thing altogether. **Base Skill:** 26% + 5% per level of experience.

Leadership. Any character in a position of responsibility will have to know how to give orders, how to maintain morale and how to keep control of their underlings while at the same time keeping their respect. Leadership covers all aspects of controlling a group of up to 250 men. Military leadership will differ from civilian leadership, but both are equally effective. **Base Skill:** 30% + 4% per level of experience.

Ride Mutant Insect. This is the ability to ride most types of domesticated mutant insects, as well as using them as beasts of burden (pulling carts plows, wagons, etc.). Insects are generally of a low intelligence and often difficult to control. Anyone with the Insect Husbandry skill gets a one-time 20% bonus to this skill. **Base Skill:** 30% + 5% per level of experience.

Steam Mechanics. Steam is the predominant form of power in post-Crash Britain; used to drive cars and lorries. Steam engines are rather more simple to understand and repair than internal combustion engines, but the tools available to repair any damage are also less sophisticated. **Base Skill:** 40% + 5% per level of experience.

Tactics. Tactical training is **only** available to members of the army, the Court, and the militia. It teaches people how to plan a battle in advance, how to pick the best site for an ambush or attack, how to position troops and how to coordinate an army in the middle of combat. Characters will still have to make actual decisions in these situations; the skill roll determines the chance of success of any action they choose. **Base Skill:** 20% + 3% per level of experience

W.P. Axe: This gives a character skill in using both one-handed and double-handed axes, as well as small throwing axes. **Bonuses:** +1 to strike and parry at level one, add another +1 to strike and parry at level four and +1 to parry at levels seven, eleven and fifteen.

W.P. Lance: Lances are not normal hand-to-hand weapons; they can only be used by someone riding an *insect* or *motorbike*. They are also much less efficient in these situations than, say, an automatic rifle, or even a sword. As a result lances are used mostly as a symbolic or ceremonial weapon, usually at jousts or tournaments, but no high-born knight or warrior would dream of not knowing this skill. Lances cannot be used to parry, and often break during combat. **Bonuses:** +2 to strike at level one, add another +1 to strike at level four and at level eight.

Step 4: BIO-E, Special Abilities, Psionics, Growth Levels and Human Features

These are unchanged and can be found in **TMNT And Other Strangeness and Heroes Unlimited™**.

Step 5: Equipment, Supplies and Money

The money allocated to each *Social Rating (S.R.)* is given in two currencies: dollars (\$) and pounds (quid). Any money given in *dollars* must be spent on equipment before the game starts. Any money not spent, is lost. *Money in pounds*, on the other hand, is the money which the character has at the start of the game. The exchange rate is 1 quid to \$2 if characters want to buy more equipment during the course of the game.

You should use the equipment lists given in **TMNT And Other Strangeness**, and/or **Heroes Unlimited™** with three conditions:

Firstly, the Crash destroyed almost all micro-circuitry, so any equipment which contains silicon chips will not work and **cannot** be repaired.

Secondly, weapons have never been as freely available in the UK as they are in the U.S. or Australia, and explosives are almost unobtainable, except to the military. **Double the price** of all guns and add another zero to the price of all explosives.

Thirdly, you must remember that petrol (gasoline) is in very short supply in Britain. Characters may take cars, trucks, and suchlike if they can afford them, but the only people with access to petrol are Messenger Knights (q.v.). There is very little petrol available. Even on the black market petrol (gasoline) is a rare, and always costly commodity selling for as much as 100 quid (\$200 U.S.A.) per gallon. **NOTE:** a British gallon contains 160 cubic inches of liquid, not the 128 cubic inches in a U.S. gallon, so it is the rough equivalent to a U.S. gallon and a third (1 1/3 gallons).

Character's Origins

The Britain described in this book is divided up into a number of separate nation-states, all different and seldom on good terms with each other. Therefore, the area in which a player's character is born makes a difference, adding to their personality, their training and skills and, above all, where their adventures are likely to take place.

Once you've read through the rest of this book, decide whether you want to use the Arthurian plotline as described in the background and the adventures. If you do, then the players' characters in your game should be born in the *West Country*, or either *Wales* or *the Midlands* on the condition that they are living in the West Country at the time of the first Arthurian adventure. **If you want to ignore the Arthurian adventures**, or save them until such time as the characters have all left the places of their birth and journeyed to the West Country, then birth-places are not too important.

If you are going to be running **MUTANTS IN AVALON™** for just two or three players, you may have to put a very different angle on the whole thing. The adventures earlier in the book are designed for larger groups and do not work well with very few player characters. For a single player the best option for an enjoyable campaign is to automatically make the player character into a Messenger Knight. Messenger Knights tend to be loners, working on their own or very occasionally in pairs. They have the freedom to explore all of Britain while at the same time getting involved in adventures, diplomatic wrangles and armed struggles. They can also be sent to join the "Round Table" by the Court to which they belong, if you want to include them further as part of the Arthurian plotline.

If you are planning to bring characters from another campaign into **MUTANTS IN AVALON**, read on!

USING EXISTING CHARACTERS

Bringing characters from other campaigns set in the **Palladium Megaverse®** into the world of **MUTANTS IN AVALON™** can be a lot of fun. However, it will also involve a little work on your part. After all, I don't know how you run your campaign so I can't tell you how to manoeuvre your player characters into the right position to make the jump from their present reality into **MUTANTS IN AVALON™**. But to make life simpler, here are a few suggestions.

Present Day Campaigns. These include **TMNT And Other Strange-ness**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **Beyond The Supernatural™** and **Rifts®**. The future of **MUTANTS IN AVALON™** is set after 2100AD; roughly the same time as the other **After The Bomb®** books. This makes it one convenient time-jump away from the present day. Not that many characters are able to make convenient time-jumps at will, of course, but there's bound to be a mad scientist, renegade inventor, mysterious artifact from the far past, cosmic machine from the far future, temporal disturbance, incredibly powerful being, or *something* that can flick the characters into the future.

Transdimensional TMNT is a good starting point for getting your characters out of their present-day setting and into the future. It provides two scenarios that give characters access to time-travelling equipment, and ideas for plenty more. Later on in this book is a scenario ("The Crystal Cave") for dealing with characters as they arrive in the Britain of the future.

After The Bomb® Campaigns. This is a little more tricky, but even if we ignore the possibility of rediscovered time-machine, teleportation prototypes, or any random dimensional warps that might be hanging around, there are still ways of getting characters to Britain. This is easiest from the East Coast of the USA. Perhaps someone has decided to send a reconnaissance mission to find out what's going on in Britain/Europe. Or perhaps our heroes are sent to negotiate a treaty on the other side of the Atlantic. Travel is fairly easy. Using a captured Empire of Humanity aircraft, a Saber-15 Fighter/Bomber, for example, can cross the Atlantic on one tank of fuel (whether it can get back again is debateable). Ships can also make the voyage if anyone is willing to give it a try; nobody is sure if the reports about sea monsters are true or merely told tales. Rumour has it the waters around Britain are filled with all manner of monsters.

To travel to Britain from the West Coast of the USA or from Australia, may take a lot more determination, but certainly feasible by island hopping flight, water vessels and other more exotic means. Rumours of great technology, magical artifacts which could end the war against the hostile invaders for ever might spur characters to attempt the trip. Whatever persuades them, the journey itself will give the Game Master opportunities for literally hundreds of adventures as the hard trek progresses. Or one can simply jump ahead in the storyline and start the adventure with the heroes arrival in England.

Other Campaigns. This includes pretty much everything else, and, frankly, I don't recommend bringing **Palladium® RPG**, **Robotech™** or such characters into **MUTANTS IN AVALON™** just "because it's there". They'll probably be too powerful for the setting, and likely to find the adventures too easy and the problems too trivial.

PROBLEMS

There are some difficulties in bringing existing characters into new settings, and **MUTANTS IN AVALON** is no exception. Here are a few of the things that you ought to bear in mind.

1. **"Where's the machines?"** There is very little high technology in **MUTANTS IN AVALON**: The Crash destroyed most of it, and the rest is very highly prized. Any character who specializes in

advanced machinery, electronics or computers is going to get very bored very fast. There's not a lot you can do about this except leave them behind or focus on other story/elements.

2. **"I need new batteries!"** Sources of raw power, especially electrical power, are extremely rare in the future-Britain. Anything that runs off batteries or power packs cannot be recharged. Even if the player characters have had the foresight to bring a portable generator with them, chances are it'll run off petrol (gas) - which is almost as rare as packs of AA batteries.
3. **"The bullets don't fit!"** Ammunition comes in many shapes and forms. There will still be cartridges (shells) available for commonplace weapons like the 12-bore (12-gauge) shotgun, but finding cartridges for more esoteric firepower, especially automatic weapons or experimental models, will be difficult and expensive.
4. **"They're driving on the wrong side of the road!"** It's true. Driving on the left (in cars with the steering wheel on the right) is just one of the quaint and unusual customs that makes Britain such a quaint and interesting place to visit. If you're not expecting any of it, it can be really quite frightening.
5. **"I'm penniless!"** The only currency in Britain that people will accept is the *quid*. Dollars, yen or even pre-Crash British currency is not worth anything at all. A newly-arrived character may have to sell a lot of the equipment they are carrying just to get some money to live on.
6. **"People won't talk to me!"** Of course not. You've got a strange accent and that means you're a *foreigner*, and the British have never been terribly fond of foreigners. Any characters brought into **MUTANTS IN AVALON** automatically have a social rating of (e), regardless of their species.
7. **"I don't understand what's going on!"** Britain after the Crash has developed a complex and confusing social, political and diplomatic system, and characters won't understand it all immediately. Finding their way through a new background, making mistakes and sorting things out is all part of the enjoyment of role-playing.

NEW ANIMAL DESCRIPTIONS

COOT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Coots are small black waterfowl, smaller than ducks, with long legs and feet with four toes, not fully webbed. Coots have a white beak and a small white patch above their eyes. A similar species, *moorhens*, look almost identical apart from a red patch in the same place. Coots move quickly and jerkily and are able to swim and dive.

Size Level: 2

Length: Up to twelve inches (0.3m)

Weight: Up to two pounds (0.9kg)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 65

Attribute Bonuses:

Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra limbs with human hands

Biped: Full automatic

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Looking a little ridiculous with a large rounded torso on thin scaly legs. Black feathers still cover the body, apart from the white or red flash on the forehead. A short beak, eyes towards the side of the head. Large feet with long toes.

5 BIO-E for Partial. A very small beak, normal looking head and neck, apart from the white or red and black forehead feathers which are still present. The mutant looks top-heavy, with a plump torso and big feet.

10 BIO-E for Full. Black feathers resemble a head of hair, with a streak down the middle (in either red or white). A strong upper torso, broad shoulders, and long powerful legs.

Social Rating: (c)

Natural Weapons: None

Powers:

5 BIO-E for prehensile toes. The character can pick up and manipulate objects with its feet as if they were Partial hands.

10 BIO-E for Float. Swimming must be learned separately.

10 BIO-E for Glide

20 BIO-E for Flight

15 BIO-E for insulating water repellent feathers. Cold does half damage; +5 S.D.C.



COYPU

ORIGINAL ANIMAL CHARACTERISTICS

Description: Coypu are rodents, that resemble a small beaver or a large water-rat with an attitude problem. Their fur is brownish-red, they have large teeth, short legs and a long thin tail. Originally imported from South America for their fur, some escaped and went wild in East Anglia. (Note: the plural of "coypu" is "coypu".)

Size Level: 3

Length: Two feet (0.6m)

Weight: 5-10 pounds (up to 4.5kg)

Build: Short

MUTANT COSTS AND CHANGES

Total BIO-E: 60

Attribute Bonuses:

I.Q.: +2

P.P.: +2

P.E.: +1

HUMAN FEATURES

Hands: Partial automatic

5 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Short and squat, with animal snout and white whiskers, no neck, small ears on top of head, webbed hind feet and a long tail. Legs are very short. Covered in rather handsome fur.

5 BIO-E for Partial. Prominent nose and whiskers, short tail.

10 BIO-E for Full. Large, blunt nose and what appears to be a large white moustache. Rounded body, short arms and legs.

Social Rating: (e)

Natural Weapons: 5 BIO-E for 1D8 claws

5 BIO-E for 1D6 bite

Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Hold Breath

10 BIO-E for Tunnelling

Note: Swimming must be a learned skill

GOOSE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Large, strong aquatic birds, geese come in many different species and plumage. The most common in Britain are *greylag geese*, with some white-fronted, pink-footed and Canadian geese among them. **NOTE:** Geese were originally covered in **TMNT And Other Strangeness** under "Duck".

Size Level: 4

Length: 18-36 inches (up to 0.8m)

Weight: 10-15 pounds (up to 6.8kg)

Build: Short

MUTANT COSTS AND CHANGES

Total BIO-E: 60

Attribute Bonuses:

M.A.: +2

P.E.: +1

Spd.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: Partial automatic

5 BIO-E for full

Speech: 5 BIO-E for partial

10 BIO-E for full

Looks: **None.** Small head with prominent flat beak on long neck, very large body with obvious feathers, feathered tail, thin legs with large webbed feet.

5 BIO-E for Partial. Small wide beak, flexible neck, about three times longer than a normal human, short feathers instead of a head of hair, large plump body, webbing between toes.

10 BIO-E for Full. Small head, long neck (about twice as long as a normal human), large body, slight, but noticeable webbing between the toes.

Social Rating: (d)

Natural Weapons: None

Powers:

5 BIO-E for Absolute Navigation. Thanks to their old migrating instincts, geese with this ability can automatically sense which direction is north, and estimate distances travelled. Base ability level is 80% + 2% per level of experience.

10 BIO-E for Glide

20 BIO-E for Flight

10 BIO-E for Float: not a swim skill but simple buoyancy. Swimming must be learned separately.

15 BIO-E for insulating, water repellant feathers. Cold does half damage; +10 S.D.C.

GULL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Seabirds, with wings and bodies built for soaring and spending long periods on the wing, as well as diving into water from a good height. They have a very light bone structure with a "honeycomb" structure inside it, giving each bone tremendous strength. Most gulls are white or light grey, with small black areas, but they vary in size from terns and common gulls to such species as the albatross.

Size Level: 3 average, albatross is size level 5

Length: Up to 28 inches (0.62m)

Weight: Up to 10 pounds (4.5kg)

Build: Long

MUTANT COSTS AND CHANGES

Total BIO-E: 70

Attribute Bonuses:

P.S.: +1

P.P.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: Partial Automatic

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** White plumage, round head with prominent pointed beak, no neck, long round body, thin legs, webbed feet.

5 BIO-E for Partial. Small beak, small, thick neck, rounded body, thin legs, webbed toes.

10 BIO-E for Full. Large mouth, white feathers in place of a head of hair, powerful body and arms, thin legs.

Social Rating: (d)

Natural Weapons: 5 BIO-E for 1D6 beak

Powers:

5 BIO-E for Advanced Vision

15 BIO-E for Reduced Weight. The gull's bones are light, reducing its bodyweight by 25%. This gives the bird an extra one (1) point of P.P. and four (4) points Spd., and gives them a Jump ability of four feet plus one foot per level.

10 BIO-E for Glide

20 BIO-E for Flight

10 BIO-E for float; not a swim skill, but simple buoyancy.

20 BIO-E for swim. Equal to a skill of 80%.

15 BIO-E for insulating, water repellant feathers. Cold does half damage; +5 to S.D.C.



HEDGEHOG

ORIGINAL ANIMAL CHARACTERISTICS

Description: A small, rather plump mammal with a sharp pointed face, short legs and a thick coat of prickly spines instead of fur. Although the hedgehog resembles a tiny porcupine, its spines do not detach from its coat and the hedgehog cannot use them as an offensive weapon. They are for defence only. Hedgehogs can roll into a tight ball with only the sharp spines pointing outward, which makes it incredibly difficult and painful for a predator to bite. The spines also act as shock-absorbers, reducing damage if the animal falls any distance. Hedgehogs tend to be nocturnal, and hibernate during winter.

Size Level: 2

Length: 7 to 15 inches (up to about 0.3m)

Weight: 5 pounds (2.3kg)

Build: Short

MUTANT COSTS AND CHANGES

Total BIO-E: 80

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Black beady eyes on either side of a long, pointed nose, tiny ears are hidden, short stocky body covered with soft thin spines between eight inches to one foot long, short legs (about a third as large as a human's), soft white or tan fur on the face and underbelly.

5 BIO-E for Partial. Prominent nose, short neck, short legs (half the size of a human's), short light brown hair on the head, still has

short white fur on the neck, chest, and torso. Spines are more like stiff, coarse hair on the back of the head and back (about six inches long).

10 BIO-E for Full. Spikes replaced with normal hair on head and back, large nose, stocky build, short legs.

Social Rating: (d)

Natural Weapons: None

Powers:

10 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

5 BIO-E for Light Spine Armour, giving an A.R. of 8, attackers suffer 1D4 damage from every touch/punch.

15 BIO-E for Medium Spine Armour, giving an A.R. of 12. In addition, the hedgehog can roll itself into a ball, hiding all its vulnerable soft spots, and increasing its A.R. to 14. While rolled up, the character can **not** attack or make any action except to unroll. The spines inflict 2D6 physical damage to an attacker for every time the spines are struck. If the hedgehog falls any distance while rolled in a ball, damage is automatically half. **Note:** Characters may select only one of the Spine Armour types.

20 BIO-E for Heavy Spine Armour, giving an A.R. of 14 or an A.R. of 16 when rolled into a ball. All other aspects are the same as the *medium* armour.

HERON

ORIGINAL ANIMAL CHARACTERISTICS

Description: Herons are tall, thin wading birds with long legs. Their plumage is mostly brown and they move with a deliberate stepping motion that looks almost pompous. They have a very long narrow head with a sharp pointed beak designed for catching fish. They have a loud booming call that can be heard a great distance away.

Size Level: 3

Length: Up to 30 inches (0.7m)

Weight: Up to 15 pounds (6.8kg)

Build: Long

MUTANT COSTS AND CHANGES

Total BIO-E: 55

Attribute Bonuses:

P.P.: +1

Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: Full automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Very tall and slim, with a long neck and head, and elongated beak. Complete plumage including tail-feathers. Very long thin legs with clawed feet.

5 BIO-E for Partial. Humanoid but still obviously a bird with beak, beady eyes, long neck, thin body, long powerful legs

10 BIO-E for Full. Looks fairly human although feathers replace hair and extend down the back. Tall, elegant body, powerful legs.

Social Rating: (c)

Natural Weapons: 5 BIO-E for 1D6 beak

Powers:

10 BIO-E for Advanced Vision. In addition to the usual powers of this ability, herons can see clearly through surfaces and substances that usually refract and distort light rays, such as water.

20 BIO-E for Booming. This is the heron's loud call, literally a booming sound. It can be heard at ranges of up to two miles (3.2km). If performed outside, everyone within twenty feet (6m) must make a roll a 13 or

higher or be stunned for one combat round (15 seconds). If performed in an enclosed space, even the heron must save against its own attack! Booming can be done once per minute (every 4 melees).

10 BIO-E for Glide

20 BIO-E for Flight

MAGPIE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Magpies are medium-sized birds with striking black and white plumage, long black tails, a raucous cry and a great deal of superstitious lore surrounding them. Magpies are traditionally thought of as thieves, and superstitious people believe them to be generally a bad omen. It is said to be unlucky to see one solitary magpie. Even the mutant magpies are viewed with suspicion and a certain amount of dread.

Size Level: 2

Length: Up to 18 inches (0.4m)

Weight: 2 pounds (0.9kg)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 65

Attribute Bonuses:

I.Q.: +2

P.P.: +1

M.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: Partial automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Beaked head with large eyes on the sides, body covered in black feathers, long tail-feathers, thin scaled legs and clawed feet.

5 BIO-E for Partial. Small beak, thick neck, stocky but well-formed body, thin legs and large feet, feather covered.

10 BIO-E for Full. Black and white feathers instead of hair, small nose, strong body, thin legs.

Social Rating: (e)

Natural Weapons: None

Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Glide

20 BIO-E for Flight

NEWT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Newts are small amphibians, living mostly in water although they can survive for long periods on dry land. They resemble elongated frogs with long tails, and have widely-splayed legs with small "fingers" on their feet. Their backs are black-brown, with an orange underbelly and white spots on its flanks. Some (Crested Newts) have a slightly ridged crest along their back.

Size Level: 1

Length: to 6 inches (0.15m)

Weight: Under 1 pound (0.25kg)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 75

Attribute Bonuses:

P.S.: +1

P.E.: +1



HUMAN FEATURES

Hands: Partial automatic
5 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Large, flat head with large mouth, large round, bulbous, black eyes on top of head, soft clammy skin, long, round, lizard-like body, short legs, and long, thick, fleshy tail.

5 BIO-E for Partial. Large mouth, bulging eyes, no ears, smooth skin with discoloured patches, powerful body, although flesh is soft and clammy. Tail still prominent.

10 BIO-E for Full. Bulging eyes, soft, smooth skin, large blunt nose, strong body with thin arms and short legs, three fingered hands/three toed feet, completely hairless. Skin color is usually tan or brown; may have mottled colors of white, tan, brown or red.

Social Rating: (e)

Natural Weapons: None

Powers:

5 BIO-E for Nightvision (25 feet/7.6m)

5 BIO-E for Advanced Smell

10 BIO-E for Swimming equal to competitive swimmer; base ability is equal to a skill of 90%. Swimming endurance is doubled.

10 BIO-E for Hold Breath

10 BIO-E for Climb; equal to a climb skill of 50%.

PEACOCK

ORIGINAL ANIMAL CHARACTERISTICS

Description: Peacocks are large, stunningly attractive birds with long necks, small crests of feathers on their heads and a fan-like tail display with an eye-like pattern on it. They are related to pheasants.

Both sexes of mutant peacocks have the characteristic blue-green plumage and fan-like tail although the female's feathers are a little more subdued.

Size Level: 4

Length: To 36 inches, not including tail-feathers (0.9m).

Weight: To 20 pounds (9kg)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 50

Attribute Bonuses:

M.A.: +3

P.B.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: Partial automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Bird-like head with short beak and small crest of feathers; long neck and large body covered with small green-blue feathering, prominent and long fan tail-feathers with characteristic "eye" patterning, long scaly legs with bird-like feet.

5 BIO-E for Partial. Large mouth, beady eyes, long neck, powerful body, long legs and large feet. Bright feathers cover skin except on face and hands. Tail-feathers.

15 BIO-E for Full. Simply stunningly attractive. Dark eyes with long eye lashes, blue-green feathers in place of hair and extending down long elegant neck, long powerful legs. Also an air of insufferable arrogance.

Social Rating: (a)

Natural Weapons: None

Powers:

10 BIO-E for Night Vision (25 feet/7.8m)

10 BIO-E for Glide

20 BIO-E for Flight



PONY

ORIGINAL ANIMAL CHARACTERISTICS

Description: Ponies resemble horses, to whom they are related, but are smaller and stouter. They roam wild in various parts of Britain.

Size Level: 14

Length: 32 to 52 inches at the shoulder (up to 1.3m)

Weight: To 800 pounds (360kg)

Build: Short and stocky

MUTANT COSTS AND CHANGES

Total BIO-E: 10

Attribute Bonuses:

P.S.: +1

P.E.: +2

Spd.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Long thin horse face with large widely-spaced eyes, large tubular ears on top of head, thick hair including tail and mane, large and slightly tubby body, powerful legs, hooves on feet.

10 BIO-E for Partial. Long muzzled face nose, wide mouth with prominent teeth, large eyes and ears, no hair except mane and small tail, thick muscled torso, large hindquarters, three toes and fingers.

15 BIO-E for Full. Large nose, mohawk-style crest of hair, buck teeth, obviously powerful figure.

Social Rating: (b)

Natural Weapons: 5 BIO-E for Hoofed feet: kick does 1D6 damage

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for +5 S.D.C.

PUFFIN

ORIGINAL ANIMAL CHARACTERISTICS

Description: Puffins are small, round, dumpy sea-birds with mostly dark plumage, long legs and webbed feet. They have a large head with a white face and large dark eyes and a large, strong and brightly-coloured bill, giving them an often clown-like appearance. In the wild they live in burrows which they dig themselves.

Size Level: 2

Length: To 14 inches (0.4m)

Weight: To 3 pounds (1.4kg)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full
20 BIO-E for Extra Limbs with Human Hands

Biped: Full automatic

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Large round head with obvious triangular bill, face is white, with black feathers starting at the top of the head and covering the rest of the stout round body. Short tail-feathers. Thin short legs, large webbed feet.



5 BIO-E for Partial. Large head, small beak, thick neck, rounded body, white face with black feathers replacing hair and extending down back, large webbed feet.

10 BIO-E for Full. Large mouth, feathers replace hair, stout, round body build, slim stubby legs, large feet with webbing between toes.

Social Rating: (c)

Natural Weapons: None

Powers:

5 BIO-E for Advanced Vision. In addition to the usual powers of this ability, puffins can see clearly through surfaces and substances that usually refract and distort light rays, such as water.

10 BIO-E for Tunnelling

10 BIO-E for Glide

20 BIO-E for Flight

15 BIO-E for float, this is not a swim skill, but the ability to float on the water.

SHIRE HORSE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Shire horses are much larger and have a heavier build than average horses. As a result they are considerably stronger and are often used for pulling or transporting heavy burdens.

Size Level: 19

Length: 72 inches at the shoulder (1.8m)

Weight: Up to 2,000 pounds (1 US ton)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 0

Attribute Bonuses:

M.E.: +1
P.S.: +3
P.E.: +1
Spd.: +3

HUMAN FEATURES

Hands: 10 BIO-E for Partial
15 BIO-E for Full
Biped: 10 BIO-E for Partial
15 BIO-E for Full
Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None. Long narrow head and muzzle with the eyes on either side, long ears on top of head, thick hair, very large, rounded and obviously strong body, long mane and tail, long legs, hooves on feet covered by "feathers" of long hair.

5 BIO-E for Partial. Long muzzled face, large mouth, large pointed ears, widely spaced eyes, long mane stretches from top of head down back, short tail, large hindquarters, very powerful legs.

10 BIO-E for Full. Long face, buck teeth, long mane of hair, strong build, three fingers and toes ending each limb.

Social Rating: (c)

Natural Weapons: 5 BIO-E for Hoofed feet. Kick does 1D12 damage

Powers:

5 BIO-E for Advanced Hearing
10 BIO-E for Advanced Smell
5 BIO-E for +15 S.D.C.
10 BIO-E for +25 S.D.C.



SLOW-WORM

ORIGINAL ANIMAL CHARACTERISTICS

Description: Slow-worms appear to be snakes, but are actually long thin lizards who have lost their limbs through a process of evolution; they have tiny claws still just visible outside their skins. They are brown on top with a black belly. They have sharp teeth, but their bite is not poisonous. Slow-worms are actually very timid, and can contract their muscles so rigidly that they cannot be moved or bent.

Size Level: 1

Length: Up to 12 inches

Weight: Up to 1 pound

Build: Long

MUTANT COSTS AND CHANGES

Total BIO-E: 90

Attribute Bonuses:

P.S.: +1
P.E.: +2

HUMAN FEATURES

Hands: 10 BIO-E for Partial
15 BIO-E for Full
Biped: 10 BIO-E for Partial
15 BIO-E for Full
Speech: 10 BIO-E for Partial
15 BIO-E for Full

Looks: None. Narrow, tapering head with eyes on either side, long neck, long thin sinuous, snake like body covered in scales, no arms and legs; the hands with long, slender fingers, and feet seem to jut out of the body; long tail.

5 BIO-E for Partial. Small head, long snake-like body, slightly bulbous eyes, long tail, runty arms and legs.



10 BIO-E for Full. Feathery scales replace hair on the small head, thick neck, long/tall thick and powerful body, small tail, stubby arms and legs.

Social Rating: (c)

Natural Weapons: None

Powers:

10 BIO-E for Rigidity. The slow-worm can contract any or all of the muscles in its body so as to make itself effectively immovable and its grip seemingly unbreakable. While the slow-worm is doing this it can only move at one quarter (25%) of its normal speed, but its P.S. and S.D.C. are doubled, and it can maintain its rigidity for as many minutes as it has P.E. points.

15 BIO-E for Light Natural Body Armour; A.R. 8 and S.D.C. +15

25 BIO-E for Medium Natural Body Armour; A.R. 12 and S.D.C. +35

SWALLOW

ORIGINAL ANIMAL CHARACTERISTICS

Description: Swallows are small birds with long, narrow wings and a long forked tail. Their flight is very agile and fast, with a high stalling speed: they cannot hover or fly slowly and if they land on the ground they have problems becoming airborne again. Their plumage is mostly blue-black, with a pinkish breast. They construct nests of dried mud, usually built under the eaves of houses. The heading "swallow" also includes *swifts* and *house-martins* which are similar.

Size Level: 1

Length: 5-7 inches

Weight: Under 1 pound

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 80

Attribute Bonuses:

M.A.: +1

P.P.: +1

Spd.: +6

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Small beak, small beady eyes on either side of head, no neck, dark feathers cover slim but elegant body, long tail-feathers, thin legs with bird-like feet.

5 BIO-E for Partial. Round head, small mouth, thick neck, slim body, forked tail-feathers, large feet.

10 BIO-E for Full. Feathers replace hair, beady eyes, thin legs, slim elegant body.

Social Rating: (c)

Natural Weapons: 5 BIO-E for 1D4 clawed feet

Powers:

5 BIO-E for Nightvision (standard)

10 BIO-E for Absolute Navigation. Thanks to their old migrating instincts, swallows with this ability can automatically sense which direction is north, and estimate distances travelled, level of accuracy is 90%.

10 BIO-E for Glide

15 BIO-E for Flight

20 BIO-E for Swallow Flight. This increases the bird's top speed to 150mph. It gets a Dodge bonus of +3 while in flight or +6 while at top speed.

SWAN

ORIGINAL ANIMAL CHARACTERISTICS

Description: Large elegant white birds, with a long curved neck and surprisingly short temper. They have a large body, strong wings and long legs with large webbed feet

Size Level: 4

Length: To 24 inches (0.7m)

Weight: To 20 pounds (9kg)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 45

Attribute Bonuses:

M.E.: +1 P.S.: +2

M.A.: +2 Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: Full automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Large beak on small bird-like head, long sinewy neck, complete white plumage, ovoid body, short but strong legs with large webbed feet, tail-feathers.

5 BIO-E for Partial. Small beak, long neck (about 4 times long than a normal human's), large upper body, partial plumage with short tail-feathers, thin legs and large webbed feet

10 BIO-E for Full. Large mouth, large dark eyes, white feathers replace hair, strong torso and upper limbs, thin legs, webbing between toes.

Social Rating: (a)

Natural Weapons: None

Powers:

10 BIO-E for Float (Swimming must be taken as a separate skill)

10 BIO-E for Glide

20 BIO-E for Flight

15 BIO-E for Run Across Water. The swan retains its large webbed feet with this mutation, and, as a result, can run across calm water surfaces (waves no higher than twelve inches/ 0.3m) without sinking. To do this it must start the run from dry land, with a run-up of at least ten yards/metres. If the bird misses its footing, trips, slows down or is distracted or hit while running across water it will immediately fall with a large splash.

15 BIO-E for insulated, water repellant feathers. Cold does half damage; +10 S.D.C.

WATER-VOLE

ORIGINAL ANIMAL CHARACTERISTICS

Description: A small reddish-brown rodent, often mistakenly called a "Water-Rat" since they do resemble their land-based cousins. They tend to live in burrows near water (usually rivers or streams) and in their natural state can swim with ease, both on the surface and under water.

Size Level: 1

Length: Up to 12 inches (0.3m)

Weight: 1-2 pounds (0.9kg)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 85

Attribute Bonuses:

I.Q.: +1

P.P.: +1

Spd.: +2



HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Rodentoid face with small black eyes and a pointed nose, large mouth, small ears on top of head, fur covers body, long bare tail, short arms and legs

5 BIO-E for Partial. Prominent nose, small ears, thick neck, stout body covered with fine hairs, short tail, short thin legs.

10 BIO-E for Full. Sharp facial features, large torso, skinny legs and arms.

Social Rating: (d)

Natural Weapons: 5 BIO-E for 1D6 Claws
10 BIO-E for 1D4 Bite

Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Touch

10 BIO-E for Hold Breath

15 BIO-E for Tunnelling.

20 BIO-E for natural swimming ability equal to 9 swimming skill of 75%.

WOODPECKER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Small woodland birds, often with bright plumage, adapted to climbing trees. They have a long beak designed to probe for insects, and feet that gives a good grip on vertical surfaces.

Size Level: 1

Length: Up to 9 inches (0.2m)

Weight: Under 1 pound (0.45kg)

Build: Medium

MUTANT COSTS AND CHANGES

Total BIO-E: 80

Attribute Bonuses:

I.Q.: +2

M.E.: +1

P.E.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial. Partial hands have two finger pointing forwards and two thumbs pointing backwards.

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Bird-like head with pointed beak and widely spaced eyes. Thick bird-like body, long pointed tail- feathers, short legs ending in claws.

5 BIO-E for Partial. Small beak, small head, widely spaced eyes, thick neck, strong upper torso, small tail-feathers, thin arms and legs with large four-toed feet.

10 BIO-E for Full. Large mouth, bright cap of feathers instead of hair on head, strong body, thin legs.

Social Rating: (d)

Natural Weapons: 5 BIO-E for 1D6 Beak (also, see **Powers**)

Powers:

5 BIO-E for Climbing Claws

20 BIO-E for Jackhammer Beak. The woodpecker can use its sharp beak to repeatedly strike a static target (alive or inanimate) up to ten times in very quick succession. This will do one point of damage per strike to a soft target (like skin, cloth or padding), but on a hard object, such as stone or concrete, it has a jackhammer effect, doing 1D6 per strike, for a total of 10-60 damage. The woodpecker can use this ability only as its first melee attack and it takes the place of all other attacks that melee. This means only *one* melee attack when the Jackhammer attack is used regardless of the normal numbers of attacks per melee (even if 5 or 6). Parry and dodge are not possible when a Jackhammer attack is in progress. **note:** The character must also spend 5 BIO-E points to take **Beak** as a **Natural Weapon** to has this ability.

10 BIO-E for Glide

20 BIO-E for Flight

Mutant Slug and Snail

Land Snails are farmed for their tasty meat and are especially enjoyed by birds of all kinds. Slugs taste horrible, really horrible (!), and tend to be regarded as pests because they destroy crops. The most notable physical difference between the two is the snail possesses a soft shell and the slug has none. Slugs are also slightly faster.

Young slugs, young snails and some adult snails feed on decomposed plant matter, making them natural garbage disposals. The mature adult slugs feed directly on green plants, which can become a problem for farms infested by slugs (slugs love wheat and potatoes).

Both inhabit dark, moist, humid areas. In the wild the *slug* can be found in caves, in cool forests, under large fallen trees, and near bodies of fresh water. *Land Snails*, the most commonly harvested

as food, can be found in similar places, but *water snails* can be found in ponds, swamps, and lakes (these snails taste as bad as their slug cousins). Both are also found living under the toppled ruins of many pre-Crash cities. Rumours say that some have grown as large as 20 feet long (6 meters/size level 19) in some Waste Land ruins and feed on unfortunate humanoids at night.

Both lose an extreme amount of water/body weight when active (slugs up to 16% per hour of activity, snails retain water better, losing only 4% to 8%) under warm, dry conditions. Consequently, they avoid daylight and dry weather, coming out to feed at night, on humid and gloomy days, and during or after rainstorms (they lose no water at 100% humidity). They can also survive temperatures down to just above freezing. Snails hibernate and can survive slightly lower than freezing temperature if protected under ground.

Although terribly slow and ponderous, snails (rarely slugs, because of their body slime and stupidity) are often used as riding animals and beasts of burden. The use of snails as riding animals is common throughout the land, especially in the wilderness and on farms. They are a favorite for children because of their even disposition, slow speed, and intelligence. Snails are prohibited within the borders of most cities and large towns because of the slippery and, therefore, hazardous slime that they exude. Nice, dark, moist, snail stables can be found along the outskirts of many major cities.

Attributes: I.Q.: Slug is close to as stupid as a caterpillar, but snails are 1D6 + 1, P.S.: 3D6 + 6, P.P.: 2D4, P.E.: 2D6 + 10, Spd.: 2D4 for snail, 3D4 for slug.

Size Level: 5 to 9

Weight: 200 pounds (90 kg)

Length: 6 feet (1.8 m)

A.R.: Slugs 4, Snail 9

S.D.C: Slug 40, Snail's Shell 100

Hit Points: Equal to P.E.

Natural Weapons: Bite 1D8

Attacks per melee: One

Bonuses: Depends on P.E., P.S., P.P., and Spd.

Special Abilities:

Slime. As slugs and snails move they leave a trail of a slippery slime substance behind them. This substance also covers their bodies and is excreted as a lubricant to reduce abrasion from movement. Any character stepping on this trail or getting slime on his feet must roll against his P.P. or fall over. If he falls, or if he gets the substance on his hands, then all following P.P. checks and/or combat actions/attacks are at -4 until the slime is washed off or dries, which takes about one hour.

Nightvision. Both slugs and snails are nocturnal feeders. The eyes on their tentacle stalks function as low light intensity photoreceptors (nightvision 120 feet/37 m).

Thermo-vision & Heightened Touch. The creatures also have a heightened sense of touch and thermo-receptors (see/sense heat radiation 60 feet/18.3 m).

Natural Homing Instinct. Both the snail and the slug have a natural homing sense and can always find their way back to their lair/home.

Digging. The snail and the slug are fair diggers and naturally, digging under soft soil. Their burrows are usually only a foot or so below the earth.

Snail Climbing. Snails are excellent climbers and can scale walls, smooth glass-like surfaces, and trees quite well, equal to a climb skill of 83%! However, speed of a climb is half normal crawling speed. *Slugs are also fair climbers* but are not as capable as snails; half normal speed, climb ability is 44%.

Snail Shell. The snail creates its shell through a sort of internally secreted resin. If the shell is damaged, the snail can repair the shell in a matter of days. Restores at a rate of 10 S.D.C. per day.

Snail Retreat. Snails can retreat into their shells. This action takes one melee round. Once completely inside the shell their A.R. is effectively 14, but they cannot attack or move except to come out of the shell, which also takes on melee round.

Breeding modifications:

Shell. Snails can be bred to carry a larger and heavier shell, providing an A.R. of 12, or 19 when fully retreated inside the shell, but their speed is reduced by half.

Monster Snails and Slugs

The tales about giant man-eating slugs and snails roaming among the ruins of ancient cities is true, although these strange mutants are comparatively rare. These monsters are basically the same as their smaller, passive cousins with the following exceptions.

Attributes: I.Q.: Slugs are stupid predators who fight to the death; snails are 1D6 + 1 and will retreat if their prey proves too difficult, P.S.: 4D6 + 6, P.P.: 3D4, P.E.: 2D6 + 10, Spd.: 2D6 for snail, 3D6 for slug.

Size Level: 12 to 20

Weight: 500 pounds (225 kg) to a ton.

Length: 10 to 20 feet (3 to 6 m)

A.R.: Slugs 6, Snail 14

S.D.C: Slug 80, Snail's Shell 200

Hit Points: Equal to P.E.

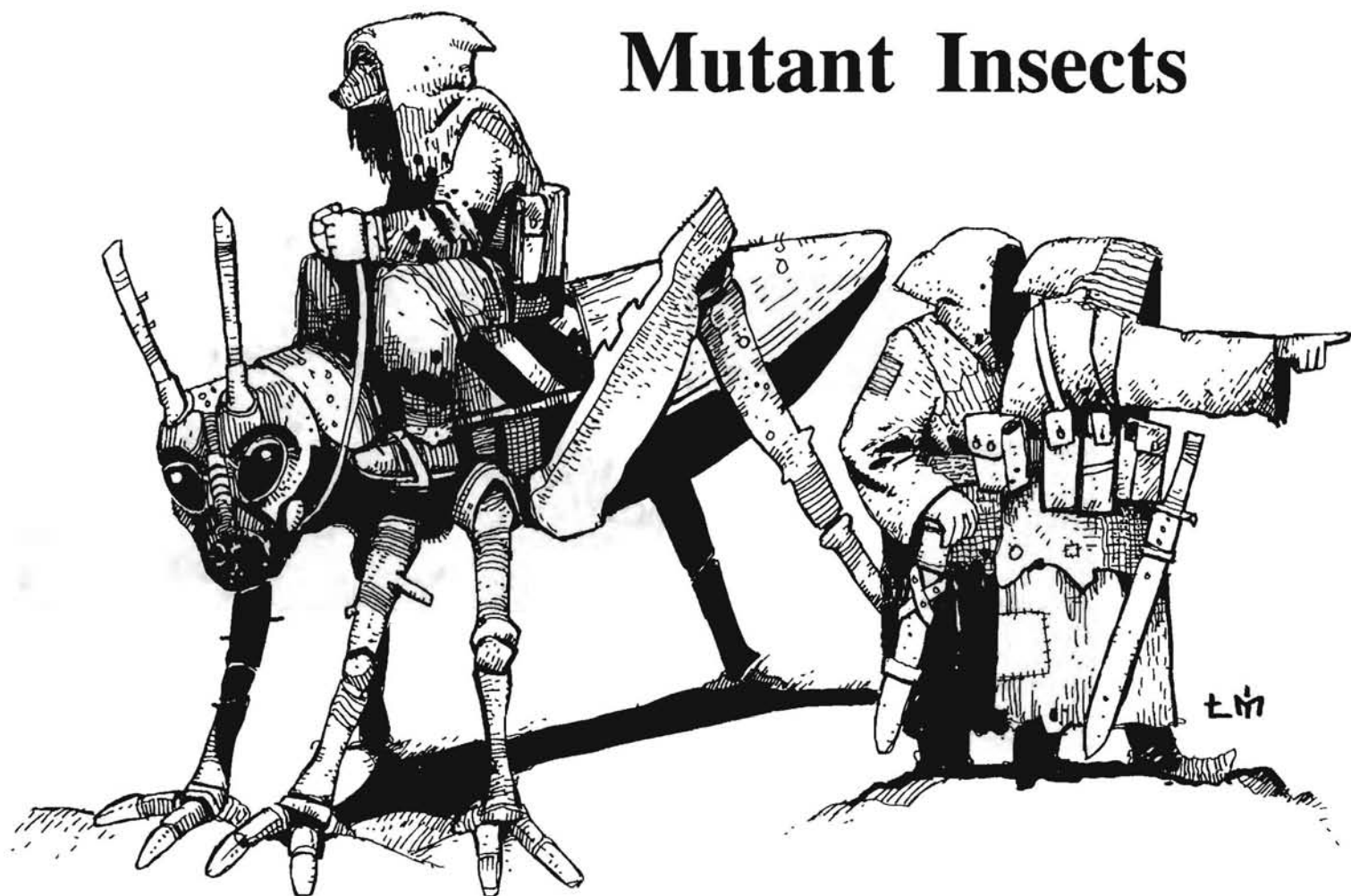
Natural Weapons: Bite 3D6

Attacks per melee: Three

Bonuses: Depends on P.E., P.S., P.P., and Spd.



Mutant Insects



Insects have also been transformed. Unlike the animals, they have retained their shapes and low, insect, intellect, but have grown in size to as much as nine feet tall (2.7 m). The mutant species of insects include certain types of beetles, flies, grasshoppers, and spiders (**GM Note:** All are the same as the insect species described in **Mutants Down Under**, but the spiders lack their poisonous stings). However, certain butterflies and their caterpillar larvae, ants, bees, and wasps have also mutated into giants. All are found in the wild, but some species have been domesticated by farmers for their produce.

The lower social classes who cannot afford to use gas driven vehicles have taken to riding insects and using them as beasts of burden, particularly beetles, grasshoppers, and ladybirds.

Mutant Ants

British ants are much smaller than their Australian cousins, being closer in size to large dogs. Although adult ants are sold as "pets" (prices range between 20 pounds for an untrained ant and 50 pounds for a trained one) and their chitin (exo-skeleton) can be used to make armour, few farmers keep them. In the wild their nests are given a wide berth since one ant is often a match for any individual. If an ant community is provoked, several hundred ants will rise to its defence and are quite capable of overwhelming a small, humanoid army. Queen ants are much larger, but there is only one for every ant community. Note that she is found only in the deepest portion of the subterranean network and is protected by scores of worker and soldier ants. All the ants will fight to the death without hesitation, to protect their queen.

A Typical Mutant Ant

Attributes: I.Q.: 1D6, P.S.: 4D6, P.P.: 3D6 + 1, P.E.: 2D6, Spd.: 5D6.

Size Level: 7

Weight: 100 pounds (45 kg)

Length: 4 feet (1.2 m)

A.R.: 10 (Light armour plate) **S.D.C.:** 50

Hit Points: Equal to P.E.

Natural Weapons: Jaw mandibles (2D4), and front Claws (1D4)

Attacks per melee: 2

Bonuses: Depend on P.P., Spd, and P.S.

Special Abilities: None

Breeding modifications (Optional):

Thicker Armour. The ant's A.R. rating increases to 14. This makes the insect 6D6 pounds heavier, and it loses 1D4 from P.P.; GM's may wish to reserve this armor for the warriors in the ant colony.

Note: The Queen will be three to four times larger, has an additional 1D6 I.Q., 1D6 P.S., and 3D6 P.E. dice added to her attributes. Speed is reduced by half.

Mutant Bees

Bees are kept by many farmers; even a large bee can still collect pollen in significant quantities. They live in giant hives of 100 to 200 members.

Like normal size bees, the mutants tend to be harmless unless startled or attacked. Then the bee will fight its opponent with ferocity. The attack will end only after the bee or its opponent is dead or its antagonist has fled.

Attributes: P.S.: 2D6, P.P.: 3D6 + 1, P.E.: 2D6, Spd: 3D6 (running)

Size Level: 4

Weight: 15 pounds

Length: 2 to 3 feet (0.6 to 0.9 m)

A.R.: 4 **S.D.C.:** 15

Hit Points: Equal to P.E.

Natural Weapons: Bite 1D6 or Sting 2D8 plus poison

Attacks per melee: 1 by sting or 2 by bite. A successful sting attack will kill the bee.

Bonuses: depend on P.P., Spd., and P.S.

Breeding modifications: None

Special Abilities:

Paralytic Poison, from a barbed sting in the tail. This is usable once only. On a successful physical attack/strike, the victim must save vs. poison to avoid being paralyzed for 4D6 melee rounds. The sting does no S.D.C. damage. Because the sting is barbed, if it makes a successful hit it is pulled out of the bee and remains in the victim's flesh, requiring medical attention. First Aid is enough. If the stinger is left in the skin, the wound will become infected and can lead to severe problems.

Flight. Can fly at up to 50 mph (80 km) for extended periods of time. The bee enjoys a bonus of +2 to dodge when in flight.

Special Vision. Bees also have polarized vision which means the glare of the sun does not bother them. Their vision is also different than humans or mutant animals in that the visual image is not as clear and they see in the color spectrum of green, blue, and ultra-violet.

Mutant Butterflies

Butterflies are beautiful flying insects with large and brightly coloured wings. The mutant species possess bodies that span up to three feet long (0.9 m), with a wingspan of up to eight feet (2.4 m), and weigh around 60 pounds (27 kg). Few farmers bother to raise butterflies, since the only market for them are noble mutants, who impair their wings, so that they can not fly, and let them roam their gardens and estates like former-day peacocks.

Although many have tried, the butterflies can not be used as flying mounts because they can not support the rider's weight and their thin, delicate wings tear under the strain.

Of course, butterflies are completely passive and will not attack even if provoked. The danger of the butterfly lays in its larva stage.

The Typical Butterfly

Attributes: I.Q.: 1D4, P.S.: 1D6, P.P.: 4D6, P.E.: 2D6, Spd.: 1D6 (running)

Size Level: 14

Weight: 400 lbs (180 kg)

Length: Up to 9 feet (2.7 m)

A.R.: 6 (wings are very delicate; A.R. 4)

S.D.C.: 10

Hit Points: Equal to P.E.

Natural Weapons: None

Special Abilities: Flight. Can fly at up to 40 mph (64 km) for extended periods of time. The butterfly enjoys a bonus of +2 to dodge when in flight.

Attacks Per Melee: One action; no attacks.

Bonuses: Depend on P.P.

Breeding Modifications: None significant.

The Caterpillar

The immature form of the butterfly (q.v.), caterpillars come in many different colours and sizes. They are widely farmed, and hunted mostly for their flesh, which is tasty and nutritious. A few types are used for the silk-like substance that is spun to build their cocoon or net.

Some of the wilderness folk, especially children, ride the slow moving, but steady insects as mounts. However, caterpillars are quite slow and notoriously stubborn. When a caterpillar does not want to move, it becomes an immovable object (*See special abilities*).

A typical caterpillar measures up to four feet (1.2 m) long, and weighs over 100 pounds (45 kg), but some will grow as large as 7 to 10 feet (3 m). All are nearly blind. They will fight by biting or slapping an opponent with its upper body, but it is almost impossible to provoke the creature to this point. Only severe pain or attacks with fire will make the larva attack and even then it will only strike once or twice and then flee.



The real danger is the larva's voracious appetite. A single caterpillar can ravage an entire tree in the course of a week or two. The mutant animals have learned which of the caterpillars are the greatest threat to the woodlands and slay them whenever encountered.

The typical Caterpillar

Attributes: I.Q.: Dumb as a rock, P.S.: 5D6, P.P.: 1D6, P.E.: 3D6, Spd.: 2D6 (running)

Size Level: 11

Weight: 400 lbs (180 kg)

Length: Typically, up to 7 feet (2.1 m)

A.R.: 4 **S.D.C.:** 40

Hit Points: Equal to P.E.

Natural Weapons: Bite: 2D4, or body slam/slap: 2D6

Attacks Per Melee: One

Bonuses: Depend on P.P.

Special Abilities: **Sticky suction pad feet.** These allow the insect to climb any surface, even glass, with 98% efficiency and at its maximum speed. The pads and P.S. also enables the caterpillar to plant itself to an object (like a tree, boulder, house, car, etc.) and can not be moved from that spot without killing the larva or prodding it with fire.

Terrible vision and no sense of smell. The caterpillar reacts to everything slowly and is -3 to strike, parry, and -6 to dodge. This also makes them difficult to control and direct as riding animals.

Limited Diet. They instinctively know to eat a particular leaf or type of vegetation (the type on which their egg is laid) and can only survive by eating that one (or sometimes two) type of food. They are always hungry, but can live for 2D6+2 days without food (but will die afterwards). They do not drink water (get moisture from leaves).

Typical gestation period is 2D4+4 weeks, with another 1D6 weeks in a cocoon before emerging as a butterfly.

Breeding Modifications (Optional):

Silk Web Generation: Can be used by mutant animals for lightweight rope and twine, and thread for clothing. The caterpillar uses it for making its cocoon or protective tent.

Note: A reliable, but slow and stupid means of transportation. A caterpillar can not be made to move any faster than its maximum speed ability. Fire/extreme heat will get creature to move, but also frightens it. Roll on the following reaction table whenever fire is used on the beast.

- 01-20 Terrified. Becomes immobile. Will not move for 1D6 hours even if it means death.
21-50 Panics and strikes at the source of the fire by biting; then runs in the direction opposite of the attack/fire.
51-60 Panics and strikes at the nearest person by biting. Stays and fights for 1D6 melees.
61-80 Runs! 1-50% chance that it is the wrong way.
81-90 Panics and strikes at the nearest person via body slam.
91-00 Curls into a ball until killed or the attacker goes away/stops. Then will uncurl and continue on as if nothing happened.

Mutant Dragonflies

Like butterflies, dragonflies are only kept for their decorative natures; they have long, thin bodies of vivid colours and gossamer-like wings of incredible strength. They can grow up to a yard long, and ladies of fashion occasionally carry tethered dragonflies on leads. In the wild, dragonflies live near marshy places or lakes. They are not hostile toward humanoid life (feeding on other insects), but sometime buzz around people, distracting them and occasionally nipping them (bite). Fortunately, a single swipe with a weapon will usually send the pest flying away.

Attributes: I.Q.: 1D4, P.S.: 3D6, P.P.: 4D6, P.E.: 3D6, Spd.: 2D6 (running).

Size Level: 4

Weight: 30 lbs (13 kg)

Length: Up to 4 feet (1.2 m)

A.R.: 8 (natural armour; underside is not armoured)

S.D.C.: 120

Hit Points: Equal to P.E.

Natural Weapons: Bite 1D4; Ram 1D4

Attacks Per Melee: 2

Bonuses: Depend on P.P., P.S. and Spd.

Special Abilities: Flight. Can fly at up to 60 mph (96 km) for extended periods of time. The dragonfly enjoys a bonus of +4 to dodge when in flight.

Like bees, they also have polarized vision, which means the glare of the sun does not bother them. Their vision is also different than humans or mutant animals in that the visual image is not quite as clear and they see in the color spectrum of green, blue, and ultraviolet.

Breeding Modifications: None significant.

Mutant Ladybird Beetle

Ladybirds are huge insects with a large, rounded body and a large, red carapace, covered with large black spots, which covers their wings (now vestigial), and a small, black head with antennae, and two small forelegs which can be used to grip objects. They grow up to six feet high and eight or nine feet long in captivity (slightly less in the wild) and have been successfully domesticated, proving to train rather better than any other insect.

They are also natural predators, feeding on the smaller insects and they can easily fight off a number of ants, wasps, and hornets if attacked. The beetle also makes for a fairly good riding animal, although often a bit unpredictable and, when antagonized into combat, they are uncontrollable, usually fighting to the death. Used mostly by country folk and seldom allowed in cities.

Attributes: I.Q.: 1D6 + 1, P.S.: 6D6, P.P.: 2D6, P.E.: 24 + 2D6, Spd.: 3D6 + 2

Size Level: 19

Weight: 1400 lbs (630 kg)

Length: Up to 9 feet (2.7 m)

A.R.: 15, natural armour (underside is not armoured, A.R. 4).

S.D.C.: 120

Hit Points: Equal to P.E.

Natural Weapons: Bite 2D6; Ram 3D6 plus knockdown.

Attacks Per Melee: 3

Bonuses: Depend on P.P., P.S. and Spd. Their incredibly high P.E. makes the creatures greatly resistant to poisons and other toxins.

Special Abilities: Fairly good climber, equal to a climbing skill of 62%.

Like bees, they also have polarized vision, which means the glare of the sun does not bother them. Their vision is also different than humans or mutant animals in that the visual image is not as clear and they see in the color spectrum of green, blue, and ultraviolet.

Breeding Modifications: None significant. The sale value of a ladybird goes up with the number of spots it has, so breeders are trying to increase that and will pay more for specimens with an unusual number of spots.

Mutant Wasp and Hornet

A variety of wasps and hornets have become mutated giants. Both of these exist only in the wild, since there is no reason to farm them. Hornets are larger than wasps, but otherwise similar. Both have distinctive black and yellow striping.

A report of a wasp nest is enough to make people keep at least a mile away. However, the insects are not quite as dangerous as people believe. They feed on other tiny insects and the giant caterpillars and other giant larvae. Wasps and hornets will seldom attack unprovoked. Of course, one can provoke the insects by startling them or attacking one of its members or the hive. Unlike the bee, a wasp/hornet can sting its opponent numerous times without losing its stinger.

It is important to mention that wasps/hornets have a special scent gland that exudes a particular scent that warns its fellow wasps of danger. The scent is automatically released whenever the insect is provoked (danger/combat). The aroma of the warning scent can be smelled by another wasp at about half a mile or 2500 feet (762 m). The warning scent is also released when the creature is slain.

In game terms, this means that attacking a wasp or hornet will bring an additional 1D6 insects to join the fight within two melees. One more wasp will join the fight every five (5) melee rounds. This is what makes these insects so frightening; one minute you are fighting one, the next minute you're combating several.

Attributes: I.Q.: Low/insect predator, P.S.: 4 + 2D4, P.P.: 4D6, P.E.: 3D6, Spd: 3D6 (running or climbing).

Size Level: Wasps 4, Hornets 5

Weight: Wasps 20 pounds (9 kg), Hornets 30 pounds (13.6 kg)

Length: Wasps 2 to 3 feet (0.9 m), Hornets 4 feet (1.2 m)

A.R.: 6 **S.D.C.:** 30

Hit Points: Equal to P.E.

Natural Weapons: Bite 1D6, Sting 2D4 plus poison.

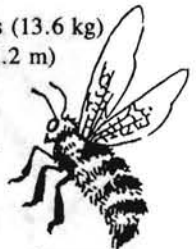
Attacks per melee: Two

Bonuses depend on P.P., Spd. or P.S.

Special Abilities:

Poison Venom, on a stinger in the tail/rear. Both species can, on a successful attack, inject an acidic poison into their victims. If the victim fails to save against poison, they suffer an additional 2D4 damage. The wasp or hornet can use the venom three times an hour.

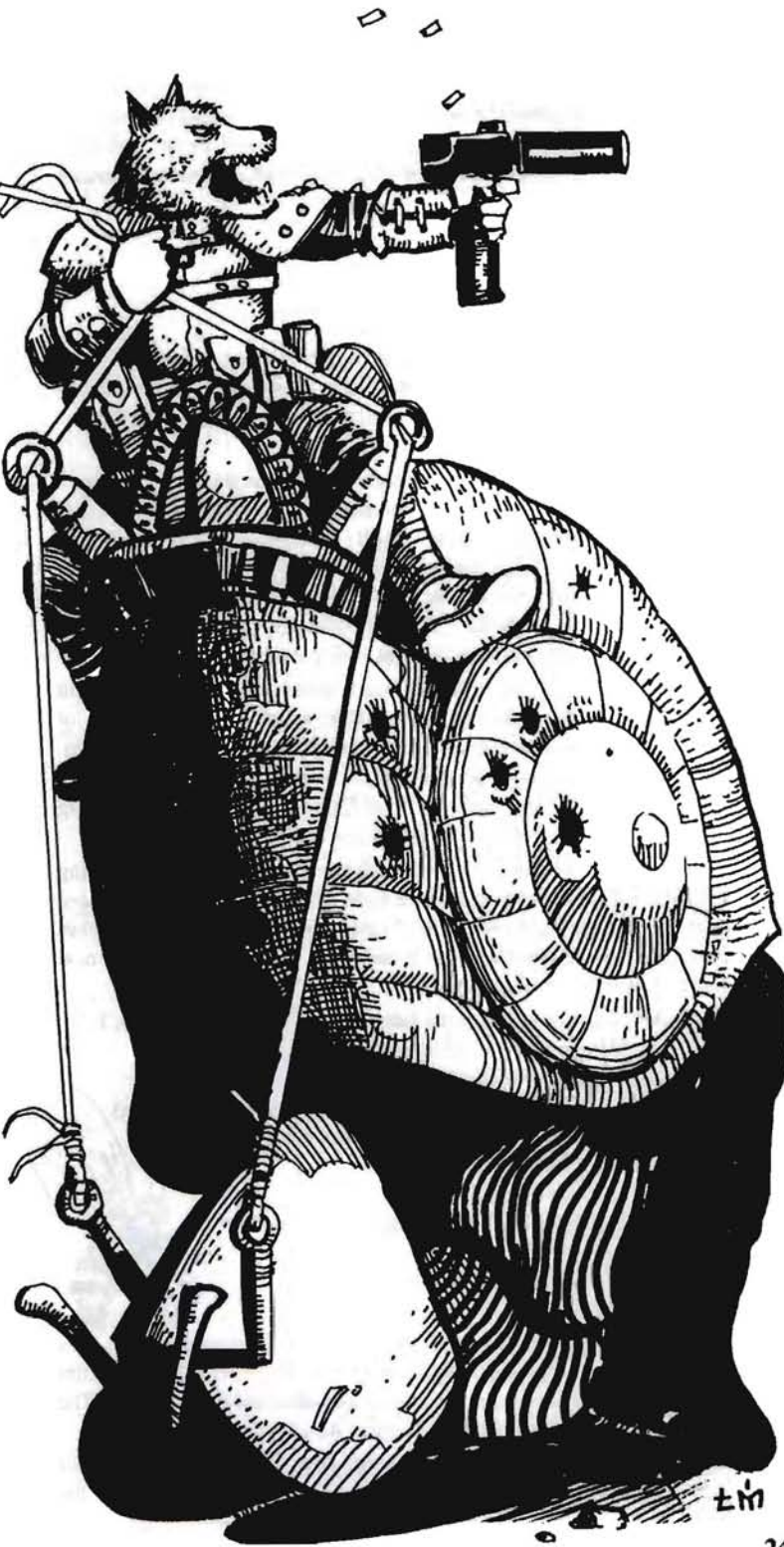
Flight. Can fly at up to 50 mph (80 km) for extended periods of time. The wasp enjoys a bonus of +3 to dodge when in flight, the hornet +2.



Special Vision. They both also have polarized vision, which means the glare of the sun does not bother them and they see in the color spectrum of green, blue, and ultraviolet. Vision is not as clear as a human's.

Breeding modifications: None

Britain After the Crash



"From our readings of the books written by the humans who inhabited this isle before the Crash, we are certain that their lives were very different from our own. United under a single government and a single monarch, they controlled fantastic machines. Some of these fabulous machines could count and even think for them. Other machines enabled the humans to see and speak to each other over great distances. Humans flew through the air in devices which could carry hundreds of people, and had even travelled to the moon. Finally, they had harnessed the power of the tiny germ, the microbe and the atom. It was these forces that destroyed all the machines, the humans, and wrought such great changes on the world that it would reshape our planet.

"We may look back and lament on the state to which our forebears' foolishness had brought us, and the pain and anguish it caused. I prefer to think not about what was lost, but what was saved. It is the inner force that has survived those dark times and which is still within us today. It is that essential spirit, the force of mind and the eternal spark of character, which no man nor mutant can name, but which all born and raised on our isle know so well. I speak of the power that comes from being British! And being British, know that whatever changes may strike, Britain will survive."

From "The History of Britain After the Crash,"
by the Venerable Brede.

The Crash affected Britain in two distinct ways. Firstly, it destroyed almost all human life. Secondly, it severed all connections between Britain and the rest of the world.

Communication networks were destroyed. For some reason, the Crash in Britain also affected almost all of the electronic equipment in the country, rendering everything from computers to digital watches and microwave ovens useless. No mutant animal is quite sure why this is, but a few of the human survivors of the day were said to have muttered things about "old-fashioned nukes" and "electrical storms."

Regardless of the cause, the British telecommunications network and the power grid were decimated, dividing the country and isolating some areas completely. The interior of Britain, now cut off completely from outside influence, has lost its traditional image of cool gentility and civilization and has become a divided nation. Old territorial barriers have become re-established in the aftermath of the Crash. Britain is now divided into eight areas; seven independent states or "kingdoms", and an eighth area known as the *Waste Lands*, where few venture and fewer return.

Each kingdom is a separate nation, with its own system of rulership and a distinct character that differentiates it from the others. National feeling runs high, and both border clashes and full-scale wars between the kingdoms are quite common.

The population of Britain has fallen to under two million inhabitants; most are mutant animals (99%). Within mutant society the different species of mutant animals mix freely and without much tension. But all know their place in the pecking order of the *class system*.

Mutant animals respond to **humans** with reactions varying from hatred and contempt, to love and respect. The mutant animals outnumber the surviving humans by approximately 200 to one, and run the country. A few humans remain scattered throughout the various kingdoms, including one or two who claim to remember the Crash itself. Humans in general, especially non-British, are viewed with great suspicion and fear. Native British humans are regarded as individuals and judged by their actions. Those who harbor ill will toward mutant animals are viewed with disdain and treated with contempt (social rating "e"). Those who are friendly and useful members of mutant society are regarded with respect and kindness. Some of the older and supportive humans, especially those with great knowledge and skill, hold positions within the Courts as advisors (social rating "b" or "c").

The geography of Britain has also been substantially changed since the time of humans. The sea level around the coast has risen and low-lying areas, notably around *East Anglia* and the *West Country*, are flooded, which has changed the country's outline, as well as destroyed areas of fertile farmland. A geological fault in the north of *Scotland* has widened, making the highlands an island separated from the rest of the country by a thin strip of sea. Many of the old, smaller islands around the coast have completely disappeared, and others are now cut off from the mainland.

The Crash devastated much of the *South East* of England, traditionally the prosperous area from which the country was governed. *London*, once the capital and seat of the Government and monarchy, was completely destroyed. The South East is now known as the **Waste Lands**, and remains desolate and mostly uninhabited. Few people ever go there; fearful of the strange, twisted vegetation, the pockets of radiation that mark where a weapons dump once stood and the strange beasts and odd happenings that are said to go on in the area.

Since most areas have no electrical power, the few human cities that survived the Crash stand deserted and decaying; shunned by most people for fear of the gangs of outlaws and the horribly mutated who are said to live among the ruins. Many are the tales of unfortunate mutants and scavengers living off the small remaining stocks of food and occasionally, each other. Only the bravest or most foolish venture into these places, motivated by desperation or greed (in search of some valuable human relic) or heroics; to save an abducted citizen or to rid the foul place of the villainy that finds refuge behind its walls of death.

The former inhabitants of the south east have moved away, heading west and north to the *new settlements* that have been built away from many pre-crash city ruins. The cities of Manchester, Liverpool and Edinburgh have been completely obliterated, leaving nothing but new lakes (flooded craters) or wild vegetation in their place. The lands around these cities, and often the very sites, remain fertile and habitable, becoming the new places of mutant animal civilization.



Among the mutant animal species are a number of species that had been thought extinct on the island. They may have re-established themselves from the animals held in zoos at the time of the Crash; however, there seems to be too many for this to be the entire answer. These species include wolves, brown bears, wild boar, and the strange puma-like beasts that have been reportedly observed, but never captured, in pre-Crash times. These puma creatures tend not to blend well within the normal mutant populations, preferring to live a rugged life as nomads or in tiny tribes, away from civilization.

Bears are particularly close to nature and tend to become druids or travelling healers. Most **pumas** are believed to have banded together to become an elite group of guerilla soldiers, based somewhere in the *Waste Lands* where they shun all other mutants. It is only the lone puma hunter or woodsman that wanders the northern forests. The **wolves** and their kin can be found among proper society, as well as among wilderness folk. However, they are most infamous for forming roving tribes/troops of woodland bandits.

The forests which once dominated Britain have again claimed the land and stretch for miles. Woodlands now cover a majority of the south of Britain, providing fuel and building resources for the mutant animals and cover for the wild insects. Unfortunately, outlaws and bandits have also begun to spread their influence over the wilderness, using the woods as a haven from the law.

The weather is often damp and rainy. Morning fog is usually a daily occurrence. Some mutant animals argue that the dreary weather is a direct result of the Crash. However, most believe that the affects of the Crash are over, and it no longer has any effect on the country (which is mostly true). The general consensus is that the weather has always been this bad and the Crash had nothing to do with it. Of course, this is still the subject of long debates.

The only apparent residue from the Crash is patches of lingering radiation. These are rare but can still be found, identifiable by the twisted or dead vegetation around them. Some mutants feel a weird and uncomfortable pricking on the back of the neck as they approach such a patch. The effects of short exposure to this lingering radiation is negligible, and even camping overnight near such a spot is probably safe. Prolonged exposure may lead to sickness and death, or in very rare cases it may cause further mutation. Most patches of radiation occur around the *Waste Lands*, which is one of the many reasons why the area is shunned.

The English Channel: A Barrier of Water

Those who have tried to cross the Channel in the past, either by swimming or by boat, were almost invariably lost. Consequently, Britain is cut off from the rest of the world and, specifically, from the European continent by two things: the sea, and a lack of ways to cross it.

Although the island is only thirty miles (48 km) from the European continent and a similar distance from Ireland, on the other side, it is almost impossible to cross the dividing waters by means of any sea vessel. In the early days many vessels of many sizes and designs were used to attempt to cross the dangerous waters. Most simply disappeared, never to be seen again. Others turned back with tales of sea monsters and toxic sludge that threatened to devour both man and vessel. A few survivors spoke of monstrous things under the sea with giant tentacles and gnashing teeth. Today, only the foolhardy or suicidal would dare attempt to sail across the Channel. Indeed, no one has made such a trip in nearly two generations. Rather, the people have accepted their lives safely confined to the island of Britain.

Legend does tell of a time "Before the Crash" when humans began to build a *tunnel* between Britain and France, running under the English Channel (known as the *La Manche* to the French) between Dover in England and Sangatte in France. Legend also says that the project (sponsored by private industry, who ran out of funds) was not completed before the Crash. No Britain has ever found any trace of this tunnel.

The Kingdoms Of Britain

After the Bomb[®]



Of all the countries affected by "the Crash," Britain may be the most changed. Yet it still retains its individuality and distinct character. And it has always been a quiet island, separated from the rest of Europe, to a certain degree, by the English Channel.

Game Master Note: The tunnel does indeed exist. In fact, in recent days the SAECSN invasion force have blasted through the remaining rock and are planning to use the tunnel to bring troops, equipment, and supplies from the Continent into the Waste Lands before launching a full-scale invasion of Britain. This is described in more detail later in this book

Also note that machine flight is impossible as there are no functioning aircraft known to exist. This leaves reconnaissance of the European continent to mutant birds. The trek across the Channel is difficult, with strong winds and frightful storms. The exploration of the unknown lands beyond the Channel are even more hazardous. Few members of such reconnaissance teams have returned. Most "fly-by" reports are inconclusive. Like Britain, human life seems virtually nonexistent. The old civilization has fallen to ruin and the forests and desolation is the lay of the land. No major kingdoms, animal or human, have been recorded, but then exploration has been incredibly limited and far from properly conducted. With all apparently safe, the British have turned their eyes away from the European continent and have focused their attention to developing their own kingdoms. The mutant animals' arrogance and isolationist views have also lulled them into a false sense of security and they possess a definite lack of knowledge toward the rest of the world.

Technology

Britain's technological standards have taken a step backwards since the crash. A combination of factors have reduced the country, once the technological laboratory of the world, to a state seldom better than the late Middle Ages. The exact technological levels differ from kingdom to kingdom, but the majority are without any source of electricity, or a system of communications, or any kind of mass production capabilities.

The main cause of Britain's technological decline came during the Crash. Some kind of powerful electromagnetic pulse (EMP) permanently scrambled virtually every chip or microcircuit in the country. This included the circuits controlling power stations, communication exchanges, TV and radio broadcasting stations, and national defence centres. Only a handful of electronics, sheltered in bunkers or underground storage facilities, have survived in working condition. However, after the years of anarchy and chaos that followed the period known to the mutant animals as "the Crash," the knowledge required to reconstruct modern machines and electricity had been lost, destroyed, and forgotten.

Despite the loss of high technology, machines can still run without sophisticated controls, provided that they have a source of fuel. Unfortunately, this was where Britain was hit next. Before the Crash, most of Britain's supplies of oil and natural gas came from the oil fields in the North Sea. Of course, these are no longer accessible. The drilling platforms were obliterated long ago and the technology is lost. Since Britain is currently cut off from the rest of the world, no new supplies can be found. **Note:** Many of the country's power stations had been powered by gas, and are therefore useless.

As the petrol began to run out, fuel-hungry equipment was abandoned in favour of more efficient machines. Today petrol is in very short supply, and each kingdom's fuel reserve is controlled by its Court, to be used by *Messenger Knights*. Tanks of petrol are occasionally found, but they automatically become the property of the Court. Using petrol without Court authority is a very severe offense. On very rare occasions, petrol will become available on the black market, selling for around 100 pounds (\$200 Cardanian/American Bucks) per gallon.

A little of the old technology still exists, and is highly prized by its owners. Whether it still has enough power to work is another matter, but such things as solar-powered watches or calculators in working order can sell for as much as 750 pounds (1500 bucks) to the wealthy and collectors. Occasionally, a very rare cache of pre-Crash equipment is unearthed from a subterranean storage chamber. Often the ancient equipment is useless (such things as televisions and hi-fi components, for example), but sometimes the parts can be cannibalised, to repair other equipment, by characters with the Basic Electronics or Electrical Engineer skills. Other times, books, tools, weapons, old vehicles, and other useful or interesting articles are found. Such items frequently command a good price on the black market or from collectors and adventurers.

Hidden or underground supply depots of pre-Crash *military* technology are extremely rare indeed, but great rewards lie in store for anyone who finds such a place. Pre-Crash weapons are simply superior to even the most sophisticated mutant animal weapons. Deeply buried electronic equipment may also have survived the EMP that destroyed the ground-level technology, though whether a power source can be found for it is another matter. Still, most military caches will include at least a dozen rechargeable batteries, perhaps even a small generator or two, a dozen walkie-talkies (batteries need recharging), a field radio (range 40 miles/64 km), a dozen flashlights (need batteries), 144 signal flares, 6D6 signal grenades (coloured smoke), a couple medical kits (medicine is not likely to be good), box(s) of matches, lighters, blankets (may be deteriorated or moth eaten), 4D6 gas masks, old maps and manuals (but not particularly helpful in the current world, valuable to collectors at about 100 pounds each), 1D6 crates of canned or freeze-dried food (288 cans per crate), and 4D6 × 10 gallons of petrol, as well as 1D4 × 10 standard military assault rifles (automatic), 1D4 × 10 sidearms (9 mm pistols are most likely), and a crate of corresponding ammunition. Some may also contain a small truck, jeep, or a pair of motorcycles (add 1D4 × 10 gallons of petrol if this is the case, but the vehicle's battery is useless).

The age of steam power

The remains of old trucks and cars still exist, but few are in usable condition and require body and engine work, new wheels/tires, cleaning, repairs, etc. Some kingdoms, notably *East Anglia* and the *North Country*, have mastered the art of converting old machinery to new power sources. This usually means *steam power*, which is widely available. A conversion job, installing a steam boiler heated by coal, can only be performed by someone with the Mechanical Engineer skill at 75% or more, will take at least a week, and will cost 500 to 2000 English pounds (1000 to 4000 bucks).

Game Master Note: The rules from *Road Hogs* can be used to design cars and trucks, but with steam-powered engines. However, this means no steam driven vehicle can have a speed class higher than 5 (max speed 75mph), and cannot be started cold; they require between fifteen and thirty minutes to warm-up and raise enough steam pressure to move. As a general rule, there is not enough petrol available to fuel an *aircraft*, and they cannot be converted to run on steam power except by experts (See the section on *East Anglia*). **Motorbikes** cannot be converted to run on steam power, and thus must use petrol. This means that anyone seen driving a motorbike is automatically assumed to be a Messenger Knight, working for one of the Courts.

Some areas of Britain have rebuilt sections of the electricity grid, now powered by coal-fired turbines or by the hydroelectric power plants which were not damaged in the Crash. Electricity is treated as a luxury in these places, and will not be installed in every home. Only mutants with a high social rating will have a home and/or office with complete electricity. Many army units have portable electricity generators to power lights and the few pre-Crash artifacts that they may have.



The Kingdoms of Britain

The Crash plunged Britain into a state of chaos and transformed the island. As the mutant animals rose to power, many small areas declared their independence and tried to set themselves up as free states. Initially there were several hundred of these, but as the smaller states were conquered and alliances were made between the larger ones, the shape of the country slowly changed into its present eight kingdoms/territories, which have been mostly stable for the last fifty years or so. The boundaries of the eight kingdoms bear some resemblance to those that existed before Britain was united into a single country.

The eight kingdoms/territories: Cornwall, the West Country, Wales, the Midlands, East Anglia, the North Country, Scotland, and the Waste Lands. All, except Cornwall and the Waste Lands (which is not really a nation since it has no ruling body or society), have an organised and stable form of government and some form of standing army or military force.

They all share a common currency: a thick, gold-coloured coin less than an inch across, which is referred to as a "quid," or occasionally, a "thatch." The plural of "quid" is "quid," thus 10 pounds is described as "ten quid." This leads to innumerable jokes about "six quid/sick squid," which really annoys any squid within earshot. One quid is worth roughly \$2 Cardanian/American Bucks. Barter is frequent, and in small rural communities it is more usual than dealing with coin money.

The borders between the countries, which have been hammered out by wars, skirmishes and complex diplomacy, are marked either by rivers or by the old roads still used by travelers and messenger knights today. These borders are usually not patrolled, although the penalties for being caught in a foreign kingdom without the proper travelling papers can be severe; 2D4 years imprisonment is common and execution on a charge of spying is not unknown.

The Courts

The views of the rulers from each kingdom (some do not have kings) are often widely different, as are their levels of technological development, political sophistication, and general level of society. This means that border skirmishes are frequent between neighbouring powers, and these occasionally escalate into full war. It is the job of the Courts, and of their Envoys, to prevent conflict whenever possible.

Almost every kingdom has a Court (the only exceptions are Cornwall, Scotland, and the Waste Lands). The Court is the centre of the kingdom. It is a combination of a royal family, government, and soap opera all in one! It is where the ruler, or rulers, of the kingdom meet to discuss policy with their advisors, to hear pleas from their subjects, make judgements on disputes, and talk to *envoys* from other Courts. Treaties will be negotiated here, and marriages between members of different royal families may be arranged to cement a deal with another kingdom.

A kingdom's Court is usually in its capital city, at the centre of the richest area of town. It will consist of several buildings close to each other; probably the royal palace, a large meeting hall, residences for advisors and envoys from other kingdoms, the residence of the messenger knights, and often a park or large garden. Around these will be the houses of courtiers and other hangers-on, as well as servants' quarters. An average Court will contain around a thousand people. **Note:** Most people living or working within the Court will have a high Social Rating ("a", "b", and sometimes "c").

Every Court sends at least one **Envoy** to each other Court to act as ambassador and representative for their kingdom. Envoys are highly respected and any hostile action taken against one is seen as an act of war against the country that the Envoy represents. *Foreign Envoys* have a small staff, which usually includes about a half dozen citizens from

their home country and from the country in which they are currently assigned. As proof of their identity, each Envoy is given a gold ring bearing the coat of arms of their ruler. The ring is also used to seal official documents.

The Court also has an important social function. Young nobles and well-born citizens will spend much time there, hoping to become an advisor or an Envoy, or possibly to be noticed by one of the younger members of the royal family. Parties and balls are frequent, and one's social rating within the court is graded on how many parties that one is invited to or, failing that, manage to gate-crash. To survive in the hurly-burly of Court society, it is best if one is young, single, fashionable and, above all, rich!

The sense of honour and chivalry within the Court is very high. If anyone feels that they have been insulted, aspersions cast on their honour, or that a fellow courtier has been behaving dishonorably, a duel is likely to ensue.

Duels are seldom lethal and will usually end with the drawing of first blood. However, if the insult has been a particularly grave one, the duel may be to the death. Technically, duels to the death are against the law. But death duelling tends to be overlooked so long as the duel was fair and conducted according to the rules of chivalry. Boorish behaviour in Court is not tolerated, unless it is from someone who cannot be duelled without causing a diplomatic incident, such as a visiting Envoy.

Of course, no Court would really be the same without a few **spies** and **conspiracies**. Minor members of an Envoy's staff are likely to be involved in finding out exactly what a ruler's real intentions are (spies), and some kingdoms send agents to opposing Courts to deliberately try to disrupt their plans (conspirators). Minor nobles, or officers of the army may plot to remove a ruler in a coup. Discovering one of these plots or enemy agents could mean high rewards, or death, depending on the situation and the cunning of the parties involved.

Although humans are generally regarded with contempt and suspicion, each Court has at least one human advisor close to its ruler. Somehow, most humans seem to have an uncanny sense of what is happening at other Courts. This has led many mutants to wonder whether humans are psychic. This is not the case. The truth is that British Kingdoms are currently in a very unstable condition and could break into open warfare at any time. Most human courtiers realise this and have created a network between themselves that is dedicated to keeping the peace whenever possible. Their world is gone and along with it, man's dominance of that world. They do not wish to see this new world suffer the same fate as their own. Thus, they use human Messenger Knights, travelling merchants, and even disguised vagrants to communicate with each other. Secret treaties and arrangements have been negotiated by members of this network which the Courts have never heard of, but which have kept peace within Britain for several decades.

Of course most humans are not members of this secret society, and no player character will start as a member. If a human character rises within the Court's circles, he may be recruited into the network, but only if he can be trusted not to reveal its existence to anyone and his dedication for peace and to furthering mutant-kind fits in with the views of the Network.

Network members wear a distinctive ring on the little finger of their left hand, and have secret handshakes and phrases to identify themselves to other members. Unfortunately, not even this network has been safe from infiltration, and a few of its members are informants for the invading SAECSN forces. This means that any secret plans may, after a short delay, be passed into the hands of the enemy (1 to 44% chance).

Messenger Knights

The Messenger Knights are very highly regarded by most of the population, and every small child wants to grow up to become one and ride a gleaming bike of their own. However, the Knights' work is

dangerous and their life expectancy can be disturbingly low. Many Courts take the attitude that the motorbikes are more valuable than their riders.

Since the Courts control the petrol reserves, they only allow them to be used on Court business. Each Court maintains a small, elite squad of motorcycle couriers, the Messenger Knights. Knights have their fuel supplied by the Court on the condition that they must be ready at all times to transport messages, packages, and sometimes passengers within the Kingdom or anywhere in Britain. Therefore, they are privy to very private and important information and are among the Courts' most trusted and loyal officers!

As well as courier work, the Messenger Knights are also responsible for keeping the Court informed of developments throughout the Kingdom and the rest of Britain. This means that they are not expected to spend all their time either staying at the Court or carrying messages. Instead, they are expected to keep a sharp eye open for all pertinent developments from all sources. This may include the people's view of a law, or situation gleaned from pleasant conversation or eavesdropping, to travelling the country and relaying observations. The duties of the knight may also include special assignments of reconnaissance, espionage, and spying on foreign Envoys, dignitaries, and military commanders in the knight's own kingdom and on foreign soil (other kingdoms).

Messenger Knights use the crumbling roads that still link the various kingdoms throughout Britain, as well as the many dirt roads throughout the kingdoms. At occasional points along the major roads are Knight Lodges, safe houses where Knights from any kingdom may stop to spend the night, eat, repair or refuel their machines, or just exchange information. Failing that, almost any community will offer hospitality to a Knight because it is a great honour (and also a good way of getting news of what is happening at Court and around the various kingdoms).

Most Knights ride pre-Crash motorcycles of British design: "Norton"s, "BSA"s (fondly known as "Beezers"), "Vincent"s, "Triumph"s and "Ariel"s. One or two ride Harley-Davidsons, Suzukis, Hondas, or Yamahas, but these foreign makes are frowned upon and their riders treated with humorous disdain by the other knights and courtiers. All the bikes have been customised so that no two look the same. Only the family crest and national symbol of their kingdom, painted on the primary fuel tank, will identify a knight as a member of the same kingdom. Each Knight is responsible for the maintenance and repair of one's motorcycle (known affectionately as "Iron Horses"), which, although it is technically the property of the Court, is often passed down through generations of families faithfully serving the court.

If a Messenger Knight is behaving irresponsibly, his bike will be confiscated and he must find another job. If a bike is lost, stolen, or captured the knight must recover it or die trying. If the knight should fail (dies), an armed expedition will be sent to recover the vehicle and avenge his death. Should a Knight defect to another Kingdom (not that any Knight worth his salt ever would), or a ruler kill a visiting Messenger who has brought him bad news, it is a reason for a war!

Game Master Note: Rules for motorbike construction are given in the **Road Hogs** supplement. A basic "Iron Horse" is based on a two-seater street bike.

Base S.D.C.: 100

Vehicle Armour: Typically A.R.:12, S.D.C.:150

Passenger Armour: As worn

Speed Class: 12

Weapon Mounts: One weapon mount, automatically a fixed mount. Since Messenger Knights rarely get involved in vehicle combat, only a few bikes have fixed weapons, although most have a bracket where one can be fitted when needed. These are usually forward-facing. Not all are gun mounts. A number of bikes have rests for hand-held lances.

Lances are used in the jousting matches occasionally staged by a Court, or during the annual week-long Tournament in the Midlands, which is attended by many Messenger Knights.

Fuel/Range: Most motorbikes can travel 50 or 60 miles (80-96 km) per gallon of gasoline. (Remember, the British gallon is a little more than the US gallon).

Tank: The primary tank will take five or six gallons, and most bikes have had a secondary tank or side tanks fitted which can carry anywhere from 5-15 gallons more.

Spare Parts: Spares are rare, especially for the more obscure makes of bike. Although motorbikes were once plentiful, nobody thought to strip their parts until many of them had rotted or rusted. Therefore, if a bike is found in anything other than the best riding condition, it is likely to be cannibalised for spare parts, not ridden. **Note:** Most knights carry a tool-kit containing their more frequently needed spare parts and the tools to fix them.

Breakdowns are not too frequent. There is a base 10% chance that a bike will break down per 100 miles (160 km) travelled. Roll against Basic Mechanics or Auto Mechanics to make a temporary repair on the road, which will hold together until the journey is over. If the roll is unsuccessful the Knight must find a town or a Knight Lodge and make better repairs there.

A knight's code of chivalry. Messenger Knights have a very high code of honour and behaviour, much like the chivalrous knights of the distant past.

- 1) A Messenger Knight vows to uphold the law of the land and order.
- 2) To serve their king and country (specific kingdom & Britain in general).
- 3) Loyalty to their specific court/kingdom and king/ruler is important above all else. Knights are sworn to protect king and country without hesitation.
- 4) A knight treats all members of the court and high society with the honour and politeness that their station demands. They are especially courteous and demure toward their king and his council.
- 5) No Messenger Knight will ever fight another knight except at a joust or tournament; they see themselves as above the petty squabbles that arise between the various Courts, and duelling. They have been described as "the blood that flows through the veins of Britain," letting the left wing know what the right wing is doing.

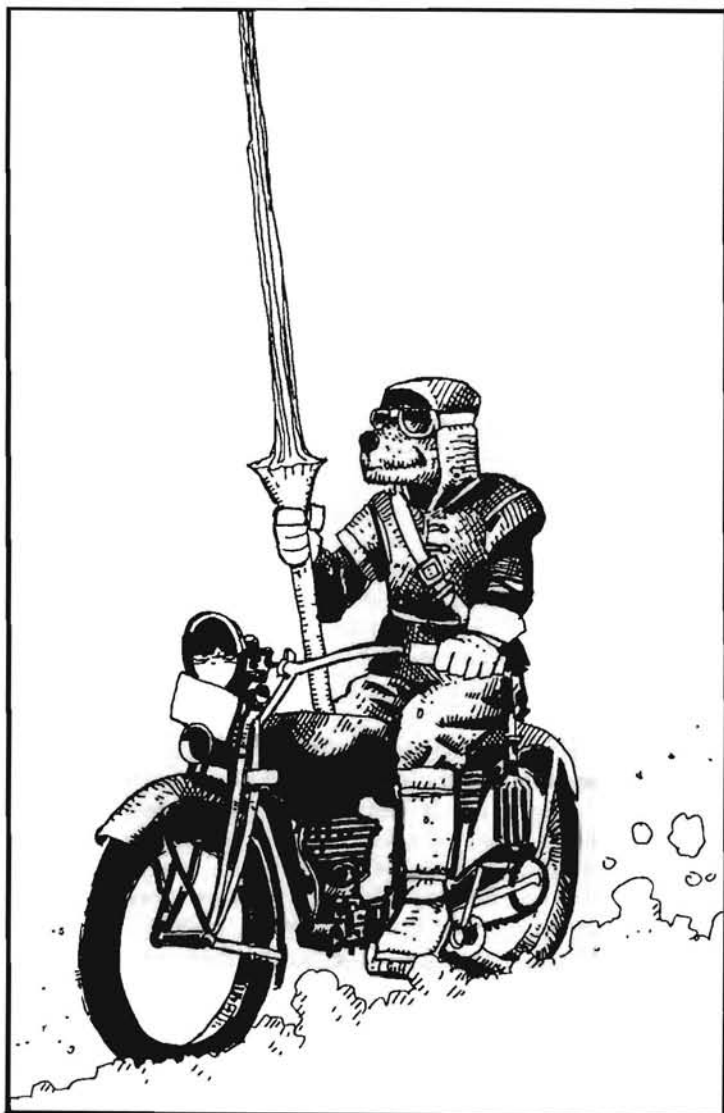
Travelling

The island of Britain is fairly safe for travelling, especially around civilized cities and towns. Wilderness areas are a bit more dangerous because of bandits and mutant insects. The Waste Lands are the most fraught with danger and inhabited by fiends of all kinds.

In theory, anyone can travel safely throughout the civilized portions of Britain, unless a war is in progress. In practice, mutant animals travelling outside their home kingdom will be treated with suspicion, if not hostility, and are frequently arrested by the local militia and questioned about the purpose of their travels. Likewise, bandits and mutant menaces are always a potential danger (as are SAECSN spies).

The only way to prevent harassment from the militia is to obtain a **travel warrant** from the Envoy of the kingdom which the character will be visiting. This warrant states that the character is travelling on official business and is not a spy, scout, advance soldier, or traitor, and it will be signed, sealed and dated by the Envoy of the country concerned. It only takes a short meeting with an Envoy to get a warrant, although this process may become complex if the Envoy's aides take a dislike to the character(s) or if the Envoy is busy or in a mean disposition.

If one is on a long journey, several warrants may be needed. For example, to travel from the West Country to Scotland would require warrants for the Midlands, the North Country, and Scotland. If the Midlands were at war with the North Country at the time, and a character was found to have a North Country warrant while in the Midlands, they would probably be imprisoned for sympathising with the enemy.



It is impossible to get a warrant to visit a country if that country has broken off diplomatic relations or is at war with your home country.

Because of the distinctive accents of the various regions, it is easy to tell who is travelling out of their home area: a Welsh character in the North Country would stick out like a sore thumb. The only people who can usually get away without warrants are vagrants, bards, and well-known travelling merchants and nobility. **Note:** Warrants are not needed for travelling to either *Cornwall* or the *Waste Lands*, and neither of these areas can issue warrants either. Random encounter tables are provided elsewhere in this book for some specific encounters when travelling.

Being British!

The British, particularly the upper classes (Social Rating "a" and "b"), have a particular way of behaving which makes them distinct from most other nationalities. It is a very difficult thing to describe and can be quite hard to role-play, so feel free to ignore this section if it doesn't seem clear. On the other hand, if you can grasp what makes the minds of the British ruling classes tick, it can add a great deal of enjoyment and "colour" to your game.

The upper classes' attitudes and behaviour are governed by a social code that is never written down or talked about, but because most of the members of the classes have been brought up in the same way, everyone understands it. Its major points can be summed up best in a number of choice phrases.

The first and most important concept behind upper-class behaviour is that of being a **"Gentleman"** (or **"Lady"**). As with **"Playing the Game"** and **"Doing the Decent Thing,"** it involves a code of behaviour which may be unspoken, but *everyone* knows when it has been broken. **"Gentlemanly"** or **"Ladylike"** conduct involves being polite at all times, never swearing, never showing weakness (see **"Stiff Upper Lip"**), deferring to one's elders and betters (and knowing who is elder and better than oneself), not abusing the lower classes unduly, taking care of one's servants, tipping generously, using proper language and grammar, using the proper forms of address for aristocrats (for example, addressing a duke as **"Your Grace"** or a prince as **"Your Royal Highness"**), showing the proper respect for the fair sex, discretion, and above all, having a strict regard for one's honour and the honour of one's family and kingdom.

A few transgressions will be overlooked, but if a member of the upper classes consistently behaves in an ungentlemanly (**"caddish"**) way, he will soon become **"persona non grata"** (a phrase used particularly in diplomatic circles), which means that he is no longer accepted in polite society and is given the **"cold shoulder"** (ignored and avoided).

Although there is no legal punishment for **"cheeking"** one's superiors in everyday life (putting down or embarrassing one's better), an uppity young mutant may find himself caught in a string of bad luck - demoted, perhaps, or given degrading or lowly jobs, or a sudden loss of business and the local militia may begin to hassle him. None of this can be traced to any one source of trouble, of course, but it all serves to keep the lower classes in their place.

"Character and Breeding" refers to the assumption that any member of the upper classes is from a good family and brought up in the proper way, and thus, should be treated as a gentleman or lady unless there is a very good reason otherwise.

"Playing the Game" is behaving in a straightforward way, fair play by the unspoken rules of British society, and reflects the attitude that life in upper-class society is like a game. Devious or scheming behaviour is said to be **"not playing the game"** or alternatively, **"not cricket."**

"Doing the Decent Thing" is similar to **"Playing the Game"** but rather more drastic. It is about the *protection of honour*, and/or the sacrifice of one's own good for the good of all. Someone who is caught abusing their position in Court or who runs up huge gambling debts and then commits suicide, rather than bringing shame on their reputation or that of their family, is said to have **"done the decent thing."** This is also known as a **"coward's way out,"** depending on whether or not the person Doing the Decent Thing was a gentleman or not.

"Stiff Upper Lip" is all part of **"Playing The Game,"** and comes from the idea of not showing vulnerability to the lower classes. To keep a Stiff Upper Lip is to rely on inner strength, showing fortitude and good character in the face of trouble or danger. If a character is badly wounded, or loses something of great value, or is sent on a mission that will mean certain death, they will be told to **"keep a Stiff Upper Lip"**. If they don't return from the mission, their family will take solace in the fact that they **"Played The Game,"** or if they were a bit of a cad, **"Did the Decent Thing."**

Using the **"Old Boy Network"** is a way of getting jobs, introductions and favours by using contacts and old friends *rather than* going through the proper channels. For example: A Court Envoy needs a junior assistant and two people apply, one is a bright scholar from the middle classes and the other the lazy child of an old school friend; the **"old chum's"** child is more likely to get the job. That's the **"Old Boy Network"** at work.

"Nastiness" is a very general term used to describe anything done by a member of the upper classes that doesn't conform to the standards of behaviour discussed previously. Most of the British gentry would rather not talk about **"nastiness."** This can mean that everyone knows that someone is a kleptomaniac, or a pervert, or a habitual drunk, gambler, womanizer, cad, but will not mention it. If it comes to light (for example, if the kleptomaniac is caught red-handed with the Crown

Jewels) the incident will be referred to as **"that bit of nastiness about the Crown Jewels"**. **"Nastiness"** covers everything from illegitimacy to traitorous behaviour, such as spying.

Almost every member of the upper classes will understand and behave by these unspoken rules of gentry and civility. **The lower classes** (social rating **"c"** through **"e"**) do not have such a rigid code of behaviour, but there are still a number of rules which should be obeyed. These include deference to one's social betters and quickly obeying orders from them without thought of reward, acting politely and with kindness, a dedication to one's country and royal family, and, finally, being polite to strangers while hating all foreigners. Most people reconcile the last two points (politeness and xenophobia) by carefully giving foreigners sets of directions or information which, while completely confusing and misleading, are not actually wrong and are told politely.

Regardless of education, social rating, and their faith, the people of Britain still have an irrational belief in folklore and superstitions. These range from the well-known ones, such as touching wood or not walking under ladders, to more obscure customs such as throwing three pinches of spilled salt over one's shoulder, supposedly to hit the devil in the eye if he's looking. These customs pervade all levels of British life and are rigorously followed. Here is a short list of other examples:

Common Superstitions

- If anyone gives you a knife or blade, give them a coin in return or the blade will cut your friendship.
- A pair of crossed knives signify a battle in the future.
- Breaking a mirror gives you seven years of bad luck.
- **"Rain before seven, fine before eleven"**
- If it rains on St. Swithin's Day (July 15th), it will rain for forty days thereafter.
- A red sky at night signifies fine weather for the next day.
- Thirteen is an unlucky number, especially if thirteen are seated at a table.
- It is unlucky to place a pair of shoes on a table.
- It is unlucky to see the new moon through glass. However, if you do see a new moon, immediately, without looking away, turn a silver coin in your pocket and you will double your money before the month is out.
- To see a single magpie is unlucky, but two or more is lucky.

The Kingdoms

"A greater diversity of peoples, lives, and beliefs one could not hope to find in the whole of the rest of Christendom. It is, to me, a constant source of wonderment that, in the years up to the coming of the new King, the parts of our fair Isle did not leap upon each other with sword and gun and bomb, and tear themselves to very shreds. One could almost feel the hand of a benefactor at work in keeping the balance of the peace between the nations and staying the more unruly elements; and we must give thanks unto our Lord that it was so."

From **"The History of Britain After the Crash"**
by the Venerable Brede.

Britain is divided into eight different areas, each with its own identity, government, and way of doing things. Since characters will be travelling between the kingdoms, they should know a little about how each one works, who is in charge and, most importantly, how the inhabitants feel about foreign travelers!

Player characters should choose their home kingdom, although if the GM is running the *Arthurian Adventures* included in this book, they should start in the West Country. Non-player characters can be from anywhere, of course. If you need to find someone's home country quickly while in the middle of play, roll on the following charts.

TABLE A

01-50 Native to the country where the player characters are at the moment.

51-00 Foreigner: roll on Table B

TABLE B

01-10 West Country

11-15 Cornwall

16-25 Wales

26-35 East Anglia

36-65 Midlands

66-80 North Country

81-90 Scotland (lowlands)

91-95 Scotland (highlands)

96-00 Waste Lands



The West Country

National symbol: The sun

Position: The West Country has expanded beyond its traditional boundaries in the south-west of Britain to take in much of the south of the country as well. It has borders with Cornwall, the Midlands, and the Waste Lands. The brave, foolhardy, or desperate may try to reach Wales by crossing the Bristol Channel by boat.

Defensively, the West Country is in a fairly good position. It has only one, currently, hostile border along the region of the Waste Lands. The Midlands are too busy defending its borders against Wales and other hostile forces to the southwest to be a threat. The West Country has had an uneasy truce with Wales for decades and has existed in peace with its other neighbor, the peaceful Cornwall, for generations.

Geography: Hilly, mostly moorland and woodland. Much of the country is given over to agriculture. It is separated from the potentially hostile Wales by the treacherous Bristol Channel.

Resources: The country has few minerals and lacks the means to refine them or to mass-produce much of anything. There are large numbers of craftsmen who can manufacture items and build guns based on those

found in the occasional caches of pre-Crash weapons and equipment, but there is little innovation or new design.

Population: 300,000

Capital: Glasenbry [Glastonbury], with 14,000 inhabitants. Glasenbry is an island town, standing on a cluster of three hills known as the Isle of Avalon and is surrounded by a shallow lake that stretches for several miles in all directions. There are three causeways that cross the lake to reach the town, each with sentries to prevent invasion by hostile forces. Glasenbry itself is dominated by *Glasenbry Tor*, a huge steep hill topped by an ancient stone tower which is a site of religious significance both for druids and the local populace. There is a monastery in the town, occupied by 500 monks.

Recent history: The West Country was one of the first areas to settle down after the Crash and set up a stable monarchy. About twenty years ago, the area was invaded by a band of mercenaries led by a raven called *Utha*, who killed the existing king and took his place. A resistance force quickly grew and overthrew Utha and his force a year later, driving them out of the kingdom and towards the north. The queen, briefly Utha's wife, swiftly married again to give the West Country a new ruler, *King Cerdic*. A year later, the queen gave birth to a daughter, *Morgana*, who was exchanged for the elder daughter of the Welsh king in an attempt to make a treaty between the two lands.

As the SAECSN invasion presses west from the Waste Lands, the West Country is the only kingdom with a Court fully aware of the threat they represent.

King Cerdic was recently killed by a SAECSN scouting party while returning from a visit to East Anglia. His widow, *Queen Igerne*, and their adopted daughter, *Princess Genaever*, the Welsh princess, remain in Glasenbry. The Court advisors, running the kingdom in the absence of a king, have decided that Genaever should be married to a member of the royal family from the North Country, partly to secure a new monarch and partly to form an alliance against the SAECSNs. This is being negotiated at the very moment.

Court/Government: The kingdom is ruled by a hereditary male monarchy, whereby the closest male relative automatically succeeds to the throne on the death of the king. Only males may take the throne. This means that if the king dies with no younger brother or son to succeed him, then his wife or his daughter is swiftly married to a likely suitor, either from the royal family of another kingdom, or a well-to-do West Country male. Preferably, this new leader will be of the same species as his bride, but this is not essential. These marriages within the Court are often arranged to cement treaties between two kingdoms. At present, the royal bloodline is *ravens*.

The West Country has a large and intricate Court system. The king is advised by a group of people drawn from all walks of life: farmers, messenger knights, soldiers, and a few humans. If the king dies, it is left to these advisors, known as Lords of the Court, to take over the running of the region until a new king can be crowned. The system works well, the rulers tend to be fair to their subjects and the West Country is probably the most stable and peaceful of all the regions of Britain. Thirty messenger knights and their motorbikes are kept at Court.

Current ruler: None (see "Recent History")

Economy: A little trade is carried out with other areas, but not much. The kingdom is largely self-sufficient.

Technology: The West Country has much salvaged from the ruins of Pre-Crash cities, and as a result, has a standard of living close to that at the turn of the 19th century. The rich drive steam-powered cars, fuelled with coal imported from the Midlands, but the common folk walk or ride giant insects. There is no electricity or radio. Much of the kingdom's communities are quiet farm towns.

Education: Most people can read and write, and many are trained in some sort of hand to hand combat or the use of a weapon, such as sword or mace.

Law: Strict but fair. Local militias take the role of a police force, and criminals are tried by a jury of twelve good mutants. Much of the law

rests on moral values rather than written statutes. There is no capital punishment.

Diplomatic relations: The West Country has an uneasy truce with both the *Midlands* and *Wales*, preferring to stay out of the feud between the two. Its relationships with East Anglia are cordial but not particularly amicable since it will not agree to protect that region from the Midlands. Its only true ally is the *North Country*. Cornwall is treated with a mixture of indulgence and distrust; an invasion by a small force would bring Cornwall to its knees, but for some reason (compassion?), that has not yet happened.

Army: The current army is 4,000 strong. This is small when compared to other kingdoms, but the Court prefers to invest in good espionage and diplomacy to forestall possible attacks, rather than having to fight them off. Most young mutant animals will spend a few years in the army before settling down to farm or run the family business, thus if war should happen, there are tens of thousands of trained people who can be called to arms. There is a core of full-time professional soldiers, about 1200 (all 4th to 7th level), who form the backbone of the army and are responsible for training the younger soldiers, ensuring that the army, as a whole, is a well-disciplined, highly trained, and an efficient fighting force.

The typical soldier will be armed with a shield, short sword or morning star, broadsword, and knife. About 40% are armed with an automatic rifle, either an SLR or a SA-80 (both are effectively M16-A1s, as found in the TMNT rulebook) or a locally made imitation of either. Armour is usually chain mail. The army also has a small troop of long bow archers and a small, but excellent, cavalry (ride giant insects; mostly beetles and snails). **Regional character:** The West Country has a reputation for slowness and stupidity which it does not deserve. Its citizens are open and friendly, taking life as it comes and, although they will rise to a challenge, they will not seek glory or power for its own sake.

Accent: The voice is soft and slow. "S" is pronounced as "z", vowel sounds are stretched, "r"s are rolled and the ends of short words are frequently dropped. In rural communities, sentences start with "Arr..." and end "...hey?" **A sample sentence:** "Are you going to town?" would become "Arr, you be a-goin' t'town, hey?"

Local figures of Note: Princess Genaever is a notorious terror around the Court. She is utterly beautiful, with a completely charming manner, and uses this to get her own way whenever possible (she is a raven with full human looks, M.A. 20, and P.B. 22). If this tactic is unsuccessful, a screaming fit usually does the trick. She has several beaux among the Court attendants. Her mother, Queen Igerne, who is beginning to get white streaks of age among the black feathers on her head, bears all this quietly and with remarkable charm and good grace.

Cornwall

National symbol: None

Position: Cornwall is the smallest kingdom of Britain. It is stranded on the south-western tip of the country, its only boundary with the West Country.

Geography: Rural and rocky.

Resources: It is rich in natural resources, notably good agricultural land, a warm climate that allows many different crops to be grown, and mineral resources; notably tin and copper. Old mines for both these metals exist, although seldom exploited to their full potential.

Population: The region has a population of 12,000 to 15,000, divided into tiny communities of between 100 to 600.

Capital: There is no effective capital or Court.

Recent history: Shortly after the Crash, a number of disenchanting mutant radicals saw the way in which the country was restructuring itself, and didn't like it. They headed west, and when they had gone as far as possible, they stopped and declared the area a free state. The country is run on socialist and anarchist principles, with the central theme of "From each according to their ability, to each according to their need".

Surprisingly, the region has fared quite well. It is based largely around agriculture, aiming for little more than to feed, clothe and house all the members of its community. There is no form of central government. Each community group makes decisions as a group and acts upon them. Some groups stay in one place and farm the land, others move about the region, glean what they can from the land. All the pre-Crash towns in the region have been abandoned and are seen as crumbling reminders of the folly of the past.

Court/Government: None

Current ruler: None

Economy: Cornwall is the only area which does not recognise the "quid" as the standard unit of currency, preferring to use a barter system with outsiders. Trade with other nations is very rare.

Technology: The Cornish are quite prepared to use technology when they can obtain it, but lack the skills or the organization to manufacture anything but the simplest items themselves. The standard of living is very medieval. Weapons are generally relegated to ancient hand-held types and primarily designed for hunting, like the bow and arrow, spear, axe, and sling. Motor vehicles are extremely uncommon. Most travel on foot or ride giant snails or insects. There is NO electricity, factories, or production centres.

Education: Although there are no schools, about 50% of the Cornish can read and write. All Cornish citizens have a good knowledge of history and folklore, passed on by word of mouth.

Law: Effectively none. There is no police force nor military to enforce anything, and each community has different standards of acceptable behaviour. This has led to one of Cornwall's problems in recent years: people from outside are coming to Cornwall, joining a community and leeching off it without doing any work to redress the balance. When finally asked to leave, they often go on a rampage, destroying buildings and stealing any property worth taking. The Cornish, mostly unarmed and unused to this behaviour, are unsure how to retaliate or protect themselves. However, small militias of young mutants have begun forming in some of the larger communities and more and more citizens are adopting a self-defence attitude, arming themselves with primitive hand to hand weapons (mostly blunt) to chase away unscrupulous scavengers and thieves.

Diplomatic relations: Cornwall sends no Envoys to any Court. Most people regard the Cornish as freeloaders, and travellers from Cornwall are rarely welcomed anywhere. The West Country respects Cornwall's way of life, even though they see it to be foolish and unproductive. Since Cornwall offers no threat to it, the West Country quietly tolerates its bohemian neighbor.

Army: Cornwall has no standing army of any kind, nor do many of its inhabitants carry weapons other than the characteristic staff or walking stick carried by most. This leaves the region largely defenceless, but since the only possible aggressor (by land) is the West Country, since and they have never attempted to invade, there seems little need for a military. **Note:** The West Country has no intention or desire to invade Cornwall.

Regional character: The behaviour of the Cornish may seem odd to most people, but they are simply living by a different set of rules: that property is owned by nobody and everyone may use what is at hand. That the land is for all and that the land shall yield food and shelter for all who need it. Within the communities there is no such thing as theft; the people believing that everyone has as much right to comfort and happiness as the next person, and to deprive someone of their rights is the ultimate crime. These values work fine in a community where everyone accepts them, but in any other society they can cause serious problems, as many young Cornish travellers have discovered. As a result, many of the inhabitants of Cornwall do not often venture outside their region since the rest of Britain distrusts them and often view the Cornish as scavengers, thieves, and gypsies. It goes without saying that this distrust works both ways. **Note:** Travelling Cornish folk can be recognised from the bright colours of their clothes, their cheerful bearing, and the untidiness of their appearance.

Accent: Much the same as the West Country.

Local figures of Note: Although the Cornish have no leaders, there are still prominent figures within their communities. These include *Carl*, a wild cat, a firebrand orator and a natural leader who is trying to organise an assault on the West Country. Support for his ideas is slowly growing among the Cornish youth.

Willum is best known outside Cornwall; an elderly wandering *human* who is expert in healing and telling tales of pre-Crash times. He is widely thought to be a druid, although he has never exhibited any aspect of druidism (and is not a druid).

It is also rumoured that the radical, leftist terrorist, *Red Reynard* and his followers hide out in Cornwall when on the run or after bombing army bases in other kingdoms.

Wales

National symbol: Red dragon, or a daffodil.

Position: Surrounded on three sides by sea and bordering the Midlands on the fourth side, means the Welsh have only one, albeit rather long, border to defend against hostile forces; the Midlands. Consequently, the Welsh have managed to expand their land holdings since the Crash and continue to push into the land traditionally occupied by the Midlands.

Geography: It is a mountainous area and treacherous to those who do not know it. Bands of outlaws and soldiers can evade capture here for years if they know the land and their pursuers do not. Yet another edge in their campaigns along the western border.

Physical resources: Wales is a country rich in minerals, especially coal, but does not have the technical knowledge to make the most of these riches. Still, they are fair miners and excellent craftsmen, although much time is spent building weapons for the kingdom's rapidly growing army.

Population: Around 200,000, mostly living in farming communities and mid-size towns of 1000 to 4000 people. The further these communities are from the capital, the less fond of their ruler they tend to be.

Capital: Shrusbry, [Shrewsbury], a largish size town with a population of about 10,000, 40% of whom are soldiers garrisoned there. Several other medium-size towns with populations of 3000 to 5000 are found within a 40 mile (64 km) radius of the capital; 10% are soldiers for protection from Midland invaders. The farm and smaller communities are found beyond this pocket of civilization.

Recent history: Until a few years ago, Wales was a fierce, but essentially peaceful region ruled by a long series of benevolent monarchs. All that changed when the last king died in a tragic and somewhat suspicious hunting accident. His wife, *Morgana*, a raven princess originally from the West Country, immediately took his place. She brought sweeping changes to the country, including a high rate of taxation, compulsory military service for all young people, and much more aggressive expansion into the Midlands' territory. This has made her unpopular, but she rules the country with a hand of iron and her "Advisors," a pack of young canines who make up most of her Court, quickly seek out any dissent and make sure it does not recur. The people fear the Advisors and their sinister leader, *Rex*. Their appearance in a community means that someone is likely to be hanged in the near future.

Current ruler: Queen Morgana, originally daughter of King Cerdic of the West Country. See the section on "Important Characters" for more information.

Court/Government: Morgana's Court is bleak, cold, and demanding, mirroring her image as a ruler who governs by her own whim rather than by the wants of her people. There is no hustle and bustle or the usual intrigue of such places; instead she receives Envoys and visitors in a large, bare chamber, accompanied only by a number of her advisors. She listens silently to any arguments and comes to a decision quickly. Once made, a decision is never revoked. Few local people approach the Court for arbitration in disputes, having learned that it is often best

to keep quiet and work any problems out among the community, possibly with the aid of one of the rare druidic visitors, rather than risk the attention of Morgana or her Advisors. Twenty messenger knights are kept in Shrusbry, all of them are members of the Court's/Queen's Advisors.

Economy: Wales does not trade with any other countries and is quite self-sufficient.

Technology: Life in Wales is spartan. Any surviving pre-Crash technology belongs to the military forces. There is no electricity for domestic use, and working vehicles outside of the military are extremely rare.

Education: The Welsh are poorly educated, since Morgana places no importance on this. Three-quarters of all adults are proficient in at least one hand to hand weapon, but only a third can read and write.

Law: Justice in Wales is short, harsh, and not particularly just. At present, the advisors are employed in seeking out druids and their followers and imprisoning them at Shrusbry. The reason for this is not entirely clear, but may be linked to the rumours that Morgana herself has some kind of mystic power and does not appreciate potential competitors in the mystic arts. There is a small reward (50-100 quid) offered to anyone who accurately informs the authorities of the whereabouts of a druid. Needless to say, druids are not commonly found in Wales.

Diplomatic relations: All Welsh ambassadors to other Courts are Court Advisors, and remain aloof from the normal patterns of courtly life. Wales has no solid treaties with any other Courts or kingdoms. This is largely due to its geographic remoteness, the hostility of its ruler, and its feud with the Midlands. There is an understanding, at present, that as long as the *West Country* does not side with the Midlands, Wales will not attack the West Country. Morgana has also recognised the power of the SAECNS and, using her earth-magic to disguise herself, is attempting to negotiate a treaty with them.

Army: Between 10,000 and 20,000 soldiers (average second to fourth level). The exact figure is kept secret, as are many things about Wales under Morgana's rule. What is known is that the army has a reputation for ferocity and strength, which it has earned in its many border clashes with the Midlands, but lacks the essential discipline and training which would make it a truly superlative force. There is also a fairly high rate of desertion.

Only 10% of the soldiers possess modern automatic weapons (M-16 type assault rifles and 9 mm pistols), but 40% are trained in the use of such weapons. The Welsh army is a medieval-style troop of armoured foot soldiers, bowmen (crossbow) and cavalry (mostly insect mounts; the commanders riding beetles). Foot soldiers are armed with shield, sword, and spear (other weapons such as maces, axes, etc., are available). The cavalry is armed with shield, horseman's hammer, short sword, and lance or military fork. Armour for the typical soldier ranges from studded leather to double chain mail. Generally, only officers wear scale, splint, or plate armour. **Note:** The Welsh army also has a dozen jeeps and trucks, two dozen motorbikes and cars, and two Armoured Personnel Carriers.

Regional character: The Welsh are a hardy breed who believe in the strength of the community. They are fiercely nationalistic. Few people care for their Queen Morgana, but all realise that she is too strong to be overthrown.

Accent: A tuneful manner of speaking, which flows up and down the musical scale far more than other accents. Words tend to be split into their individual syllables. The Welsh also have their own language, spoken fluently by 60% of the inhabitants.

Local figures: Both Morgana and Rex are detailed in the section on "Important Characters."



East Anglia

National symbol: A gold crown

Position: Located on the east coast of Britain, it shares a border with its *old foe*, the *Midlands*, and the *Waste Lands* lie to the south.

Geography: East Anglia was devastated by the flooding after the Crash, losing roughly half of its original geographic area. It is a low-lying and mostly flat area, and is peninsula now almost completely isolated from other regions.

Resources: Before the Crash, the only thing mined in East Anglia was stone, and there is little demand for that today. However, this resource has made the small kingdom one protected by numerous stone walls and fortifications. Most of the land is given to arable farming. Pre-crash equipment and technology is what makes East Anglia a powerful region. Before the Crash there were a number of United States Air Force bases in this area, and much of the equipment housed there has been scavenged and brought into use.

Population: 100,000 people live in East Anglia, most of them in the north of the region around the capital.

Capital: Norrich (Norwich), a busy city with 17,000 inhabitants, with another 50,000 in communities around the capital. Living conditions there are similar to those enjoyed in pre-Crash times, roughly equivalent to the 1940's, complete with electricity and indoor plumbing.

Recent history: Like the West Country, East Anglia established a system of monarchy shortly after the Crash. The ruling family, members of a small breed of dogs called *Corgis* (SL3), claim to be descended from the original Royal Family, but do not refer to themselves as "the royal family". Instead, they prefer to call themselves *Dukes*. The current Duke has been in power for over twenty years and is a well liked and respected leader. He is willing to dispense justice fairly and spends time settling even the most trivial disputes between his subjects. His region is often overlooked or forgotten because of its small size and remote position, which has allowed East Anglia time to develop and modify the pre-Crash equipment it continues to unearth and restore.

Court/Government: The East Anglian Court is small, but elaborate, combining the roles of government, justice system, and social scene. Other kingdoms do not take East Anglia very seriously since its isolated position means that it is little strategic use as an ally and little threat as an enemy (few are aware of its full Pre-Crash resources, which its rulers intentionally keep secret). Therefore, most kingdoms tend to send young and inexperienced Envoys to the East Anglian Court, in order to give them some training before sending them to a more difficult posting. Consequently, the Envoys spend much of their time partying and little of their time actually involved in negotiations, which suits the Duke fine. He keeps fifteen messenger knights and thirty motorbikes at the Court.

Current ruler: Duke Montmorency.

Economy: East Anglia has good trade relations with most other regions, trading its technological know-how in the way of repairing Pre-crash vehicles and devices, as well as selling some of its modified pre-Crash equipment in exchange for raw materials, mostly coal. The majority of its trade is with the *North Country*. As a result, it will not trade with either the *Midlands* or *Wales*. The kingdom is affluent and there is little poverty.

Technology: Pre-crash equipment and technology is what makes East Anglia a powerful region. Before the Crash, there were a number of USAF bases in this area, and much of the equipment housed there has been preserved or rebuilt by the Duke's craftsmen under his watchful supervision. Norrich and its many neighboring towns have a working electricity system, powered by a series of wave-driven power stations on the coast (hydro-electric) and the Duke himself drives a restored Rolls Royce with a steam-powered engine, capable of up to 80 mph (128 km).

The pride and joy of the Dukes and the East Anglian army are the six *Lockheed Hercules* transport aircraft that have been restored and

modified to run on coal. The majority of the planes' cargo space is taken up with the two boilers and fuel required to power them. This is not the most efficient system and it takes half an hour to get enough steam pressure to get airborne and two extra crew members are required to shovel the powdered coal into the fireboxes. However, each aircraft can fly four hundred miles with an additional cargo of just over two tons. Suitable landing strips are rare outside East Anglia and the planes are not often used, but are an incredible and awe-inspiring sight as they stagger slowly across the sky, belching thick smoke from the twin chimneys mounted just aft of the cockpit. There is an emplacement for a single heavy machine-gun and gunner at the rear of each aircraft.

Lockheed Hercules: A.R.: 6, S.D.C.: 400, +2 to dodge all ground attacks. (See Army for additional items.)

Education: East Anglians are mostly well educated. 95% of those living in or near Norrich can read and write, but literacy drops to 50% in the more rural areas. Generally, a great emphasis is placed on scientific knowledge and technical craftsmanship and advancement, with little time given to the arts.

Law: East Anglians are generally law-abiding, and as a result, the local militias are small and poorly equipped. They are perfectly able to deal with the common level of crime in the area, but more organised and sophisticated villains can often make a clean escape. Criminals are tried before the Duke and, if found guilty, are sent to work reclaiming land from the sea by building dykes and sea walls. There is no capital punishment.

Diplomatic relations: Other Courts tend to look down on East Anglia, but all of them have their ambassadors stationed at the Anglia Court.

Of all other kingdoms, the *West Country* has the best links with the Dukes, largely due to some intermarrying between the two families a few generations back, but tends to overlook the kingdom when considering potential allies (like all others, it underestimates the kingdom's knowledge and resources). The East Anglians are terrified by the military might and aggression exhibited by the *Midlands* and *Wales* and do not trust them at all! They have good reasons for this: if *Wales* were to stop distracting the attention of the *Midlands*' army, East Anglia would be their next target. If *Wales* should ever learn of their cache of modern weapons, they may try to "acquire" them or crush them out of paranoia.

Army: The East Anglian army is small, about 2500 individuals, but has possibly the best range of equipment of any in Britain. This includes hundreds of USA military .45 caliber automatic pistols, .38 caliber revolvers, M-16 and M-16A1 (and M-79 40mm grenade launchers, rifle mounted) style assault rifles, Ithica shotguns, 7.62mm light machineguns, Ingram Model 10 sub-machineguns, bazookas, and a few dozen 66mm light antitank weapons (LAW), wire-guided missiles, plastic explosives and detonators, mortars, and heavy machineguns and the ammunition that goes with it. Other equipment includes night-sights and night-sight binoculars, telescopic rifle scopes, uniforms, helmets, field gear, and a substantial fuel reserve.

They have already converted over 100 jeeps to run (somewhat inefficiently) on powdered coal, and are working on doing the same to five Chieftain II tanks that currently sit in a bunker near Ipswich. The army also has three dozen petrol driven jeeps, small trucks, and motorbikes in reserve, as well as their numerous steam converted vehicles.

The military also has two M-113 armoured personnel carriers, one Patton II tank, three light cargo planes, two light observation helicopters, and two UH-1H Huey assault helicopters. However, none of these are in service because of the vast amount of fuel required to pilot them (and nobody has ever flown a helicopter).

The typical East Anglian soldier is armed with an M-16 style assault rifle and sidearm pistol or revolver (mostly original, restored, Pre-Crash weapons; even though they can make their own automatic weapons too), short sword or other ancient weapon (axe, blunt, or chain), and tend to wear light armour such as studded leather and chain mail. Average level of experience is third; seldom higher for lack of combat experience.

200 soldiers are stationed at a huge stone fort near the old city of Cambridge. A 15 foot (4.6 m) tall and six foot (1.8 m) thick wall runs southwest, along the Waste Lands's border for some twenty miles (36 km).

Regional character: East Anglians are cheerful and friendly within their own communities, but are wary of strangers. They respect authority and have a strong sense of tradition and history.

Accent: Most hard consonant sounds or jumps between syllables are softened, which explains why the capital, which was originally called "Norwich," is now called "Norrich" and pronounced "Norrch." The "o" vowel sound is pronounced "ew," and sentences typically end in "...boy?" There is less grammar distortion than in other dialects. "Are you going home?" would become "Are yew gewin' hewm, boy?"

Local figures of Note: Duke Montmorency is a respected leader who gives the impression of having absolute power within his kingdom, while still being respectful to the wishes of his subjects. His only son, *Hal*, spends much of his time talking to the scholars and scientists around the court. Most people regard him as bookish and likely to make a poor leader, but he has recently put forward a theory about the possibility of running motors from some form of alcohol which promises to be revolutionary!

The Midlands

National symbol: A clenched gauntlet

Position: As its name suggests, the Midlands straddles the centre of Britain and is in a very strategic position. It has borders with the *West Country*, the *Waste Lands*, *Wales*, and the *North Country*, and a tip near *East Anglia*. It is impossible to travel to any northern kingdom without passing through this region. This also means that the Midlands is vulnerable to attack from all sides.

Geography: The Midlands cover a large area, from the fertile low lands around Hunnindun (Huntingdon) to the hilly moorland around Sheffield (Sheffield) and Darby (Derby) and the mountains of the Peak District to the north.

Resources: In terms of its resources the Midlands is one of the richest areas in Britain, mainly in the way of raw materials (which include timber, coal, iron, and lead). It uses most of this in trade with other kingdoms, and manufactures very little itself, most of which goes towards supplying the armed forces.

Population: There is a population of about 500,000 spread over most of its area and living in scattered cities, towns, and farm communities. The majority of mutant animals are large, powerfully built horses and cattle (about 55%), although all species inhabit the region.

Capital: Nottinam (Nottingham), with a population of 35,000

Recent history: The Midlands was formed from a large number of smaller, conquered kingdoms, and never properly joined together. Small conflicts still break out in regional disputes within the kingdom (usually put down by the central army) and communication within the areas is poor; partly due to its size and partly due to its lack of organisation.

Court/Government: The Midlands has no permanent ruler or system of government; nor is there any succession or election of a leader. Instead, once a year a huge Tournament, which anyone may enter, is held at Nottinam. The tournament lasts a week and is accompanied by many festivities and much eating and drinking. Many fighters from all areas of Britain journey to the Midlands for the event, and gauge themselves on which day they are knocked out of the contest. If a warrior refers to himself as a "fourth day man" it means he was eliminated on the fourth day of the Tournament, and is therefore either a powerful fighter or a liar!

The events of the Tournament consist mainly of physical feats, wrestling, boxing, jousting, and duelling. On the last day, the winner of the Tournament is proclaimed Leader and will rule the Midlands for the next year. This has led to a succession of rulers with great strength and spirit, but very little knowledge of strategy, government, or diplomacy.

This places great responsibility on the Court, and particularly on the older members of the Leaders' advisors, since their advice carries great weight and is the force that holds the kingdom together.

The Court at Nottinam is almost as unrefined as Morgana's Court in Wales. There is no room for fine debate, courtly gossip, or the vagaries of fashion; such things are regarded as "sissy", and visitors to the Court are often challenged to a duel within their first few days just to see how they shape up. The Court maintains forty messenger knights who are often busy conveying messages to all areas of the kingdom, which has given the Midlands something of a petrol shortage.

Current ruler: The current Leader of both the Midlands army and government is *Bran*, a huge shire-horse who has proved unbeatable in the annual Tournament for the last four years. He is beginning to pick up some notions of diplomacy and double-dealing and, if he remains undefeated for much longer, may become a strong leader who could fully unite the Midlands and turn it into a military force to be feared.

Note: To insure his reign, Bran is considering changing the terms of the Tournament and the length of time the winner rules, but he does not yet have the sufficient support of his advisors (the majority of the people would support Bran as their Monarch for an extended number of years without an annual contest).

Economy: The Midlands will trade with any country, except Wales, that is prepared to deal with it, exchanging its raw materials and food stocks for manufactured goods and petrol. Most of its trade is with the North Country. The capital and larger towns are well-off, but the smaller and more rural communities are often very poor.

Technology: The only technology in working order possessed by the Midlands has been acquired through trade from either the North Country or East Anglia, or captured in battle. The general standard of living is poor and no areas of the kingdom have electricity.

Education: Education is mostly physical and combat oriented. There is only a 30% chance that someone from the Midland will be literate, but all characters from this kingdom will automatically gain one extra physical skill or weapon proficiency, and a bonus of +6 physical S.D.C..

Law: There are few written laws for the kingdom as a whole. Laws and law enforcement is left up to the local communities. This means that small crimes (petty theft and minor damage) are often overlooked, while major crimes are punished swiftly and severely through a process of kangaroo courts and lynch mobs. As a result the wrong person is often punished, but everyone feels that justice has been properly served.

Diplomatic relations: In keeping with its martial spirit, the Midlands is usually at war with at least one other kingdom and rarely makes treaties or peace agreements with anyone. At present, there is a serious feud between itself and *Wales* who, under Morgana, is trying to push their border deeper into the Midlands. The army is stationed around the ruined remains of Brum (Birmingham), engaging in occasional border skirmishes, and waiting for the command to launch a full-scale invasion into Wales itself. Currently, it has friendly and trade relations with the North Country and East Anglia. Although it has occasionally traded with the West Country in the past, currently the Midlands refuse to trade with them because of their truce with Wales. They keep a watchful eye on the West Country, whom they believe is a potential enemy.

Army: In addition to the Central Army of 12,000 soldiers, each community has a number of trained individuals/militia who possess both sword and gunpowder weapons (often old and unreliable rifles) for the defence of that community from invaders. The size of this militia is typically 5% to 15% of the local male population.

The Central Army has a good supply of basic equipment that includes cross bows, spears, swords, and other hand to hand type weapons. Large battle axes and pole arms are a favorite of the foot soldiers and standard issue. About 40% have automatic pistols (9 mm), while 20% are armed with M-16 style assault rifles, mainly locally made automatic weapons or items acquired from trade. They certainly lack the more



sophisticated weapons and vehicles of the North Country and East Anglia. This makes them a bit less formidable against better armed troops, although their physical size and ferociousness more than compensate for that. **The average soldier** is second to fourth level, while officers are generally seventh to twelfth level. The army's strength is in its fierce, pole arm wielding, foot soldiers and cross bow archers. Its cavalry is small and inadequate.

Unlike most armies, the Midlander have no single uniform, just a patch showing the clenched gauntlet of the Midlands worn on the shoulder. Armour ranges from padded to full plate.

Regional character: Great emphasis is placed on physical prowess and ambassadors from the Midlands are young men who have distinguished themselves either in battle or at the Tournament. This has given the Midlands a reputation for boorishness, which perhaps it deserves. Politeness and good behaviour are not seen as something which a true warrior should have any interest.

Accent: A very flat-sounding, nasal accent that often sounds slightly archaic. The ends of words are omitted and the "a" sound is shortened. Many people still use "thee" and "thou" instead of "you," and the word "were" is usually substituted for "was."

Local figures of Note: Bran's main advisor in the Court is *Tobias*, a very old and venerable human. Unbeknownst to the Court, he is also a senior member of the "League," the network of humans within the Court system who try to keep Britain from devolving into outright civil war. Although he is old, his mind is as devious and scheming as it ever was. Tobias' advice often seems contradictory or confused, but it is almost inevitably correct and Bran follows it faithfully. There are rumours, circulated very quietly, that Tobias may be a druid.

The North Country

National symbol: A rose (either red or white)

Position: The North Country is a large, hilly region that effectively cuts Scotland off from the rest of Britain.

Geography: The hilly terrain is not well suited for crop farming, and much of the country's food is imported from the Midlands. New cities have sprung up, built out of cheap materials, with little thought for the health of their already overcrowded inhabitants.

Resources: The North Country is rich in mineral resources, particularly coal and iron. Hundreds of mines and factories have been set up to exploit these resources, and are now a dominant feature of the kingdom.

Population: 450,000 people of all species, although 30% are dogs and 20% cattle. Most live in the new cities, clustered around the mineworking and industrial centres.

Capital: York, which has 25,000 inhabitants.

Recent history: The North Country is another area which set themselves up under a system of kingship after the Crash. The Court quickly acquired a reputation for much partying and little government and as a result, the redevelopment of the kingdom's resources was left to others. Mines were reopened and factories were adapted to build the products now in demand, mostly weapons and coal, sold to the other kingdoms.

Business was very good. The mine and factory owners (referred to as the *Industrial Barons*, or usually just "the Barons"), becoming rich on their profits and seeing that the Court was doing little to protect their country from invaders, began to set up private armies and alliances. The Court moved to stop this, but found itself helpless; its own army was dwarfed by the Barons'. Then the Barons stopped paying their

taxes. The court's soldiers, unpaid, began to desert. It was a no-win situation and the Court reluctantly opened negotiations with the Barons. The private armies stayed, and in return for tax revenues, the Court was not to interfere in the Barons' business, at all. The deal was signed.

Today the North Country is an industrial paradise and an environmental mess, with factories belching soot and pollutants into the air, while supplying the rest of the country with mass-produced goods. Mines, factories, mills, and manufacturing plants cover the landscape. The sky is dark from the smoke of countless chimneys and the rivers run black with coal dust. A **railway network** covers the country, but is used almost exclusively for transporting goods rather than people. In the North Country, the rich are very rich and the poor are pitifully poor and many.

Court/Government: The Court is widely regarded as a puppet, since it is the industrial Barons who have the real power. If they shout "Frog!" the Court will jump in perfect unison. As a result, the structure of the Court has become a mockery. The King is a figurehead and Court business is reduced to sending Messenger Knights on pointless journeys, listening to trivial disputes between reasonably well-off citizens, and throwing wild parties at the slightest excuse. Envoys sent to the North Country are usually either inept or friends of their country's ruler, since their diplomatic duties will consist almost entirely of shaking hands, smiling, and drinking a lot.

The Court keeps twenty five messenger knights and motorbikes for them in York.

Current ruler: *King Paul*, a dog (labrador, SL6) and a hedonist of the highest order. He makes grandiose plans for recapturing the power from the Barons, but ends up spending most of his time playing chess against members of his Court. He has three children: *Joseph* (heir to the throne), *Guy*, and *Fiona*.

The Industrial Barons: There are 11 independent Industrial Barons, each controlling a particular portion of land and industry. Although they work together with the Court of North Country and each other, they are very much individual kingdoms, each with its ruling family. Each Baron maintains his own kingdom and armed forces. There are only a handful of formal agreements to which all abide. These include wages, pricing, trade regulations, internal trade and prices between Barons, armies and trade protocol.

Economy: On paper, the North Country has the best economy of any country in Britain. It exports large quantities of raw and manufactured goods, including coal, steel, weapons, clothing, and household goods to most of the other countries. In exchange, it receives food supplies or hard currency. Within the country itself, things are not so rosy. There is a huge gap between the rich, dwelling in huge houses protected by private armies, and the poor, who are virtually slaves and live in shanty towns or slums in and around the big cities. They are unable to afford even the cheapest items they manufacture.

Technology: The North Country is good on mass production, but is unable to match the scientific know-how of the East Anglians. Most of their goods are made to the level of sophistication of the 1920's and early 1930's of Pre-Crash England. Products are durable enough without being too complex. Most exported weapons are hand-held iron weapons, although the Barons do manufacture and sell a foolish amount of bolt-action hunting rifles, 9 mm automatic pistols and even automatic rifles (M-16 style assault rifles) to both the Midlands and Wales. They are also a big manufacturer of chain mail, scale, splint, and plate armor, which is sold to virtually everybody who has the quid.

Most of the large cities and towns have electricity and plumbing, except in the surrounding shanty towns. Prices for food and products are low, but often out of the reach of the very poor workers.

Education: It is the Barons who control the money and society. Their attitude is that you don't have to know how to read to work a machine. Only 10% of the population can read and write. Most children over the age of ten are working in factories or mines.

Law: Again, the Barons write most of the laws. These are often incredibly strict and always to the Barons' benefit. If someone works for a Baron they may have to buy their food and clothing, as well as rent their house from their employer. The prices will often swallow 80% of their wages. They can seldom afford to quit their job - as the Barons have established a uniform price and wage structure; so working for one is much the same as working for another.

Diplomatic relations: Most countries keep up diplomatic relations with the Court of the North Country, because they rely on their coal and manufacturing. The kingdom also controls a strategic position and maintains a small, well equipped army. Besides, an official visit is an excuse for a good party. **Note:** *Scotland* and *East Anglia* have taken to sending unofficial Envoys to the Barons to ensure that the flow of goods continues to come to their countries.

Creating any kind of pact with the whole of the North Country is difficult, but creating a pact to get military support in the way of troops is virtually impossible. The Barons will send their armies to help someone else, but only if they can be persuaded that it is worth their while. And since two Barons rarely agree on anything, the commitment for armed forces is slim and none.

The current treaty between the Courts of the North Country and the West Country, whereby King Paul's second son, *Guy*, will be married to the princess Genaever and become king of the West Country, is welcomed by the Court because it will strengthen the ties between the two countries. This will be a critical allegiance in case the Midlands and Wales should come to some agreement and turn to invade their neighbours. Neither King Paul nor his trusted advisor, Ian, regard the rumours about the SAECSNs as a serious threat even if the SAECSNs do exist. However, if this rumoured force of humans does invade, the barons will, reluctantly, send their army to help the West Country, but only if the West Country solicits their aid.

Army: The Court has a tiny army of 1,200 soldiers. They are armed with a fair range of equipment, including chain mail and splint armor, bolt-action rifles (no assault rifles; this is part of its deal with the Barons), 9 mm automatic pistols, swords, pole arms and other common arms, but lack the training to use them properly (all are first and second level soldiers).

The success of any invasion into the North Country would depend on which side the individual Barons chose to support with their armies. A baron's army ranges in size from 1000 to 2,000 troops. Most are very well drilled, but have little combat experience (mostly 2nd and 3rd level). A **typical Baron's soldier** will be clad in camouflage fatigues over chain, scale, or splint armour and armed with an automatic pistol, M-16 style assault rifle, short sword, dagger, or similar weapon of choice (mace, axe, etc.). All Barons also have 5D6 + 6 motorbikes, 1D6 petrol powered trucks and jeeps, 4D6 steam trucks, 6D6 steam cars/jeeps, and a dozen heavy construction vehicles (bulldozers, cranes, etc.).

Regional character: Dark and grim, downtrodden, disheartened, pessimistic, and illiterate; unless rich.

Accent: The North Country has a large number of different accents: Lancashire, Yorkshire, Geordie, and a few lowland Scottish accents as well.

Local figures of Note: The Court at York is filled with interesting and eccentric characters. *King Paul* varies between dreaming and despondency; spending much time in the company of his trusted advisor, *Ian*, whose primary abilities lie in appreciating good whiskey and playing chess.

Of the royal children, only *Fiona* (a large and motherly golden labrador) is willing to face reality and think about ways in which the power of the Barons can be challenged. Many of the Court secretly think it would be better if she succeeded to the throne rather than the weak and ineffectual Joseph. *Guy* is described in the section on "Important Characters."

Among the industrial Barons, two figures stand out because of their legendary feuding. *Baron Hudson* and *Baron Lake* are neighbours around the town of Bolton. Both are involved in mining, and the manufacture and sale of weapons. They hate each other! Baron Lake has an army of 1,500 recruited from his work-force and lives in a castle which he has had built on a local hilltop. Baron Hudson's army is only 1000 strong; he prefers to fight with economics, by charging less for his goods, while paying slightly higher wages, in an attempt to lure Lake's workers away. Neither has yet gained the upper hand, but the struggle is the talk of the kingdom.



Scotland

National symbol: The thistle, and any tartan pattern.

Position: Scotland has a border with only one other kingdom: the North Country. It is easily the largest nation in Britain, and the only one which has retained a system of government close to the democracy of pre-Crash times.

Geography: Scotland is generally mountainous, and the further north one travels, the more rugged it becomes. The Crash caused a geological fault-line across Scotland to widen dramatically, which has created a channel that ranges one mile (1.6 km) to three miles (4.8 km) wide, effectively cutting off the northern portion of Scotland from the rest of Britain. There are two or three ferry boat that cross the *Ness Firth* or *Great Glen* as the channel is variously called. A huge wooden bridge has also been recently built at *Inverness* [Inverness]. The area north of the *Ness Firth* is now known as the Highlands, and the area to the South as the Lowlands. This can be a bit confusing since the Pre-Crash Highlands originally started far south of the *Ness Firth*.

Resources: Scotland's two main physical resources are coal and timber, and it makes good use of both. Most of the large cities in the lowlands of Scotland, especially those in the south, are built of wood and have electrical power from hydro-electric stations. The region is generally quite civilised.

Population: The total population is 350,000 (all species, but 15% are sheep and goats), of whom only 70,000 live in the Highlands (Highlanders are mostly goats, sheep, wolves, dogs, and hardy animals). The population is split between the cities and smaller communities given over to farming or mining.

Capital: Scotland has no declared capital city, since all the cities containing *Forums* are of equal importance. Glasgow [Glasgow] is the largest city since Edinburgh was destroyed in the Crash. It has a population of 25,000, mostly involved in trade and local businesses.

Recent history: Scotland had desired independence from the rest of Britain for some time before the Crash, and the destruction of London gave it a perfect opportunity. It was the only area which did not dissolve into civil warfare, but instead established a new system of government to the satisfaction of most of the inhabitants.

The only civil problem within Scotland is that the inhabitants of the Highlands are somewhat under-represented and as a result the area is beginning to regard itself as a completely separate state. The Highlands is already rejecting the democracy of the Forums, replacing it with the Clan system of family groups, with disputes being settled by meetings between Clan elders. Although the Highlands has no army, it is possible that it may divorce itself from the rest of Scotland at some time in the future and establish itself as a separate kingdom under a government of Clan leaders.

Court/Government: Scotland's system of government is a strange one, although truly democratic. All the major Scottish cities, including Glasgow, Inverness, Dundee, Fort William and Tweed, have a building known as the Forum, usually a large hall or open meeting area that comfortably holds about 3000 people, where debates are held every day. Any citizen of Scotland may attend any meeting at any Forum and is allowed to propose a motion, speak at any debate and vote on any matter being discussed. Attendance is not compulsory, but most citizens living close to a city will attend roughly once every month and go to any meeting that directly affects them. Each Forum is overseen by a Speaker who organises and publicises the debates and keeps order during the discussion. To have a subject debated in a Forum, twenty citizens must propose it to the Speaker, who will then hold the debate a week later, having allowed time for everyone to hear about it. If any proposal is voted through (by a simple majority on a show of hands) then it becomes policy or law for that city and the area around it, and the subject is sent to the other Forums for debate there.

This system works fairly well, but is open to abuse. The Speaker of the Glasgow Forum will make sure that only certain people will hear of a forthcoming debate if he is given a few coins, which often leads to loud arguments and hastily-made laws being overturned a fortnight or so later. At Inverness any discussion in the Forum is dominated by *Preacher Black*, a "blood and hellfire" local religious leader and his flock of followers who usually make up 40% of those present at any debate. The Preacher and his flock will vote against anything they believe to be immoral, unpleasant, unpeaceful and so forth. In addition, the messenger knights who carry news, messages and debates between different Forums have, in the past, been intercepted or delayed (Scotland has twenty messenger knights, with between two and four stationed at each Forum at any time).

Current ruler: None.

Economy: Scotland trades only with the North Country, exchanging raw materials (timber, coal, and farm produce) for manufactured goods.

Technology: Scotland's level of technology is generally good in the south (equal to about 1902) and poor in the north (1602). Most major cities in the South have electrical power from hydro-electric generators, but communication between cities is poor. Rural communities, especially in the Highlands, might as well be living in the middle ages.

Education: As before, excellent in the big cities and the south, but getting steadily poorer towards the north. The Scottish in the Lowlands have a 80% chance of being able to read and write; those in the Highlands have a 30% chance.

Law: Laws are made by the individual Forums, and differ from area to area. Since there are no clear dividing lines between the areas controlled by each Forum, this can sometimes lead to confusion. Militia forces operate only in the cities. The more rural areas work on a system of rough justice dealt out by Clans, town meetings, and mobs. Capital punishment is legal.

Diplomatic relations: Because Scotland has no single leader, trying to form a treaty or agreement with the region is such a slow process that most Courts no longer attempt it. Scotland tends to regard the rest

of Britain and its various systems of leadership with a mixture of disdain and fear. As a result, the region tends to stay out of the affairs of the other kingdoms and will require hard persuasion to convince its various Forums to join any pact, even against the SAECSNs.

Army: Each Forum maintains a small standing army of 100 to 400 troops in case of civil war within the region. All the Forums contribute payment, equipment, and soldiers towards a national army of approximately 2000, which is stationed near the North Country border at Tweed. This army regularly patrols the border to stop raids from their neighbours to the south. The soldiers are highly trained and well equipped (all are third to fifth level), but have not had a decent fight for many years. A **typical soldier** is clad in chain or scale mail and armed with an automatic pistol (9 mm), pole arm and secondary weapon of choice. Favorite weapons seem to be pole arms, battle axes, and large swords. 10% to 20% of every Forum's troops comprise the cavalry; soldiers armed with a M-16 style assault rifle, 9 mm pistol, and other hand to hand arms of choice. Their mounts are usually giant insects (far better in the rugged mountains than motor vehicles).

The Highlanders have no formal army, but its clans all boast of fierce young men trained in combat (1st to 3rd level). Most are skilled in the use of the sword, staff, and cross bow. The Highlanders are also excellent boat builders and sailors. With a little work, they could build an impressive navy (none of the southern kingdoms ever consider an attack by sea).

Regional character: The stereotyped Scot is dour, tightfisted, and hostile to Southerners. In the majority of cases, this is completely wrong. Scottish communities are close-knit, and family ties between members of each Clan are strong. Clan rivalries, dating back to old feuds, occasionally flare up in hot exchanges in the Forums, but rarely goes as far as violence.

Accent: As with the North Country, there is no such thing as a "typical" Scottish accent. Much Scottish speech uses so much unorthodox gram-

mar and local slang that it can be almost incomprehensible to a foreigner. Most of the vowel sounds are shortened and the letter "t" is usually replaced with a glottal stop, except when it starts a word. "Oh, I don't know about that" would be pronounced as "Och, I disnae (does not) ken (know) abut tha'."

Local figures of Note: In recent months the Speaker of the Glasgae Forum has been trying to set up himself and his family as quasi-monarchical figures. Although technically, the Speakers have the same rights as any citizen and may not propose debates, this Speaker (a boar named Stuart) has demanded that the city should increase his salary, should give him a house, and that, when a decision is needed urgently, he should have the right to make a temporary decision until the Forum can debate the matter. He is ambitious and power-hungry.

The Waste Lands

National symbol: None

Position: The Waste Lands lie in the area which used to be the prosperous South-East of England and includes what was once the city of London. It borders the West Country, the Midlands, and East Anglia.

Geography: The land is generally flat, with an occasional low hill. Several large rivers flow through the area.

Resources: Nobody knows. Much of the land is mutated and large areas of dry, dead forests and grasslands still blemish the landscape. It is also the site of numerous pre-Crash cities and ruins. There are as many rumours about the lost riches and pre-Crash treasures that lie in the Waste Lands as there are rumours of the hideous creatures that live there.

Population: Not known. Estimates place the population at perhaps 3,000 to 5,000 people (although the real number could be two or three times higher); most are nomads, vagrants, outlaws, gypsies, and druids.



Civilised people avoid the land like the plague! **Note:** The population figure does not include the SAECSN's invasion force which have begun to quietly secure the area a few months ago.

Capital: None. Kingdoms, none. There are no organized governments nor cities, only roaming gangs and tribes. The SAECSN forces are presently fortifying their positions in the southeast tip near Tunbridge Wells and Kent. From here they will press west and north.

Recent history: The southeast was deserted after the Crash; lingering radiation and the destruction of London meant that people moved away quickly. In the last couple of months the SAECSNs (humans) have begun moving their forces through the Channel Tunnel that enters Britain near the remains of Dover. At present they are setting up bases of operation in the Waste Lands and sending out scouting expeditions, prior to launching a full-scale attack on the rest of Britain.

Only two Courts seem to fully recognise the seriousness of this situation: the West Country, who is currently organising to protect themselves from the threat, and Wales, which under Morgana's leadership, and using her earth-magic, is attempting to form an alliance with the SAECSN forces to aid her own plans for the conquest of Britain. The East Anglians are aware of the human threat, but have dramatically underestimated the humans. They do not believe a large-scale invasion is possible, let alone likely. The other three Courts have heard only garbled reports and wild rumours of an invasion force in the south. They do not believe that there could be any group of humans powerful enough to ever threaten them; besides, how could humans cross the Channel?

Court/Government: None

Current ruler: None

Economy: None

Technology: Varies with each individual.

Education: None

Law: None

Diplomatic relations: None

Army: The SAECSN invasion force is currently around 9,000 strong and regards the Waste Lands as its first step in conquering all of England.

Regional character: The few mutants that hide out here are suspicious of strangers and shun their company. The law of the jungle exists here. Might is right. Kill or be killed. The inhabitants of this land are generally those who have given up on civilization and morality. They are often villains and savages who prey on others.

Young warriors from other kingdoms, eager to prove themselves or impress others, will often journey to the Waste Lands to try to find some pre-Crash artifact or bring back the remains of some strange mutant as a trophy.

The growing presence of the human invaders will soon change life in the Waste Lands.

Accent: None

Local figures: Rumours tell of an elite force of guerilla mercenaries consisting entirely of mutant pumas who have always fought against villainy in the Waste Lands (now they fight to keep it out of the clutches of the invaders). They have been known as champions of the land for over a decade and are believed have a base somewhere in the Waste Lands. Few people have even heard of the Pumas, and most do not believe they exist.

Islands

There are a number of small islands around the coast of Britain which are still reachable despite the nameless things which are said to live in the sea and drag ships under the surface. These include the *Isle of Wight*, which lies south of the West Country, *Anglesey*, off the coast of Wales, and the *Isles of Skye*, *Mull*, and *Kintyre* to the west of Scotland. They are mostly small farming communities or tribes of food gatherers, with a few thousand inhabitants, mostly birds. The islands are also useful hide-outs for outlaws and renegades.

Anglesey is rumoured to be a Druidic stronghold of such numbers that even Morgana dare not attack it. **Skye** is a well known refuge for sea birds of all kinds. The community is a loose knit commune-type place with no confining laws or government. They have little concern for what is happening on the British mainland.

Ireland is a looming island some 30 or so miles west of Britain. It is known to be inhabited by tribes of fellow mutants, but the island and its populace are viewed as God-forsaken and barbaric. Indeed, the people, mostly dogs, cats, sheep, and birds, are primitive savages without benefit of high technology or the written word. They are often referred to as the "barbarians" or the "New Picts."

GM Note: The possibility of exiling or imprisoning undesirables on islands should not be forgotten, especially if player characters start annoying the people in charge of a particular Court.



Random Encounters while Travelling through Britain

Roll percentile dice for every four hours of travel on foot, every three hours of travel if riding an insect, or every two hours for any means of motorized transport through the wilderness. Or as suitable to one's adventure.

01-04 Highwayman. The party is confronted by a highwayman; a single mutant animal on a horse or insect mount. He is bold and confident, possibly with a high social rating ("a" or "b"), and armed with a gun. He will demand quick, easy to carry loot, such as quid and jewelry. Once he is given the valuables, he will depart with a smile. If attacked, he will fight only if he thinks he has a chance of winning, otherwise he will attempt to flee (always a thief or mercenary of 1D4+2 level).

05-09 Young Warriors. 1D6 + 1 young mutant animals are travelling, either going to or returning from the Waste Lands, as part of an initiation rite into adulthood. If on their way to the Waste Lands, they will be nervous, and will probably shun company. If returning, they will be elated and will cheerfully boast about stories of pre-Crash equipment, bandits, strange mutations, and battle with well equipped human warriors (the SAECSN). They may challenge the player characters to a duel or combat (will not fight to the death).

10-17 Bandits! This is a group of scruffy looking thugs with evil intent. Still, they will not attack unless they believe that they can get the drop on the player characters. The Bandits will be a mixture of animals, including rodents, dogs, cattle, and hedgehogs. There will be three bandits for every two player characters, but all are only second or third level rogues of low social rating ("c", "d" and "e"). The leader will be a level or two higher and likely to be a robust bear, wolf, or puma. Only 10% will carry modern rifles, all others have hand to hand weapons such as swords, maces, crossbows, etc.

If the bandits feel overpowered by their intended quarry, they will panhandle and try to steal items from anybody who lets them get too near (pick pockets). If the bandits believe that they can overpower the group, they will demand money and valuable equipment, and may even demand the characters' weapons, armour, and riding animals. If combat ensues, the bandits will fight until half their number is defeated. At that point they will surrender or flee.

18-25 Evil Mutant Band. Our adventurers are attacked by many mutants (two to one) of the lowest social rating, all armed with clubs, staves, and knives (no body armour), and may ride giant insects or snails. These unfortunate souls have turned bitter and evil from their hardships and have grown to hate anyone who has more than they do. They are vagabond bandits who are less discerning about what they can get than who they can hurt. While one may feel pity for these wretches, they have chosen a life of evil fueled by hate and are extremely dangerous. Most are first level crooks of "d" and "e" social rating; 30% will be second level. All are filthy, many are sick and diseased, and there is a 15% chance that at least half are cannibals. They will flee if half their number are subdued or killed.

26-28 Scene of a Battle. A border skirmish has happened recently. 2D4 x 10 soldiers lay dead. It may be possible to scrounge a half dozen swords, knives, maces, spears, shields, waterskins, and leather or chain armour on and around the bodies. **Note:** No knight, characters of a good or aberrant alignment, or animal of a social rating of "a" or "b" will steal from the dead (except in the most desperate of circumstances).

29-35 Border Incident. Between 20-80 (2D4 x 10) mutants wearing the colours of two different kingdoms are fighting over a minor territorial dispute. Careless player characters will be shot at or attacked. The smart thing is to take cover unless one's allegiances demand otherwise.

36-38 Local Militia. A patrol of 2D4 lightly-armed militia from a nearby town. They will be suspicious of foreigners, but will not delay or arrest travellers unless they have good reason to do so.

39-41 Radiation Zone. This is an area of radiation with a long half-life. The patch of land will appear as an area of dead or strangely mutated vegetation. Although characters may not know exactly what it is, they will know that such places mean death and should be avoided. Staying in the area for over 8 hours will cause minor radiation poisoning (nausea, headache, vomiting, burning eyes; victims are -2 to strike, parry, dodge while sick) that lasts 2D6 days and any unshielded electronic equipment brought along will have its circuitry completely destroyed by the hard radiation.

42-45 Press Gang. A group of 2D4 + 3 soldiers from a rival kingdom are looking for people to "recruit" into temporary (4D6 weeks) service as laborers or mercenary soldiers. They will not take no for an answer and will try to *force* the characters into service. They are all trained soldiers of second and third level skill, lightly armed (A.R. 9 to 12), with hand to hand weapons. Only the officer (leader) may carry a gun of some sort. The soldiers will fight until two thirds of them are subdued or slain.

46-50 The weather suddenly changes. Note that conditions 76-00 reduce visibility to a maximum distance of 300 feet (100 m) and

slows travel by half. Normally the weather changes about every five or six hours. Game Masters can use this table at any time to see what the weather is.

01-05 Bright sunshine
06-25 Partial sunshine
26-40 Overcast
41-60 Drizzle
61-75 Light rain
76-85 Heavy rain
86-92 Downpour/cloudburst
93-97 Fog
98-00 Sleet or hail

51-55 Wild Insect or Predator. Generally, insects are not aggressive, however something has made this bug fighting mad!

01-15 Ants (1D6 + 1); will fight to the death.

16-25 Bees (1D4); will fight to the death.

26-35 Hornet (1); will fight until killed or will chase character(s) for one mile (1.6 km). If killed, there is a 1-50% chance that 1D4 others will arrive within one melee and continue the fight. Fortunately, there are no other hornets in the immediate area.

36-50 Caterpillar (1), will attack for 1D6 melees then wanders away as if nothing happened.

51-60 Dragonfly (1D6); more of an annoyance than a threat. The crazy bugs will dive bomb and nip at the various characters until each is struck soundly (3 points of damage) by fist or weapon.

61-70 Hornets (1D4 + 1); angry and will fight till the death. There is a 1-70% chance that 2D4 others will arrive within 1D4 melees and join the fight. Fortunately, there are no other hornets in the immediate area.

71-80 Ladybird (1); one mad beetle, will fight to the death or give chase for a mile and a half (2 km).

81-84 Slugs (1D4); will fight for 2D4 melees and then scurry into hiding.

85-95 Giant Spider (1); will fight till the death. *See Mutants Down* page 11, or substitute the *Palladium Fantasy RPG's* Timber Spider, or substitute 1D6 wasps.

96-00 Snail (1); will fight to the death.

56-57 Druid Shrine. Offerings to the Druidic Gods. An offering of wild food, often a small animal, has been left at a small rural shrine. Anyone who dislikes or fears druids will destroy the shrine.

58-62 Farm. 1D6 farm labourers at work. Branded farm insects and/or snails are tethered near by; they are not hostile.



Farmers are generally friendly and can provide information and rumours about the local area and recent happenings. Farmers will offer hospitality to travellers in exchange for a little manual work or juicy rumours about the city or the royal court.

63-67 Local Militia. 2D4 + 1 soldiers are in a cranky mood and are hassling everybody. They are especially suspicious of foreigners and will demand to see travelling warrants. Anybody who refuses to show their travelling papers or who has improper papers will be manacled and taken into custody, then grilled with questions. Spies will be executed within 24 hours (hanged). Troublemakers will be jailed for 1D4 weeks and fined 50 quid.

Resistance will lead to combat. The soldiers will fight until two thirds are defeated or slain. All are second to fourth level, wear medium armour (A.R. 12 to 14), and armed with hand to hand weapons.

68-72 Messenger Knight. This encounter will only occur if the characters are travelling by road. Otherwise, roll again.

01-50 Travelling Knight. The lone rider will not stop unless the characters are in obvious need of help.

51-70 Travelling Knight. Friendly and tired from weeks of travel, looking for some companionship. If the player group is going his direction he will join them in exchange for pleasant conversation. The knight will gladly share stories of his travel and court, but is always careful not to reveal potentially damaging information. He will ride with the group for 4D6 hours before riding in a different direction.

71-00 Knight with a broken-down bike. He will be most grateful to anybody who can help him repair his bike (1D4 hours work) or who can give him and his bike a lift to the nearest town or Messenger Knight Lodge. He will cheerfully give his helpers a couple quid each and tell them stories and rumours. He will also warn them of any dangers he is aware of.

73-77 Mercenaries. 2D4 + 3 drunken mercenaries are looking for some fun at other's expense. They will be easily insulted and are looking for a brawl to prove themselves mighty warriors. They will fight until a quarter of their number have been subdued. Then, they will hail their opponents as fellow mighty warriors and offer the adventurers food, booze, and loud camaraderie.

If one of them is killed, the combat will take a darker turn and they will fight till two thirds are defeated or slain before retreating. They are all well armed, equipped with swords, battle axes, pole arms, and cross bows. 20% are armed with assault rifles and 30% have automatic pistols or revolvers. All are wearing chain armor or better. All are third to fifth level fighter types. They are travelling in steam-powered cars or trucks. Booty includes fresh food, several gallons of ale and potato moonshine, and 4D4 × 10 quid. The vehicles can be drained of 2D6 gallons of petrol.

78-82 Human Soldiers! A SAECSN scouting party composed of 2D4 foot soldiers on reconnaissance patrol. They will not fight a large or powerful looking group of mutant animals, but will lay down covering fire while they retreat. However, if they are discovered by only a few animals or a weak looking group of mutants, they will try to kill them, fighting until one of the human soldiers is seriously wounded or killed.

All SAECSN scouts are first and second level, and armed with 9 mm automatic pistols, assault rifles, and two smoke grenades. No vehicle.

83-85 Druid. This character is likely to be disguised as a bard, trader, or vagrant, but if he can be sure that there is nobody who hates druids in the party, then he may reveal his true identity. If made welcome, he will offer to heal the sick and wounded, provide information about the neighboring forest, and share his food.

If attacked or insulted, the druid may attack, using magic and physical force, but the attack will be directed to embarrass and

wound not kill. Or the fellow may steal booze, food, or valuables to get even. Or he may tell the group a terrifying story about the area they are headed toward (the story is likely to be a lie designed to frighten them up).

86-89 Fellow Travelers. 3D4 mutant animals travelling in a country not their own. They will have valid warrants (or warrants which appear to be valid) to travel in this kingdom. Roll on the following to determine the travelers' nature. 1-30 They are innocent travelling folk; social rating "b-d". 31-60 They are merchants on legitimate business. 61-00 They are bandits disguised as travelers. They will attack helpless looking people and ignore tough looking folk or large groups.

90-92 Suspicious Characters. 1D4 + 2 mutant animals who are dressed as travelers, merchants, or mercenaries, but are acting suspicious (or something about their dress or accents is odd). They will not be communicative and will try to terminate the encounter as quickly as possible.

The group is really a scouting party from a rival kingdom! They will not enter combat if they can avoid it and will fight to escape, not to the death. All are second and third level warriors dressed in light armour and armed with hand weapons, although two will have pistols. **Note:** Most Courts will give a reward of 25 to 100 quid (per each captured spy) to anyone who captures an enemy spy, although this can provoke diplomatic incidents; for example if the scouts claim to be legitimate travellers and have documents signed by Envoys to prove it.

93-94 Evidence of a gunfight. There are signs of a recent battle between a small mutant animal militia or mercenary patrol and another force. Anyone examining the remains will conclude that the other force won. There are signs that the other group was human. Those who know of the SAECSNs will recognize their handiwork. There is a 1-25% chance of finding 1D6 usable, insignificant SAECSN items such as a cigarette lighter, pack of cigarettes, food ration pack, flare, flashlight (with working batteries), canteen, binoculars, sunglasses, survival knife, helmet, etc., on the battlefield. There is also a 1-11% chance of finding a 9mm pistol, shotgun, SKP-VI assault rifle, a hand grenade, smoke grenade, or an extra clip of ammunition (9 mm, shotgun, or assault rifle rounds).

95-96 SAECSN Aircraft! This will be either (01-65) a light reconnaissance plane flying at high altitude, out of weapon range, or (66-00) an FT-242 low-level strike bomber at 800 feet (242 m) and 750mph. Since the characters will not have encountered aircraft before (unless they originate from East Anglia), the reconnaissance plane will frighten them and the bomber will scare the pants off them. 1-80% Neither plane will attack the characters, even if they fire at it. 81-00 The plane makes a strafing run at the group and disappears in the clouds!

97-00 Vagrant. Vagrants will be travelling on foot, and almost certainly do not have valid warrants to travel, but they are unlikely to be arrested for it. Many are well versed in folklore and will know much about the local area. Some, like Willum (see the section on Cornwall), are well-known personalities throughout Britain. The vagrant will gladly exchange information and rumours for food and drink, or a quid or two.



Random Encounters in Pre-Crash City Ruins

Ruined cities are places which were not entirely destroyed in the Crash, but which were deserted soon after it, and which have deteriorated since then.

01-10 A small group of houses. The home of unfortunate mutants who will hide and squeal if their homes are disturbed. Some may throw rocks at intruders, but all will eventually flee. Nothing of value, other than the inhabitants' cache of food, water, and clothing.

11-20 A large neighborhood of houses. Most are dilapidated. 1-40% chance that part of the roof falls in (does 4D6 damage) for every ten minutes a character(s) is moving around inside. The houses have obviously been looted and lived in over the decades. A thorough search may unearth 1D4 battered pre-Crash artifacts worth 2D6 quid each on the black market or to collectors.

21-30 Encounter wild insects inside or near a large building. The crumbling building is the home of a giant insect that does not appreciate intruders. Roll on the **Wild Insect or Predator** table found in the previous encounter table to determine what kind of insect it is. However, despite what that table may say, the insects will fight only until the characters leave their home.

Modifications: If it is ants, bees, wasps, or hornets encountered, it means a nest is built somewhere inside; triple the number of insects that join the fight. Also, 2D6 more will join the battle every two melees, for a total of six melees. If the characters stay and slay all the insects, they will be rewarded by finding the following items (along with the bones of adventurers who did not survive their encounter with the creatures): 2D6 × 10 quid, 3D4 shotgun shells, 1D4 9 mm ammo clips, 1D4 spears, 1D4 knives, 1D4 shields, 1D4 waterskins, a shotgun, a hunting rifle, a 9 mm pistol and a .32 caliber revolver (with 4 bullets). **Note:** The GM is free to change the weapons/valuables found or add to them, just don't get carried away.

31-40 Gang of evil mutants. These villains see the adventurers as fools waiting to be plundered. They hate all creatures better off or handsomer than they, and will attack out of envy and spite as much as anything else.

The mutants outnumber our heroes three to one and are armed with clubs, swords, knives, axes, spears, and bows and arrows, plus 20% are armed with automatic weapons as well. Half wear studded body armour or chain mail, the rest wear rags. Several ride giant snails. Most are first level crooks of the lowest social rating ("d" and "e"), 30% will be second level. All are filthy, many are sick and diseased. There is a 25% chance that at least half are cannibals. They will flee if half their number are subdued or slain. **Note:** They are likely to regroup, gather more scoundrels and return 2D4 × 10 minutes later for a rematch; only this time there will be twice as many.

41-44 Vagrant who tells of treasure! An old scavenger approaches the group claiming that he has found treasure. He is willing to share it with them (as much as 50%) if they help him get it. The treasure is located in a crumbling ruin that barely resembles a building. Deep in a basement area is treasure (allegedly weapons, ammo, jewelry, petrol, artifacts). The characters must climb through much debris and dig through hunks of concrete and rubble for 1D4 hours. Roll on random treasure table.

A hungry giant spider lives nearby and will attack if the characters linger for more than 10 minutes. GMs may substitute another monster/insect (more than one?) or bandits or SAECSNs.

45-50 Wild insect or slug attack. 1D4 + 1 insects or predators attack from their hiding place among the ruins. Roll on the **Wild Insect or Predator** table found in the previous encounter section.

51-60 Bandits! This is a group of scruffy looking thugs with evil intent. Still, they will not attack unless they believe that they can get the drop on the player characters. The Bandits will be a mixture of animals, including rodents, dogs, cattle, and hedgehogs. There will be two bandits for every two player characters, but all are only second or third level rogues of low social rating ("c", "d" and "e"). The leader will be a level or two higher and likely to be a robust bear, wolf, puma, or rodent. 30% will carry modern rifles; all others have hand to hand weapons such as swords, maces, crossbows, etc.

If the bandits feel overpowered by their intended quarry, they will pan-handle and try to steal items from anybody who lets them get too near (pick pockets). If the bandits believe that they can overpower the group, they will demand money and valuable equipment, and may even demand the characters' weapons, armour, and riding animals. If combat ensues, the bandits will fight until half their number is defeated. At that point they will surrender or flee.

61-66 Radiation Zone. This is an area of radiation with a long half-life. The patch of land will appear as an area of dead or strangely mutated vegetation. Although characters may not know exactly what it is, they will know that such places mean death and should be avoided. Staying in the area for over 8 hours will cause minor radiation poisoning (nausea, headache, vomiting, burning eyes; vic-tims are -2 to strike, parry, dodge while sick) that lasts 2D6 days, and any unshielded electronic equipment brought along will have its circuitry completely destroyed by the hard radiation.

67-72 Human Soldiers! A SAECSN scouting party composed of 2D4 + 1 foot soldiers on reconnaissance patrol. They will not fight a large or powerful looking group of mutant animals unless they can ambush them, but will lay down covering fire while they retreat. However, if they are discovered by only a few animals or a weak looking group of mutants, they will try to kill them, fighting until one of the human soldiers is seriously wounded.

All SAECSN scouts are first and second level, and armed with 9 mm automatic pistols, assault rifles, and two smoke grenades. No vehicle.

73-80 Human Assault Team! This is an advanced group of SAECSN soldiers moving in preparation for the coming invasion. The soldiers will attack any mutant animals they find, including large groups. They will fight to the death. **Note:** Such battles in the Waste Lands are likely to go unreported (especially if there are no mutant survivors) or dismissed as unfounded rumour.

All SAECSN assault teams have 2D4 + 4 soldiers of first through third level. Each is armed with a 9 mm automatic pistol, SKP-VI assault rifle or sub-machinegun, two smoke grenades and two explosive hand grenades. No vehicles for purposes of stealth and surprise.

81-85 Bombed area. Bomb craters cover an area of about a square mile. All buildings in that area are reduced to rubble.

86-90 Suspicious Characters. 1D6 + 2 mutant animals who are dressed as peasants, travelers, or mercenaries, but are acting suspicious (or something about their dress or accents is odd). They will not be communicative and will try to terminate the encounter as quickly as possible.

The group is really a scouting party from a rival kingdom! They will not enter combat if they can avoid it and will fight to escape not to the death. All are second and third level warriors dressed in light armour and armed with hand weapons, although two will have pistols. **Note:** Most Courts will give a reward of 25 to 100 quid (per each captured spy) to anyone who captures an enemy spy, although this can provoke diplomatic incidents; for example, if the scouts claim to be legitimate travellers and have documents signed by Envoys to prove it.

91-96 Giant man-eating slug (snail optional for powerful groups)!! This 20 foot (6 m) behemoth erupts from the earth and attacks! The

thing will fight till the death. It will track its prey using its passive nightvision and thermo-sensing.

97-00 SAECSN advanced armored scout!! 4D6 troops, 1D4 HD-J tanks, and two supply trucks. This can be a bonanza of weapons and military supplies or big trouble! The supply trucks hold another couple dozen assault rifles, hundreds of rounds of ammunition for SAECSN weapons, blankets, food, and 4D4 × 10 gallons of petrol!



Random Treasure Table for City Ruins

01-30 Absolutely nothing!

31-40 A bunch of mostly useless junk that a vagrant might be delighted with. Odds and ends like old, rusty forks and spoons, a couple buttons, some nails or screws, bottle caps, a hammerhead broken off its handle, an unbroken bottle, telephone receiver, a child's toy, and similar items.

41-45 An old storeroom. Contains canned food (no longer any good), can opener, a portable radio (needs batteries to work), 2D6 × 10 jars, bottles, pots, pans, and 1D6 × 10 feet of wire. Also 1D6 × 100 sheets of paper, 1D4 dozen pencils, a box of crayons, and rags.

46-50 An old storeroom. Contains a hammer and a dozen common tools, an old transistor radio (needs some repairs and battery), a jar of screws, a jar of nuts and bolts, a jar of carpentry nails, a hand axe, hedge cutter shears, a rake, 1D6 iron spikes, 2D4 × 10 feet of nylon cord, 3D4 × 100 feet of fishing wire, 1D4 fishing poles and reels, 1D4 dozen fishing hooks and lures, one pocket knife, and a 10 foot ball of string.

51-60 Filth and rags, and rotted debris from old furniture. A long search (1D6 hours) will unearth the following: a pair of scissors, a pocket knife, a sewing kit with needles and thread, a nice leather wallet and belt, a working pocket watch, some junk jewelry, a pair of sunglasses, 2D4 drinking glasses, pair of dentures, stapler that still works (has 1D6 × 10 staples left in it), and 1D6 old magazines (each worth 2D6 quid to collectors).

61-65 An old car or motorbike in great condition. Needs some serious cleaning and fuel; be as good as new in 1D6 × 10 hours of cleaning and repairs.

66-70 A lot of broke junk, but also numerous electrical components from old stereo or CD player or TV/video tape system, all useful in cannibalising parts. Also finds 4D6 CD audio discs or cassette tapes or video tapes (all still good and coveted on the collectors market; worth 2D4 × 10 quid each).

71-80 Miscellaneous junk that one might find in a bedroom or den. A lot of books and paper, but all are ruined. Buried among the rags that were once clothes are some items of value. A magnifying glass, 1D6 × 10 old photographs in an album (fetches a quid or two apiece from collectors), 1D4 dozen paper clips, a pair of scissors, a small knife, a couple combs and a brush, 2D6 hairpins, 3D6 pieces of costume jewelry, 1D6 pieces of real jewelry (gold rings, emerald earrings, etc.; worth 1D6 × 1000 quid!). Optional: a revolver (most likely a .22, .32, or .45 caliber weapon) and a box of 2D4 × 10 bullets.

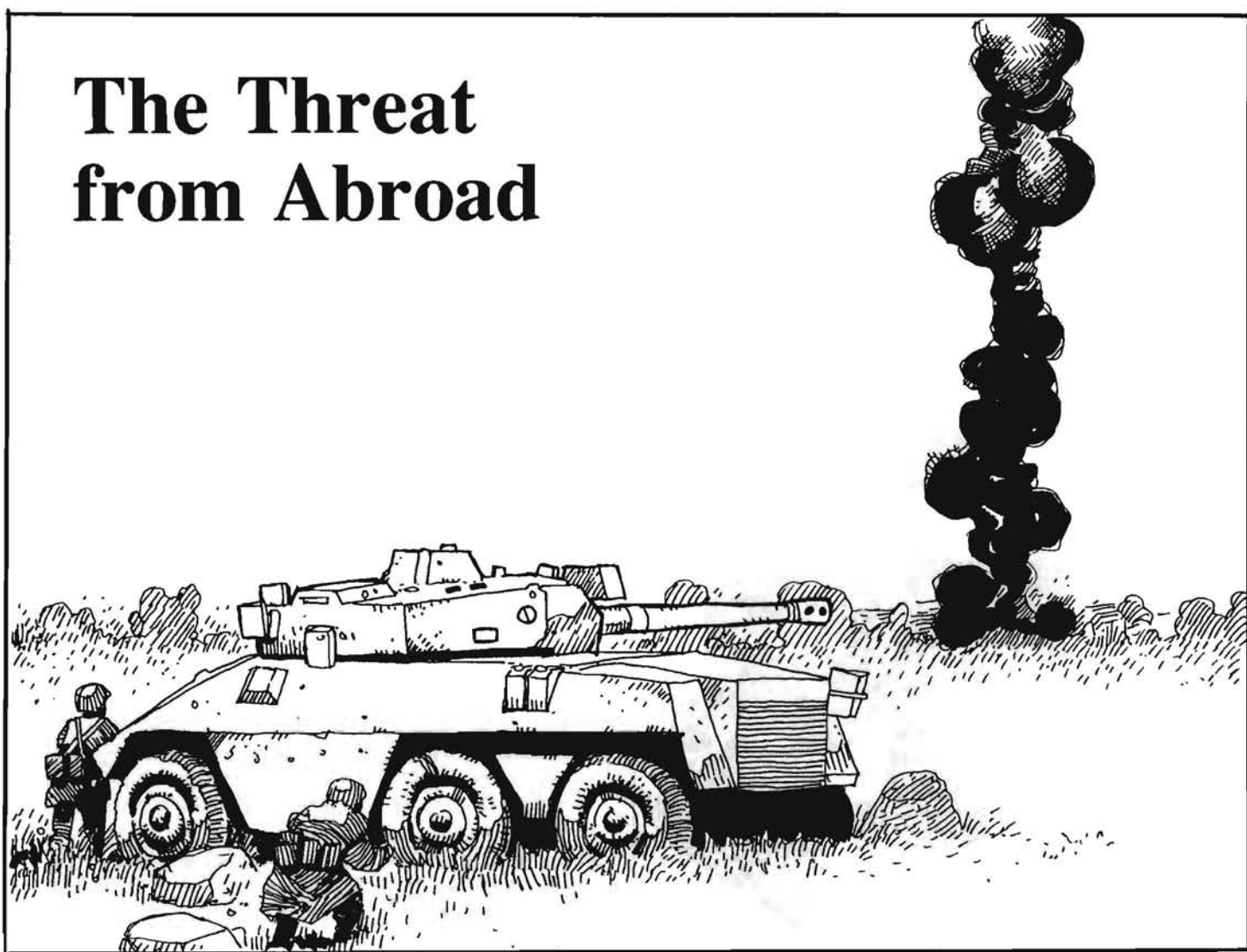
81-85 Medical items from a bathroom or medical storeroom. 1D6 × 10 gauze bandages, 1D6 × 100 conventional band-aid adhesive strips, 2D4 × 10 cotton balls, 1D4 bottles of aspirin, 2D6 cloth towels and facecloths still in great condition, two pairs of scissors, one pair of hair cutting scissors, two pair of tweezers, a nail file and nail clippers, and oral thermometer.

86-90 A section of an old commercial garage! 4D4 × 10 gallons of petrol, 6D6 gallons of motor oil, a portable generator, 2D6 car batteries (need recharging), 1D4 flashlights (need batteries), one hunting rifle and 2D4 × 10 bullets, 2D6 × 100 feet of electrical wire, socket wrench kit and several dozen other tools, various car and motorbike parts.

91-95 Weapons cache like one might find in a police station, military station, or gunsmith. 2D6 pistols or revolvers and 2D6 rounds of ammunition for each, 1D6 shotguns and 1D4 × 100 shells, 2D6 automatic assault rifles and 1D4 rounds of ammunition for each, 2D6 riot clubs/night sticks, 1D6 flashlights (need batteries), holsters or carrying belts for each weapon, and 1D6 bullet-proof vests.

96-00 Old jewelry and coins. 2D6 × 10 silver coins (worth two quid each), 1D6 × 10 gold coins (worth 20 quid each), jewelry with precious and semiprecious stones (worth 2D4 × 1000 quid total).

The Threat from Abroad



"The people (mutant animals) of Britain, seemingly having pulled themselves from the mire of despond and shortly to ascend to the pinnacle of civilization once attained by the late Human inhabitants, is gravely threatened by a killing force, this one from without our island. With the seas impassable and with no words from the continent we had thought ourselves secure, but had not reckoned on what might be hidden in the Waste Lands.

"As far as I can gather from the stories told, the Crash threw the continent of Europe into the same kind of chaos as that in our own isle. The faction that came to power, at least in one particular area, is said to be made up entirely of humans, and called itself the "Societie A Eliminer les Creations Sauvages et Nuisibles" or SAECSNs, and preached a doctrine of ridding the world of the new people, such as we, which continue to thrive in all the lands. They gained support and began to conquer the territory around them, liberating technological machines of great advancement and power as they did so. For some fifty years they increased the size of their lands until they made the foolish move of attacking the huge lands to the east. These lands, so I was told by one veteran of that campaign, were so cold and inhospitable that more soldiers were killed by the effects of frost than by the hardy natives who survive in that environment. The campaign was routed and the SAECSN forces were pushed westward.

"Retreating and consolidating their armies, the SAECSNs stumbled across the entrance to the Channel Tunnel which had lain unfinished and forgotten since before the Crash. They used explosives to clear the remaining mile of rock and ventured

through to the other side, to discover Britain. Routed from Eastern Europe, they thought that our isle would prove an easy target and a suitable base within which to regroup and consider new plans.

"I was at the monastery at Glasenbry when the first rumours of an human invasion force was brought to the Court, and the incredulity with which such ideas were greeted. Then, seemingly only days later, came the report of the death of King Cerdic, and rumour reported it was at the hands of the invaders. First came shock, and then pessimism. But now the stories, once thought absurd, may well be true. We pray for help and our prayers seem to go unanswered. Never have I seen darker times, but I have trust in God and country, and know in my heart that the age of heroes has returned."

**From "The History of Britain After The Crash"
by the Venerable Brede**

The Societie A Eliminer les Creations Sauvages et Nuisibles (SAECSN)

The SAECSN (pronounced "Sak-sun") invasion force has already been mentioned several times in this book, and most readers are probably wondering who or what these invaders are. Many of the inhabitants of Britain are asking the same thing. At the moment, answers seem to be nonexistent. In fact, the only things that are known by the people of the West Country is that the troops are entirely human, they call themselves "Sak-suns," they hate mutant animals, seek to conquer Britain,

they're not from Britain, and they have equipment that makes the armies of the British kingdoms look quite primitive by comparison.

Only the West Country recognizes the true danger these human invaders represent. The Midlands and East Anglia have heard rumours about the invaders but don't believe it is true (they haven't seen one invading human, yet). Morgana of Wales has heard the same rumours and is about to open negotiations with the humans to aid her own schemes of conquest. All other kingdoms fail to believe that humans, or any invaders from the continent, could threaten their land, and see the stories as wild fantasies or the silly paranoia of Doom-Sayers.

The SAECSNs are a human-only force who believe that all mutants are an abomination of nature, unclean and evil. Their goal, conquest and the extermination of mutants. Having failed miserably in their conquests of Europe, they have turned their attention to Britain. The SAECSN forces broke through the Channel Tunnel three months ago and have been bringing troops into the country, building up a firm base in the **Waste Lands** and sending expeditionary forces into the rest of the country. Once they have discovered Britain's strengths and weaknesses, they will launch their invasion. It was one of these scouting parties that ambushed and killed *King Cerdic* of the West Country.

The SAECSN society is militaristic, revolving around rank and uniform, and is strictly regimented. Their leader is a self-styled priest who refers to himself as "Saint Jean-Marie" (see the section on Important Characters). Women are treated as second-class citizens and are not allowed to join the SAECSN fighting forces. The men are dedicated warriors (most would say, fanatics) who believe that they must conquer and "cleanse the Earth" from the hideous mutations that threaten to crush humankind! The thinking behind the SAECSNs is based on very fascistic ideas. Power comes through unity. The leader is superior. The end justifies the means. Violence is the best solution to most problems. Anyone who does not follow the SAECSN beliefs or conform to their teachings is an enemy. Almost every man, woman, and child would rather die than to accept surrender or to live in a society that contained mutant animals. They are not nice people.

Generally, they speak their own language, a post-Crash version of French. Only a few scouts and officers have learned enough English to use for interrogation purposes (and all speak with a horrible accent).

In the three months that they have been in Britain, they have made a strong base in the Waste Lands, a couple of miles outside the ruined town of Dover. Around 12,000 soldiers, divided into four "regiments" of 3,000 men each, are camped in a semi-permanent base known as the "Ministry". High-tech war machines include one thousand HD-J tanks and a squadron of twenty FT-242 strike-bombers, along with 2,500 mechanics and technical support crew, and another 5,000 camp followers; many are family members of the troops.

At the **Ministry**, near Dover, is a large armoury where over a thousand assault rifles, grenades, body armour, *petrol* (150,000 gallons), and spare parts for vehicles are stored. The Ministry has two airstrips, one for the strike-bombers and the other for supply aircraft flying in from the Continent. The size of the force or the amount of equipment remaining on the other side of the Channel is not known.

SAECSN Equipment

SAECSN equipment is both modern and plentiful. Nobody is quite sure where or how they got it, but rumours tell of a huge underground supply dump somewhere in Europe that was found and plundered shortly after the Crash. Another story tells of a massive factory operated day and night by mutant animal slaves chained to the machines and who feed on the dead bodies of their comrades. Whatever the truth, the equipment is certainly not from Britain and has to be brought into the country from abroad, either through the Channel Tunnel or flown over by one of their supply planes.

Most importantly, the SAECSNs seem to have found a plentiful supply of petrol. Like the rest of their equipment, its source is a closely

guarded secret and it has to be brought through the Channel Tunnel. Most of the fuel is kept in a single depot at the Ministry, although much smaller outposts, with camouflaged fuel depots, have been set up near the borders of the West Country and Midlands to fuel the invasion once it gets under way.

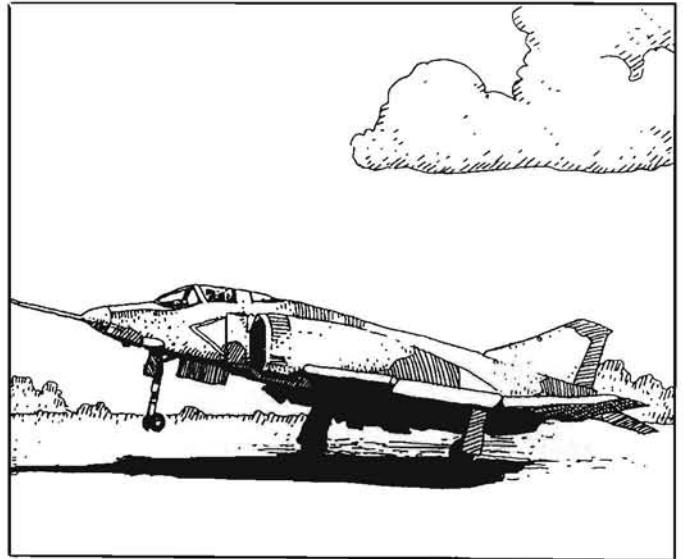
A lot of SAECSN gear is based on microchip control circuitry, which has survived the Crash evidently unscathed (unlike in Britain). This equipment will malfunction, or go dead, if the SAECSNs run into a patch of lingering radiation, destroying any spare parts they may be carrying as well. Spare components are kept at the Ministry, but that's little use if a tank breaks down in the West Country. Despite this weakness, even a small SAECSN force can usually overwhelm a mutant force and efforts are taken to avoid areas of radiation located by their advance scouts.

The HD-J Tank

The HD-J Tank is not so much a light tank as a heavy scout car. It does not run on caterpillar tracks, but has six heavy-treaded balloon tires, enabling it to cross even the most difficult terrain. It is a fuel efficient, long range vehicle and is used extensively in the field by the SAECSN forces. It is highly maneuverable, has a top speed of 50 mph (80 km) over most terrain, and a range of 200 miles (320 km) before refuelling. Each HD-J has a crew of two and a rotating turret equipped with infrared night-sights. It can hold an additional three passengers in its cramped space.

A.R.: 14, **S.D.C.:** 800. +3 to dodge near max. speed.

Weapons: Grenade Launcher: Range 2,000 feet (610 m), can fire one round every other melee round, +3 to strike, causing 1D6 × 10 damage points. The crew also has hand weapons; usually sub-machineguns and pistols.



The FT-242 Strike-Bomber

The FT-242 Strike-Bomber is a low flying jet, usually operating in squadrons of between three and five. Each has a single pilot. Maximum speed is MACH 2, and they can operate for five hours, giving it an effective range of 3,500 miles (5600 km). They require a cleared landing strip of at least half a mile (0.8 km) to take-off and land. The FT-242 has no ejector seat.

A.R.: 8, **S.D.C.:** 400. +8 to dodge all ground attacks, and +4 to dodge all attacks from aircraft of a similar speed. Treat any attacks from a steam-powered Hercules as being a ground attack.

Weapons: Two (2) forward-mounted Cannons. They have a range of 4,000 feet (1200 m), firing 10 rounds each per melee. No bonus to strike. Each round does 8D6 damage; 200 round magazine.

Six (6) High Explosive bombs. These are dropped from low al-

titudes (800 to 2000 feet) to increase accuracy, and get a +4 to strike. No strike bonus from higher altitudes. Each bomb inflicts 3D6x10 damage.

Other Aircraft

The SAECSNs also use light, high-altitude planes for reconnaissance and heavier transport aircraft for moving large shipments of equipment across the Channel and around the Waste Lands. Neither of these will enter aerial combat if they can avoid it.

Body Armour

A distinctive protective helmet with built-in comlink (range 2 km/1.4 miles, with two military wavelengths), and a uniform/flak jacket. A.R. 9, S.D.C. 30.

Weapons & Equipment

Standard weapons include a nightstick/club (1D6 damage), or mace or morning star (both 1D8 damage), or knife (1D6 damage), 9 mm automatic pistol (2D6 damage per round), and SKP-VI Gauss rifle (5D6 damage per round) and two extra clips of ammunition. A typical squad will have at least one **heavy weapon** such as a machinegun, rocket launcher/mortar, flamethrower, and or explosives. Additional weapons and equipment such as hand grenades, conventional M-16 style assault rifles, sub-machineguns, etc., may be issued depending on the assignment and available resources.

Standard equipment includes a flashlight, compass, week's rations, canteen, back pack, uniform, boots, and utility/ammo belt. In addition, each squad will have at least one of each of the following items: three pounds of plastic explosives and six detonators with adjustable half-hour timers, ordinary binoculars or infrared binoculars, and long range two-way radio (range 100kms/62 miles, 25% chance of signal being jammed by atmospheric conditions or radiation).



The SKP-VI Assault Gauss Rifle

The SKP-VI Assault Gauss-Rifle is the standard issue weapon of the SAECSN troops. It has an electromagnetic coil in its barrel, and uses a powerpack in the stock to create a magnetic field that fires an iron bullet at great speed. The powerpack will fire 50 rounds before it needs to be replaced, and simply slides out of the stock. The advantages of the SKP-VI are that it is accurate at long ranges, is almost silent (it hums slightly when fired), has a good rate of fire and carries a large magazine. The disadvantages are that its highly specialized ammunition is not interchangeable with any other weapons, and the magnetic field it generates tends to interfere with any other electronic equipment within 10 feet (3 m), and there is a 30% chance that it will short-circuit if dropped into water, discharging the powerpack and causing 1D8 damage to anyone touching the rifle.

Cartridge: None **Feed:** 50 round magazine **Weight:** 11 pounds **Effective Range:** 1800 feet (564 m) **Cost:** Unavailable **Damage:** 5D6 per round. Fires in burst of five or single shot.

The Typical SAECSN Soldier

All SAECSN soldiers, whether on foot or riding in tanks or aircraft, wear basic armour and carry at least the standard assault rifle and sidearm. They are well-trained and zealous. There is much competition within the ranks to be the strongest, fittest, most accurate, or just the best. Most of the SAECSN soldiers begin military training at the age of 15. Most soldiers are in their late teens and twenties, but many are

in their thirties, and some are nearly 60. Most will fight as long as they can.

SAECSN soldiers in the field tend to work in reconnaissance squads of eight members, all from the same regiment. The squad will contain one officer, at least one Special Forces/Scout, one heavy weapon, and one long-range radio. Large patrols or perimeter squads may contain as many as twenty soldiers.

SAECSN Spies

The SAECSNs have two kinds of spies. Firstly, there are the armed reconnaissance patrols that venture into the West Country, the Midlands and East Anglia who bring back rough information about the nature of the natives. Secondly, there are the *paid informants* who infiltrate the kingdoms and report any useful information they find, either by long range two-way radio (supplied by the SAECSNs) or in person. The SAECSNs have no infiltrators of their own since none of them speak English well enough to pass as a native Briton.

Most of the paid informants are human, but by no means all. Several are mutants who have thrown their lot in with the SAECSNs in the hope of preferential treatment when the invasion starts in earnest, not realizing that where genocide is concerned there is no preferential treatment. Informants usually report once a month and will be paid in small amounts of gold, gems, weapons or equipment.

Only three kingdoms have no infiltrators in their courts: Scotland, the North Country and Wales. Scotland and the North Country have not been infiltrated because they lie too far to the north and the SAECSNs believe they have no military strength worth considering. Wales has not been infiltrated for a very different reason. **GM Note:** Queen Morgana has used her magical powers to disguise herself as a human and has negotiated a treaty with Saint Jean-Marie, who currently suspects nothing of Morgana's real nature. At the moment they have an agreement that if Wales does not use its army at all during the invasion, it will not be attacked. This currently suits both parties. In a few weeks (assuming that all goes according to plan and plot, and Arthur is crowned king of the West Country), Morgana will change the plan and agree to have her army fight along side the SAECSN forces if the West Country is attacked and her half-brother removed from the throne. Whether Morgana will stick to her side of the bargain, or how the SAECSN troops will react to fighting alongside mutant soldiers from Wales, remains to be seen.

A Typical SAECSN Soldier

Alignment: Typically Aberrant, but can be any evil or selfish alignment.

Average Attributes: I.Q.: 9, M.E.: 10, M.A.: 8, P.S.: 17, P.P.: 16, P.E.: 16, P.B.: 10, Spd: 15

Average Age: 18 + 1D6

Sex: Male **Species:** Human

Size level: 10 **Hit Points:** 23

S.D.C.: 30 **A.R.:** 9 (with Body Armour)

Disposition: Dedicated, zealous, loyal, obeys orders without hesitation, hates mutants!!

Powers: None **Psionics:** None

Average Level of Experience: 3rd, or GM may roll 1D4 + 1

Average Level of Education: Military - excellent

Natural Weapons: None, ferocity and mercilessness is encouraged.

Weapon Proficiencies:

W.P. Blunt

W.P. Automatic Pistol

W.P. Semi and automatic rifle

W.P. Energy Rifle (Gauss Rifle)

Physical Skills/Training:

General Athletics

Running

Prowl 64%

Body Building

Climbing 78%

Swimming 66%

Special Training: Pilot truck 68%
First aid 70% Radio (Basic) 70%
Pilot automobile 84% Wilderness Survival 50%

COMBAT SKILLS: Hand to Hand: Expert

Attacks Per Melee: Four (4)

Bonuses: +3 parry/dodge (+4 with blunt weapon); +3 pull/roll with punch/fall; +1 to strike (+4 at 4th level); +2 to damage; +1 to save vs poison and magic.

Other Abilities: Most do NOT speak English. **Note:** Military training has provided a +10% bonus to many skills (already included).

Personal Profile: At this point, while the invasion force is still making preparations and building a base of operations, generally, only small units of eight to 20 soldiers are dispatched on reconnaissance and seek and destroy missions. Of course, some soldiers will have more skills than others, and some may have less, exact abilities of specific characters are left to the Game Master. Most of the soldiers are fanatics committed to SAECSNs conquest and the extermination of all mutantkind. Consequently, they will seldom betray "the cause" in any way, even under torture. Likewise, they show no mercy or compassion for mutant animals, whom they see as nightmare creatures who must be eradicated. The troops have been trained to follow orders diligently.



A Typical SAECSN Special Forces/Scout

Alignment: Any evil or selfish alignment.
Average Attributes: I.Q.: 9+1D6, M.E.: 11, M.A.: 9, P.S.: 15+1D6, P.P.: 14+1D4, P.E.: 13+1D4, P.B.: 10, Spd: 14+2D4
Average Age: 19+1D6 **Sex:** Male
Species: Human **Size level:** 10
Hit Points: 23 **S.D.C.:** 30
A.R.: 9 (with Body Armour)
Disposition: Dedicated, zealous, loyal, obeys orders without hesitation, hates mutants!!
Powers: None
Psionics: None
Average Level of Experience: 4th, or GM may roll 1D4+2
Average Level of Education: Military - excellent

Natural Weapons: None, ferocity and mercilessness is encouraged.

Weapon Proficiencies:

W.P. Knife W.P. Enery Rifle (gauss rifle)
W.P. Automatic Pistol W.P. Two of choice.

Physical Skills/Training:

General Athletics Climbing 86%
Body Building Prowl 72%
Running Swimming 74%

Special Training:

Detect Concealment 55% Demolitions 79%
Land Navigation 62% Demolitions Disposal 79%
Tracking 55% Pilot Automobile 88%
Wilderness Survival 50% Radio (Basic) 75%

COMBAT SKILLS: Hand to Hand: Expert

Attacks Per Melee: Four (4)

Bonuses: +2 parry/dodge (plus P.P. bonus if any); +2 pull/roll with punch/fall; +3 to strike (plus P.P. bonus if any); plus to damage: see P.S. attribute bonus; save vs poison and magic: see P.E. attribute.

Other Abilities: Most do NOT speak English. **Note:** Military training has provided a +10% bonus to many skills (already included).

Personal Profile: Aggressive and cunning. Trained in espionage and combat. At least one Special Forces soldier or Reconnaissance Scout will be part of every squad. Elite Reconnaissance squads are ALL Special Forces!

THE SAECSN LEADER

Name: Saint Jean-Marie

Alignment: Aberrant Evil

Attributes: I.Q.: 20, M.E.: 18, M.A.: 24, P.S.: 8, P.E.: 9, P.P.: 13, P.B.: 9, Spd: 11

Age: 54 **Sex:** Male

Species: Human **Size level:** 10

Height: 5 ft 8 inches **Weight:** 220 pounds

Hit Points: 42 **S.D.C.:** 25

Disposition: Self-important, not used to having his orders disobeyed, cunning and very charismatic when he wants to be.

Psionics:

Bio-Manipulation: Pain

Hypnotic Suggestion

Sixth Sense

Level of Experience: 9th level leader

Level of Education: Excellent

Occupation: Leader and spiritual leader of the SAECSN forces

Scholastic Skills:

Advanced Maths 98%

Chemistry 98%

Computer Operation 98%

Language: English 70%, French 98%

TV/Video 98%

Natural Weapons: None

Weapon Proficiencies:

W.P. Knife

W.P. Automatic Pistol

Physical Skills/Training:

Hand to hand (Basic)

Special Training:

Criminal science/Forensics 92%

Interrogation 98%

Pilot automobile 98%

Pilot helicopter 98%

Read sensory instruments 98%

Secondary Skills:

Mechanical Engineering 98%

Demolitions 94%

Demolitions Disposal 94%

Attacks Per Melee: 5

Bonuses: +2 to strike (+5 with knife); +2 to damage; +2 to parry/dodge (+5 with knife); +2 to pull/roll with punch/fall; kick attack does 1D6 damage; critical strike from behind; can knock-out/stun on 19-20.

Other Abilities: 84% chance to invoke trust or intimidate.

Personal Profile: Saint Jean-Marie is a fanatical man who has spent his life pursuing his vision: to create a world where humans can rebuild their civilization. This involves exterminating all mutants, with the result that Jean-Marie's followers have become an army of fanatics. He is intent on conquering Britain, and since they are being chased off the European continent, the SAECSNs have an extra impetus to succeed.

Jean-Marie himself is overweight, physically lazy, and more of a moral or spiritual leader of the SAECSNs than an actual general.

While he has the final say on all decisions, it is the generals of the army who draw up the plans and execute combat. Jean-Marie rarely ventures into battle alongside his troops.

He typically wears silk robes and behaves as though he is a priest of some sort, blessing his followers and telling them that they are on a holy crusade against things evil in God's eye. He is much loved by his people. He always carries a .45 automatic pistol on his person, but has not used it for so long.

Jean-Marie has been personally conducting negotiations with Morgana. He thinks she is a wonderful woman and a strong leader of her people, who obviously love her. He completely believes that she and her forces are human and that they are prepared to fight along-side his army.

A Clash in Beliefs

By James Wallis and Kevin Siembieda

There are a variety of tiny cults that worship all sorts of strange deities (mostly nature based), but these beliefs are usually practiced by the tiniest rural communities and are tolerated by the community at large. The new Britain has two principal religions, one is the Church of the Realm, worshipping a sort of Sun-God with a pantheon of about six lesser gods, all children of the All-Father, and has pseudo-Christian morals and guidelines/commandments for living. The second is the nature/earth worshipping Druidism. By comparison, the Druid religion is quite small, almost cult-like. However, the druid's use of magic and the supernatural is frightening to most. Consequently, there is no tolerance between the followers of The Sun and the followers of the ancient elemental gods and goddesses of the druids. Decades of feuding and bloodletting between the two religions has created much hatred and animosity on both sides. Although religious persecution is illegal in most kingdoms, followers of the Church of the Realm will avoid druids like the plague, often refuse them goods and services, will try to ruin the standing of the druids whenever possible, and some may even run them out of town by pelting them with rotting fruit, vegetables, and eggs. The unspoken rule is to destroy a druid's wilderness shrine or totem whenever one is found.

The Church of the Realm is the dominant faith especially in the Southern part of Britain, with the exception of the Waste Lands. The local priest is an important part of every community, just as he was in the Middle Ages, and bishops are respected figures at Court. Most Sun-God believers are "Low Church", following simple ceremonies in small churches. Churches, chapels, and shrines dot the landscape as strong physical reminders of the strength of the Church. The priests serve as spiritual advisors, healers, and historians.

The Druids

"It is the sign of an educated mind to decry magic. To loudly say that such ideas are the products of foolish minds, weak wills, and impure hearts; and that the All-Father is the only power in the universe. Many will be surprised that I, a man who has dedicated his life to the service of the All-Father, do not hold with this. But it is truth that there are many things we of the Church do not understand. The art of magic has always been associated with Britain; even the great Caesar said so. Druids have lived in these isles far longer than we, and who is to say that the rites they practice, that give them strange powers, may not be directed by our own God, yet known to them in a different form?"

"This view is the odds with my Church, who have hated the druids for many years, and I will surely be called to task for it..."

From the History of Britain After the Crash,
by the Venerable Brede

Contrasted with the material evidence of the Church of the Realm is the almost invisible presence of the **druids**. Most of its followers live away from the cities, although there are rumours of druidic circles in cities and even an occasional druid placed high in certain Courts. For the general populace, druidism, as a faith, is unclear. Most people know that it has something to do with nature, the balance of everything, the sun and the moon, but nobody but the druids seem to know exactly what they worship or what druidism aspires to attain or promote. Many make offerings to the druids' gods and goddesses out of deference to the woodland mystics and their beliefs without really understanding much of anything about it. The people who believe in druidism regard the druids as special folk who are attuned to nature. Druids tend to serve as teachers, healers, and law-givers; an important role, especially for the poor and uneducated in rural and wilderness areas.

A travelling druid will set up a court in a village meeting hall, and word of this will spread very quickly throughout the surrounding area. Serious crimes or disputes are brought before the druid, presented by a plaintiff (who speaks first) and a defendant. The druid will make a decision or judgement, usually referring to ancient law and the judgement of previous druids and kings. The actual judgement is fast, final, and must be obeyed. Although a druid cannot send people to jail he can, for example, instruct an arguing farmer to give his land to another, or tell a man and a woman to marry.

Druids themselves are known to have magical powers, but again nobody is quite sure what these actually are. As a result, many talk about druids as if they were monsters or mighty wizards. Druids tend to be wanderers, crossing national boundaries with impunity and often in disguise. They have no organised structure or permanent places of worship, since to do so would bring down the wrath of the Church of the Realm on their heads. Despite this, it is not unlikely for travellers to come across small shrines or offerings left in secluded rural areas. The druids have grown to avoid major communities where the Church of the Realm is strong. They have become secretive and stay mostly in the wilderness. Unfortunately, this secretiveness has only made people more paranoid about them than ever.

If you were to ask twenty mutants in Britain about druids, you would get twenty different replies. This is part of the druidic mystique. The druids deliberately do not allow anyone, even their followers, learn too much about them. This is partly to escape the persecution of the Church.

Consequently, the public's impression of druids is very different from what druids actually are.



What is a Druid?

The word *druid* means "one who knows". Thousands of years ago, before Pre-Crash Christianity reached Britain, the druids were the country's priests, teachers, healers, judges, philosophers, and prophets. They were held in the highest esteem by the population. Today, things are very different. The Church of the Realm is the dominant religion, education is much more widely available, cases are judged by the Court, medicine is better understood, and there isn't much call for philosophy or prophecy. Yet the druids are making a come-back.

This is partly because the people are becoming disillusioned with the Church of the Realm. Some feel that it is too much a "human" religion drawing many of its philosophies from Judaeo-Christian origin. A religion that is in tune with nature and the planet is far more their cup of tea, especially at a time when the planet is still healing from the ravages of the Crash. A nature religion is especially appealing to those who dwell in the wilderness or rural regions. Many mutant animals, mainly in small towns and villages, will attend Church on every holy day and claim allegiance to the Church of the Realm, but will still ask visiting druids for advice, healing, and magical aid. Many don't see any reason why they can not appreciate both religions.

In villages there may be small groups of druids who practice their rites secretly and whose identities are known only to each other and a select few; high-placed officials are often members of these secret circles. More often, druids travel the country, often disguised as bards, although they may also dress as merchants or vagrants. Anyone who openly claims to be a druid is almost certainly not one, and should be treated either with suspicion or as an idiot.

Druids believe that the world exists in a cycle of death and renewal, represented by the five seasons (yes, five) and the motions of the stars, and that it is in flux between a water-principle and a fire-principle.

They believe in the reincarnation of the soul, and the concept that a Briton can never die because their soul will be reborn. They observe the motion of the stars and heavenly bodies, and make prophecies from what they see there. They have a number of sacred sites, often well hidden in forest groves, although more prominent places such as Stonehenge or other circles of standing stones around the country (Avebury, fifteen miles north of Stonehenge, or the "Hurlers" and "Nine Maidens" in Cornwall) are also used on special occasions, like the summer and winter solstices. The oak tree, the oak leaf, and the acorn are the symbols of the druids.

The druids are the intermediaries between the people and their God. Only druids communicate with the God, by going into a semi-trance state. They guard all knowledge of the God so jealously that most of their followers have no idea who or what that God actually is. This has led to some confused ideas that druids worship oak trees and perform human sacrifices as a part of their rites, including creating "wicker men," huge basket-work cages in the shape of men, filled with people and then set alight. None of this is true! That's just anti-druidic propaganda spread by those who fear what they do not understand.

Druids as Player Characters

All species and both sexes are accepted as initiate druids. However, the druidic faith originally arose as a male-dominated belief in a male God, as an opposition to the traditional Celtic worship of a Goddess-figure. As a result, it is still male-dominated, and although females may become initiates, few of them will become full druids. Likewise, certain animal species are associated with the druidic faith, such as wrens, bears, and wolverines, which means that these animals may fall under suspicion if some sort of incident occurs involving druids. They may even be initiates or actual druids themselves.

The only way to learn about the druidic faith is to become a druid, and it is said to take twenty years of initiation and learning to do this. The long apprenticeship is spent learning and understanding the ancient history of Britain, ancient verses and songs, the rites of the druids, druidic lore, healing skills, prophecy and finally magic. The process is made longer by the fact that all the teaching is by word of mouth, since druids rarely write anything down, and when they do, it will be in Ogham Script, an obscure form of runes which must also be learned by the initiate. Not everyone who starts this initiation becomes a druid, there are tests every year and many fall by the wayside. There is also a Supreme Druid, chosen every year at a special ceremony.

Going up in druidic experience doesn't work on a strict time-scale; after all, a clever apprentice will learn faster than a dull one and the learning time of twenty years quoted previously is a general figure. Much of this time will be spent in wandering the country and attuning one's mind to the landscape, appreciating and learning about nature. At least a quarter of an initiate's time must be spent with their mentor, but otherwise they are free to do as they wish.

Levels of Experience

As a character gains experience levels, his knowledge of druidic matters increases. After each level there is a test of some kind to check that the druid is qualified to advance to the next level. These tests differ from area to area and from druid to druid, so game masters should feel free to create their own. **Note:** Druids grow in experience much less quickly than most mutant animals. Add one thousand points to the usual amount of experience points needed to attain each new level for levels 2-5, add 2000 for levels 6-10, and add 10,000 for levels 11-15.

Any player who has a druid for a character is assumed to have already spent years of study as an apprentice to an older, fully-qualified druid (only full druids may take apprentices). The character starts out at level one knowledge and ability.

Druid Magic

Magic is likely to become a potent force in the Britain of the future. Although the Church of the Realm officially denies that it can exist, the people know and fear it.

There are only two other forms of magic, but neither can be taught. Both are effectively natural magic abilities possessed by two mysterious characters, *Morgana* and *Merlin*. They use very different types of magic, but both get their powers from an innate ability and cannot teach or transfer their magical abilities to anyone else. See the **Important Characters** section, later in the book.

Druidic magic bears a number of similarities to the psionic abilities of some mutant animals, except that it is conducted through ritual rather than just tapping the power of the mind. In some areas, druids will particularly try to identify young mutants with mental powers and initiate them into the druidic life; this means that any strange or mystical powers they develop will be associated with a part of druidic magic, rather than with psionics. A few learned scholars who have studied psionics, claim that druidic magic simply is psionic abilities dressed up with ceremony and ritual, but this has never been proven. **Note:** All saving throws against druidic magic are the *same* as saving throws vs psionics.

Ritual is very important to the druids. They are traditionally associated with the colour white and wear white robes on most special occasions. Gold is also important, and appears as gold rings and occasionally a gold sickle. Mistletoe is used in a great many of their rituals, due to its associations with fertility (why do you think people kiss under it?). Many druids carry or use a staff usually made of yew wood as a symbol of their authority.

Druid Powers and Knowledge

First Level

Exceptional Knowledge of History. This is the complete history of Britain, going back to before the Dark Ages and the Roman Invasion, as seen from the druids' perspective. **Base Skill:** 45% + 5% per level of experience.

Secret Writing. The druids have two forms of writing. The first is Ogham script, a runic language that is only used by the druids. It appears as a long line with vertical and diagonal bars extending from it.

The second form is called Boibel-Loth, or Tree Writing. From it comes the Tree-Calendar, whereby each month is represented by a tree, and which forms one of the roots of druidic magic. **Base Skill:** 50% + 5% per level of experience for both forms of writing.

Knowledge of Sacred Sites. Sacred sites are important to the druids. Some are obvious and well-known, like Stonehenge, while others are more temporary, much better hidden and may not be obvious when found. An initiate druid learns to recognise the sites and the signs that point to them. **Base Skill:** 35% + 5% per level of experience.

Other Skills: The druid also knows the following skills; if a skill is not listed it means it is not available! A special training bonus as indicated in parenthesis ().

Communications: None, ever!

Domestic:

Sing (+10%,
and select two others)

Electrical: None, ever!

Espionage: Limited to:

Disguise (+10%)

Impersonation (+5%)

Land Navigation (+15%)

Wilderness Survival (+15%)

Mechanical: None

Medical: Limited to:

Medical Doctor (+5%, using herbs and natural chemicals). The initiate learns how to perform first aid techniques and to set and mend bones. They also learn how to identify medicinal plants, how to prepare and blend them to make healing potions, salves and ointments which can be used to cure all manner of ailments and diseases. This is not magic, but in a society where medicines are almost unknown, it can seem like it.

Military: None, ever!

Physical: Limited to:

Hand to Hand Basic

Swimming

Select 3 additional skills excluding acrobatics and boxing.

Pilot Basic & Advanced: Limited to:

Ride Mutant Insect and Sail Boat (+10% each); will never learn to operate any sort of motor vehicle or machine.

Pilot Advanced: None, ever!

Science: Limited to:

Biology (+10%)

Botany (+15%)

Mathematics Basic and Advanced (+10% each)

Technical: Select one, excluding photography.

W.P.: Ancient only! Select three.

New Skills: Limited to:

Dialect (+10%)

Folklore (+10%)

Heraldry (+5%)

Secondary Skills: None

Druidic Magic Powers: Mind Block and See Aura; same as animal psionics as found in **TMNT & Other Strangeness**, pages 26-27.

Second Level

Versification Skill. Along with their knowledge of history, druids are also taught folklore and wisdom in the form of songs, rhymes, and verse. These are used to teach the people about the old ways and the great folk heroes (Taliesin the Bard, Queen Boudicca, Robert the Bruce, Wat Tyler and Karen Eliot, to name but a handful). This skill also allows druids to disguise themselves as bards more successfully.

The ability includes being able to compose new verses and tunes, and the ability to play at least one musical instrument. **Base Skill:** 25% + 5% per level of experience.

Druidic Magic Powers: Bio-Manipulation: Tissue Manipulation; same as animal psionics as found in **TMNT & Other Strangeness**, page 26. Plus ...

Healing Touch: The druid has the power to heal 2D6 hit points or S.D.C. one time daily per each level of experience beginning with level 2 (i.e.: Level 1: can not use healing touch, Level 2: two times per day, level 3 three times, level 4: four times, etc.).

Third Level

Philosophy and teaching becomes one of the keystones of being a druid. It is learned through the first three levels, but only at this stage can the young druid claim to have a real grasp of the subject. It involves many of the druidic rituals and their proper use. At this stage the druid will be allowed to take an active part in druidic rituals.

Astronomy. This is the science of the sun, moon, planets and stars.

Druids observe these closely with the naked eye, and treat their movements with great importance. Characters with this skill can figure out the approximate time of day, their exact position and direction (especially by the stars), as well as spotting astronomical happenings that might be omens; such as comets or eclipses. Astronomy is the foundation for part of the druids' ability to prophecy the future at higher levels. **Base Skill:** 20% + 5% per level of experience and adds a bonus of +5% to the Land Navigation skill.

Weather Identification. By spending time studying the sky, plants, and insect behaviour, the druid can predict the general weather trend for the next 4D6 + 6 hours. The character will be able to recognise the coming of storms, their likely severity, flood and fog conditions, etc. **Base Skill:** 20% + 5% per level of experience.

Druidic Magic Powers: Sixth Sense and Telepathic Transmission; same as animal psionics as found in *TMNT & Other Strangeness*, page 27.

Fourth Level

New Skills: Select one additional domestic skill, one additional language (like French), and one new weapon proficiency. All start at level one proficiency.

Druidic Magic Power: Prophecy (general). This is the ability to prophecy about general events in the future from the study of various phenomena, the skies, the stars, the behaviour of plants and wild animals/insects and other natural omens. Druids at this stage cannot make prophecies about specific people or specific happenings, and do not have the ability to be precise. This is where the philosophy and history skills can be useful; letting the druid hide the vagueness of the prophecy in riddles and clever words. They may sense that "evil is afoot" and taking what information he may know, surmise that the Sak-Suns may be readying to attack or a spy or assassin is at work. Likewise, "foul winds blow," means that something is wrong or something bad is about to happen. They may even get a general idea as to who the omen is directed such as the King, a specific kingdom, or the player group. The prophecy always focuses on the big picture and rarely one insignificant person or event. **Base Skill:** 15% + 5% per level of experience. A failed roll means no impression good or bad. A prophecy can be tried as often as once per day.

Fifth Level

Advanced Herbalism. Druids can use their understanding of wild plants to prepare strong anaesthetics, dangerously hallucinogenic drugs (victims save vs poison, a fail roll means they are disoriented and see strange visions, -3 on initiative and to strike, all skills are at half, lasts 2D4 minutes), quick-acting sleeping draughts (save verse poison, must be taken orally, person sleeps for 4D6 minutes), strong poisons (6D6 damage, must be taken orally), and even a preparation which is supposed to give anyone who drinks it an extra 1D6 of P.S. and P.E. for one hour (takes three days to mix this potion). All these concoctions must be freshly prepared and will not last more than a day (24 hours). **Base Skill:** 10% + 5% for each level of experience.

Druidic Magic Powers: Detect Psionics and Bio-Manipulation: Deafness and Mute; same as animal psionics as found in *TMNT & Other Strangeness*, page 26.

Sixth Level

Druidic Magic Powers:

Levitation and floating. Through intense concentration, the druid can raise himself into the air and slowly move across the land (speed 6 is the maximum). The floating can be maintained for hours when locked in a meditative trance. The ability is much slower than Flight and tends to be used for dramatic effect rather than a method of transport.

The druid can lift himself, plus an extra 15 pounds (6.8 kg) per each point of M.E. that he possesses, to a maximum height of 60 feet (18.3 m). Once aloft, he can move at a speed factor of six (Spd 6), or about one mile per hour (1.6 km) over land and water. Any object or person levitated must be in physical, touching contact with the druid. Consequently, he cannot levitate objects without levitating himself with it. The druid must concentrate intensely while levitating

and may not do anything else that requires physical or mental effort, even talk. Therefore, a levitating character can use the ability to observe the surrounding territory, but trying to talk to characters on the ground or dodging missile fire would break the concentration. If something causes the druid to lose concentration while aloft, he will fall to the ground and take 3D6 damage accordingly.

Shape-changing. The druid can, for a short time, magically change his shape and size into that of another mutant animal or human. Like levitation, this is a difficult and very tiring thing to do and is used mainly as an impressive effect or disguise. It takes between one and five minutes to change shape, depending on how complete and detailed the transformation is, and how far it is from the druid's natural shape. Druids can change only their own shape, not that of anyone else.

A druid may change his shape to resemble any creature listed in the character generation charts in this book, on the condition that he has previously seen one. It's no good trying to transform into a mutated elephant if you don't know what they look like. Size level can be modified by five levels in either direction, so a druid character with size 12 could appear to be as small as size 7 or as large as size 17. They can also modify their facial features so that they can actually disguise themselves as someone in particular (again, so long as they've met the person that they're trying to resemble), but this is risky; as most people do not take kindly to such extreme measures of subterfuge. Many a druid has been slain on the spot by angry or frightened people who have discovered this diabolical act of magic.

Although a druid can appear to be bigger or smaller than they really are, to be a different species, to have wings, more highly mutated features or even be a different sex, this does not affect what they really are and what they can do. A druid with partially-developed hands may look as if they have full hands, but may give himself away by being clumsy. Wings will look natural, but the druid cannot fly with them. (He can levitate, of course, but only a very experienced druid of at least 15th level could maintain the concentration levels needed to levitate and keep a changed shape at the same time; a less experienced character risks dropping their disguise or dropping out of the air). Can NOT shape change into a giant insect or slug.

Seventh Level

Once the druid reaches seventh level, having learned and mastered all the skills and having passed all the tests along the way, they are entitled to become a *Master Druid* in a long ceremony held at either the winter or summer solstice. This is a highly emotional and important point in any druid's life. It does not mean that they have learned or mastered everything that they need to know, druids keep learning and improving their skills and wisdom until they die, but have attained a level of mastery that not all achieve (remember the extra number of experience points needed to attain a new level is *double*). It also means a certain level of social distinction within the Druid community. All lower level druids will treat him with respect and as a knowledgeable teacher and advisor. At seventh level the druid may wear the distinctive white druidic robes, can lead druidic rites (rather than just participate in them), and may sit in judgement and make public prophecies. They may also elect to begin to teach an initiate (no more than two), although most druids will wait until they have more experience before they do this.

The Supreme Druid is selected once a year at a ceremony. The location and date of this ceremony change annually, but word is spread through the network of druids and their sympathisers across the country. As with all druidic ceremonies, only druids and their initiates are allowed to attend, and about 30% of all the druids in the country will turn up. Candidates for Supreme Druid must be 7th level or higher and are tested on their knowledge, their ability to compose verses, their interpretation of events by philosophy and prophecy, and most importantly, their wisdom and compassion. The Supreme Druid is selected by vote and remains the spiritual leader of the faith for the new year. The Supreme

Druid is also the only druid who can call a special meeting of all druids in a time of crisis.

Druidic Magic Powers: Bio-Manipulation: Paralysis and Stun; same as animal psionics as found in **TMNT & Other Strangeness**, page 26.

Eight Level and Beyond

From eight level and on up, the Druid learns *Earth Magic* through meditation and divination. Select two earth spells at level eight and one with each subsequent level of experience.

Earth Magic

Earth magic has its origins linked to the old Celtic beliefs of the earth-goddess and the cycle of fertility. As a result, to perform the magic, the druid must be a woman or a woman must be present and focus her thoughts on the casting of the magic; sort of an assistant to the druid, but this does NOT necessarily make the casting of earth magic a ritual or ceremony. However, this limitation can be a problem so many Master Druids do not use it often.

Earth magic, in its diluted druidic form, is a slow way of drawing forth and using the magic energies in the earth, focussing it through concentration and ritual. It is based around the four elements (Earth, Air, Fire and Water) which are all elements within all living things.

Casting spells takes time, usually as much as half an hour. If the spell is being cast by a group of druids or earth magicians, or someone with a great deal of experience and knowledge of earth magic, the casting time is the same, but the power of the spell is increased. If the magician or magicians spend more time over the spell its effects may also be boosted, but this is not guaranteed.

All earth magic works on the principles laid down in what are known as the **Five Laws**, taught to every initiate at this stage.

1. **THE LAW OF REBOUND.** A lesser magical force will always be repelled by a stronger one, and will rebound onto its caster.
2. **THE LAW OF EQUALS.** When two equal magical forces meet, one will eventually give way to the other, which will then be recognised as the stronger in future meetings.
3. **THE LAW OF APPEARANCES.** Nothing in the magical realms should be taken at face value, but should always be questioned. This especially applies to obvious solutions and the "easy way out".
4. **THE LAW OF SUMMONING.** If a spell-caster calls upon magical powers and finds that the result is not what they had expected, it means that they do not have enough experience and ability to do what they had been attempting. Although earth magic does not work on a level system, newly-qualified druids will not be able to control their powers with the skill and knowledge of an experienced older druid.
5. **THE LAW OF CAUSE AND EFFECT.** Like the concept of "karma", a spell-caster should never expect something for nothing. The power of a magical spell will only be equal to the power put into creating and casting it. To try to summon more power than one can handle is to summon "negative magic" on oneself (bad luck).

Once an individual has drawn power from the earth and used it for an earth-magic spell, they must replace that energy. This is usually done with a ritual or symbolic ceremony lasting from a few minutes to a couple of hours. To insure the nurturing of the earth energy, druids will also remove dead or diseased limbs from trees, plant the seeds of fruit and nut bearing trees and herb plants, and kill destructive insects. If the ceremony and nurturing of nature is not performed, there is a good chance that the spell will not take effect (remember the fifth law!)

Negative magic energy will cause the druid to look twice as old as he really is, cause bad luck (-10% on all skills, -10 S.D.C., and -3 on initiative) and can eventually build to such a level that it will destroy him. Negative magic energy can also be accumulated by using earth magic for purely selfish, evil, or harmful purposes. **Note:** Only

the GM can decide when someone using earth magic has gone too far and suffers the effects of negative magic. However, there are warning signs that should be implemented before the druid dies from the energy; 1. Looks twice his age. 2. Their alignment changes for the worse (one degree), becoming more selfish, more introverted, and more obsessed with the magic. This is what is happening to Morgana. 3. Bad Luck. **Note on Morgana:** The Welsh Queen is NOT a druid although she possesses all Earth Magic and the druidic powers of levitation/float and shape-changing.

Earth Magic & Rituals

Location Requirements: There are certain conditions required to cast Earth Magic, namely the right location (or representing presence in the case of fire magic). Without the right location, the magic can NOT be performed.

Earth Magic: Must be performed in a wilderness or forest.

Water Magic: Must be performed on the bank of a body of water.

Fire Magic: Must be performed in the presence of a large fire and that fire must be maintained for the duration of the spell casting.

Air Magic: Must be performed on a high hill or high in the mountains.

Base Level of Magic/Spell Control: 45% + 5% per every level beyond EIGHTH (8th). Control spells are only necessary when controlling a force of nature, i.e. fire, storm, etc. A failed roll means that the druid can NOT control the power, duration, direction, or any other aspect of the force he has unleashed. The effects of the magic must be left to run its course.

Spells and Rituals

Communication: One mile (1.6 km) per level of earth magician/Druid.

This is a one-way telepathic communication, but can become two-way if communicating with a fellow druid of 7th level or higher. This spell is rather quick, requiring only a minute or two of concentration and can be maintained as long as necessary, provided the druid does not move from that spot. This is an air based spell.

Divination: Earth magicians can divine the future and solve problems without consulting oracles or omens, but simply by meditation on a specific person or object connected to a potential problem at hand. This may take between half an hour and an hour, depending on the complexity of the problem and the solution needed. The druid can sense the following:

1. Whether the person is in immediate danger or not (immediate is 1D4 hours).
2. Whether that person has the intention to commit violence or evil within the near future (1D4 days).
3. Whether somebody he, the druid, cares about (but no specific identity unless that person was the initial focus of the divination) is in danger and whether the danger is soon (within 24 hours) or distant (weeks or months away).
4. Will magic be involved.
5. Will humans be involved.
6. Will there be much sorrow/death if this possible future is not changed.

Divination can be done as often as once every 24 hours. Limited to events that may happen on the soil of the land/continent the druid is standing on. This is an earth based spell.

Extinguish Fire: The druid can put out a fire that covers as much as a one mile by one mile area (1.6 km) per level of experience. Requires the druid to completely immerse himself in water, drawing on air from a hollow tube, and 1D4 x 10 minutes of concentration underwater. Tiny fires, such as a house, requires 1D6 minutes. This is a water based spell.

Healing: One hit point per level of each earth magician/druid involved in the ceremony is instantly restored to the individual. This spell can also be used to completely negate poison, remove fever, and cure sickness. Permanent damage, such as blindness, severed limbs, or insanity cannot be cured. This is an Earth-based spell if used to cure physical damage (must be performed in the wilderness

or forest), or Water-based if curing sickness (must be performed at the shore of a body of water). Requires half an hour to perform.

Kindle Flame: The druid can cause wood to smolder and burst into flame. The speed with which the fire spreads can be completely controlled by the spell caster from mere inches a minute to 10 feet a minute (unless he loses control, then it spreads with frightening speed; about 20 feet/6.1 metres per minute). This magic can also be used to create a tiny flame and great billows of smoke. The fire can be created up to one mile (1.6 km) away. This is a fire spell.

Protection Charm: An individual can be magically protected from harm by an Earth magic invocation. The charmed person must be present during the ritual and will enjoy the following bonuses: +8 to save vs magic and psionics, impervious to poison, their aura can not be read/seen, automatic mind block, +1 on initiative, and natural 20's and critical strikes against them do normal damage (not a critical strike/damage).

The spell is defensive in nature, thus it only applies when the character is avoiding combat or fighting defensively. The bonuses disappear the moment the person makes a deliberate attack or act of aggression. The strength and duration of this protection depends on the length and complexity of the spell-casting. Generally, 24 hours per every two hours spent on the mystic ceremony. Can be performed on oneself or on someone else (one at a time). This is an earth-based spell.

Alternatively the druid can protect a whole group within a 100 foot area or keep danger away from sleepers by using it as a fire magic based spell. As long as the large fire burns, all enjoy the protective bonuses (the usual non-violence limitation applies) and no wild creature will come into camp (of course the smoke from the large fire can be seen by intelligent life for 10 miles/16 km). **Note:** The Keeper of the Flame is instantly alerted to the presence of impending danger, giving him time (2D4 minutes) to wake/alert the others. This is a fire based spell.

Sense Weather Change: The spell weaver can accurately forecast the weather right down to fairly specific times, such as "The morning will open with a light drizzle, but by noon the rain will stop and the sun will shine; a few hours after the sun sets, the rain will come again and continue till dawn". Any change from this forecast will be due to mystic intervention. The forecast is accurate for a 100 mile (160 km) radius. This spell can be done in a matter of 10 minutes using any of the four elemental locations. However, the use of a specific element will add the following: **Fire:** Will reveal any forest fires burning and where they are located within the area. **Water:** Will warn of any flooding and pinpoint the flood regions. **Air:** Will identify exactly when a storm of any kind will strike and where it will be at its fiercest. **Earth:** Will warn and identify places where the earth is loose (mud and rock slides) and the location of earth tremors (like from heavy explosives/bombs).

Weather Control: (Once per day). The druid can change the existing weather from something as minor as changing the wind direction to summoning a storm. The smaller the change in the weather, the quicker it can be created; a light rain or fog can be called in 10 minutes while drastic changes from bright sunlight to downpour, or vice versa, heavy fog, hail, high winds, etc. will take over an hour to create (60 minutes plus 1D6 x 10 additional minutes). Incredibly destructive weather patterns (hurricanes, tornadoes, lightning bolts, as well as snow) cannot be summoned. Generally, affects a 10 mile (16 km) radius, but the range of affect can be increased by continuing the magic ritual (remember, the druid will be in the middle of the weather change). Each additional hour of mystic ceremony will keep the weather constant in the initial area and expand it an additional 10 miles (16 km). The duration of the weather effect is limited to 1D4 hours from the moment the druid stops the ritual. **Note:** Downpours can be extremely dangerous causing flash floods (especially in hilly regions) and making travel difficult, if not impossible (see weather tables elsewhere). This is an air based spell.

Game Master Section

ARTHURIAN BACKGROUND



If you have bought the other books in the *After The Bomb* series, you may find that *MUTANTS IN AVALON* is rather different. This is because *MUTANTS IN AVALON* has a very specific story built into its background. A story which will be happening as the player characters explore this future Britain, and which they can choose to help, hinder, or ignore as they see fit.

The story is about an ages-old conflict between good and evil, the rebirth of chivalry, the reuniting of Britain under one king and the driving of the invaders from its shores. More particularly, as you have probably worked out by now, it is about King Arthur.

King Arthur is probably the greatest folk-hero of the British, and literally hundreds of myths and legends have grown up around him and the people who followed him. Most have common elements such as the Sword in the Stone, Excalibur, Camelot, the Round Table and Merlin, to name a few, but differ in their settings and time period. Among these legends are several that claim that King Arthur did not die, but lies sleeping somewhere in Britain with his knights, to wake and defend his country in its hour of need. Many sites around Britain lay claim to being Arthur's resting-place, but none can be proven.

MUTANTS IN AVALON, although it will be using a number of the themes that appear in the legends of King Arthur, is not a rerun of the legends themselves. In other words, just because something happens in the plot of *MUTANTS IN AVALON*, players cannot assume that they know what will happen next just because they may know the story of King Arthur. This is deliberate: why should the past repeat itself exactly?

The action of the scenarios in *MUTANTS IN AVALON* is centred around the new Arthur himself, and if the player characters don't mess up, they will be close to the monarch and his Court. As a result they will be, not only adventurers within the new Britain, but may also become *Knights of the NEW Round Table*, fighting for King and country, and closely involved with the actions and decisions of the King. Although many of Arthur's decisions are pre-determined and written into the scenarios, others can be directly influenced by the advice and actions of the players.

Game Masters do not have to use the scenarios provided in this book if you don't want to. After all, you've bought the book now, you can alter the details as much as you like! On the other hand, if you're going to run your own scenarios while using the setting described in the earlier part of this book, we suggest that you make sure that the player characters know that strange events are happening in the rest of Britain. News will reach them from bards, travellers, messenger knights and maybe the occasional druid, that *King Arthur* has returned and is reuniting the country to drive out the SAECNS. The player characters are likely to meet emissaries of Arthur or the knights of the new Camelot on their

adventures. If you just leave the setting without letting the plot develop, a number of strange situations may develop - why, for example, hasn't the SAECSN invasion advanced further? Why hasn't the Welsh army invaded the Midlands? Why is the West Country still without a king? Your players will wonder about these questions, so it's best to give them answers.

Running Arthurian Characters

The history of Post-Crash Britain goes up to the time of the first scenarios which appear later in this book, and most importantly "The Crystal Cave". This means that any character who starts off in Avalon and plays only these scenarios will still be rather weak and inexperienced at the time Arthur is crowned, and will gradually become more powerful as the campaign continues.

If you want the characters in your game to be a little more powerful, there are two ways to achieve this. First, move the time of your early scenarios back a bit. There is no reason why player characters shouldn't start out before King Cerdic is killed, or even before the SAECSNs have begun their invasions. Secondly, you must remember the scale of time in the Arthurian stories. The legends described above may seem to happen in quick succession, but if you think about it, at least eighteen years must have passed between the time that Arthur was seduced by Morgan le Fay and the time that his son Mordred joined the Round Table as a knight, but the years are simply ignored. The Arthurian adventures in this book do not have to follow one after the other, and you can easily give your player characters a chance to adventure elsewhere in Britain on all types of adventures.

As the player characters become more successful and experienced within the Round Table, the court of King Arthur and the community of Camelot, not only will their social rating (S.R.) increase, but their reputation will spread and people will begin to learn of their names and of their exploits on behalf of the king. While this can be quite enjoyable if the characters are just travelling on a diplomatic mission, it can be awkward if they are trying to travel in disguise and a peasant or fellow traveller recognises them, or their coat of arms painted on their armour or their motorbike.

For every five levels that a player character gains while serving King Arthur or as a full knight of the Round Table, their Social Rating will improve by one level. Being a knight does not mean that a character is immune from class snobbery, and those who started with a low Social Rating will still be looked down upon by their "superiors." Sir Gareth, otherwise known as Beaumains in the original Round Table, was the victim of snide comments about his ignoble origins. A character's S.R. may never go higher than level (a), and if the GM believes that a character's conduct has not been honorable enough to deserve the improvement in class level, then he can veto it.

Whether or not you involve your players in all, part, or none of the Arthurian plotline is up to you, the game master.

The Arthurian Legend

The original tales of King Arthur and his knights have been shaped over hundreds of years, each new story-teller adding and changing the legends to fit with their own beliefs and times. Many of these sources are listed in the bibliography of this book, but the most popular version of the legend is made up from three sources: the historical writings of Geoffrey of Monmouth who lived in the eleventh century, "Le Morte D'Arthur" of Sir Thomas Malory who lived in the fourteenth century and the Arthurian novels of T.H. White, a writer who lived shortly before the Crash. It is this composite version of the Arthurian myths that player characters may have heard from teachers and bards in their childhood in Britain. The following is a short recounting of the *traditional* Arthurian Legend.

According to this slightly garbled story, the original King Arthur was the son of **Uther Pendragon**, the king of all England, who fell in love with Queen Ygraine, wife of the Duke of Cornwall. Following

the advice of his sage, **Merlin**, Uther waged war on Cornwall and in a climactic battle killed the Duke. He then rode to Tintagel Castle, where Ygraine had been hidden, and married her before the battle had finished. Nine months later she gave birth to a son, **Arthur**. The baby was entrusted to the care of **Sir Ector**, who raised him as his own son and let Merlin be his tutor.

Soon afterwards, Uther died and his kingdom fell into disarray as his knights fought for the throne. On Christmas day a massive stone anvil appeared in the churchyard at Canterbury Cathedral, bearing the inscription "Whoso pulleth out this sword of this stone and anvil is rightwise king born of all England". A tournament was called so that all knights could try their hand; and Sir Ector, his son Sir Kay, and Kay's squire **Arthur** came to attend. On the day of the tournament, Kay wanted to joust but had left his sword behind at their lodgings, so sent Arthur to fetch it. Instead, **Arthur** fetched the sword from the stone and, to cut a long story short, was proclaimed and crowned king.

Arthur's actions in his first *twelve years* of kingship are often told in different orders, but several themes recur. He begins by subduing rebellious barons in England, then having received the sword Excalibur (not the same weapon as the Sword in the Stone) from the *Lady of the Lake*, he attacks the *Saxon* invaders and forces them into submission. Following this, he advances on Scotland and crushes the Picts and Scots. Having united the whole of Britain, he takes a brief break to marry Queen Guenevere, then invades and conquers Ireland, and in some stories, Iceland as well. At some point in these tales, he is seduced by a woman, actually his half-sister, *Morgan Le Fay*, who uses her magic to disguise herself (although Arthur does not learn this until much later), who gives birth to his son **Mordred**.

King Arthur now establishes his court at Camelot, founding the Round Table and recruiting worthy and chivalrous knights to join it. Among these knights are Sir Lancelot and Sir Tristram, Arthur's half-brother Sir Kay, Sir Gawain, Sir Galahad, and later, Arthur's son Sir Mordred. Camelot is usually portrayed as the centre of the Arthurian legends; it is a large, beautiful castle, with a huge community existing within it. Its exact location is unknown, but many places claim to be built on its ruins.

Before long, the Roman emperor Lucius, who still ruled most of Europe at this time, sends an emissary to Camelot to demand that Arthur should send tribute to Rome. Rather than submit to a foreign ruler, Arthur takes his army across the English Channel, invades and conquers France, marches into Italy, and finally reaches Rome, where he fights and kills Lucius and is proclaimed Emperor. After establishing a fair system of government there, he returns to Camelot.

At this point the focus of the Arthurian legends moves away from King Arthur and towards the other knights of the Round Table and their various quests, especially the quest to find the *Holy Grail*. During this time, Lancelot and Guenevere fall in love and have an affair, and three particular knights, Sir Bors, Sir Perceval and Sir Galahad, seek for the Holy Grail, followed by Sir Lancelot. **Sir Galahad**, the only worthy and pure knight, finally succeeds in finding the Grail, and dies in a religious ecstasy after seeing it.

After the Grail Quest, things begin to fall apart at Camelot. Merlin, up to now Arthur's most trusted advisor, falls in love with a nymph named Nimue and teaches her some of his magical art. It turns out that she doesn't love him, and uses his spells to imprison him in a rock known as the **Crystal Cave**. The love affair between Lancelot and Guenevere is revealed to the court, as is the fact that Mordred is Arthur's son. Guenevere is condemned to death and Lancelot saves her, accidentally killing Sir Gareth, Sir Gawain's brother, as he does so. Gawain swears revenge. The Round Table and Camelot are split, as the knights take sides between Gawain and Lancelot. Lancelot flees to France where he has an estate. At Gawain's insistence, Arthur takes an army to capture him, leaving Mordred in his place as regent. This is an unwise move and **Mordred**, assisted by his mother **Morgan Le Fay**, tries to usurp the throne and marry Guenevere to Mordred by force. Arthur

hears of this and leaving Lancelot, returns to Britain. There is an epic battle and many people die in a titanic battle. Arthur, mortally wounded by Mordred, who he killed, goes to the isle of **Avalon** to have his wounds healed, and is never seen again. Lancelot and Guenevere join a monastery and nunnery respectively. The throne is taken by Constantine, a cousin of Arthur, and Camelot is eventually destroyed by King Mark of Cornwall.

Mutants of Avalon:

The Return of the King!

After the Crash, the stories of Arthur and Camelot are regarded as little more than fairy-tales to amuse children. All the artifacts of the Arthurian myths have been lost, save for Stonehenge which was supposedly built by Merlin and which is still treated as a sacred site by the druids. Only the truly eccentric believe that King Arthur and his knights are asleep in a hidden cave and will awaken to save his country in its hour of need. A superstitious belief still surrounds *ravens*; the birds were once one of Arthur's symbols, but these days, few, if any, remember that.

It should be made clear that as far as **MUTANTS IN AVALON** is concerned, King Arthur was killed by Mordred, or possibly by Morgan Le Fay, who, in some version of the story, was waiting for him at the Isle of Avalon. All his knights are dead too. He is not sleeping anywhere. The characters who are shortly to appear may resemble King Arthur, his family and his knights, but whether they are or not is another matter entirely. The only character who will have any memories of the days of the original Camelot is **Merlin**, and his memory is not necessarily accurate after almost two thousand years, especially considering his mental health.

Be that as it may, the events of the last decade have begun to mirror the events leading up to the arrival of King Arthur in the legends. Few, apart from a handful of bards and wanderers, notably the old Cornish ruffian Willum (and nobody takes his ramblings seriously), have noticed any similarity toward the Arthurian Legends.

Some twenty years ago, an army of marauding mercenaries, led by a raven warrior calling himself **Utha**, invaded the West Country. Utha killed the existing king and swiftly married his widow, Queen Igerne, making her pregnant with the child who was to become **Arthur**. The birth of the child was kept secret, and, shortly afterwards, a resistance force within the West Country revolted and attacked Utha's army. Many of his soldiers were killed and the rest fled. Utha himself was mortally wounded but managed to snatch his baby son, steal a motorbike and ride, in a single day, to the North Country where he died, but only after having entrusted the raising of the child to a friend at the Court.

In the West Country, a new king was speedily crowned, marrying the old Queen who bore him a daughter, **Morgana**. It may have been because of her mother's disturbing history of violent marriages, but the young Morgana began to show signs of supernatural powers. In an effort to get rid of her and to make a peace treaty with Wales, Morgana was given in marriage to the son of the Welsh king, and the West Country received the young Welsh princess, **Genaever**, in exchange. The Welsh king died a few years later. Morgana's husband succeeded to the throne, but died suspiciously shortly after that, and Morgana took over the kingdom. A few voices were raised against the idea of a female ruler, but they were quickly silenced.

Within the last few months, the ruler of the West Country, King Cerdic, was killed by a SAECSN patrol while returning from a diplomatic visit to East Anglia (though few know that the Sak-suns are responsible). A treaty has been hastily arranged between the West Country and the North Country whereby **Guy**, the second oldest son of King Paul, will be married to **Princess Genaever**. This will give the West Country a new ruler and cement a treaty between the two kingdoms. This arrangement has been kept secret from the other kingdoms so that

Guy and his young squire, **Arthur**, will not be intercepted on their journey to the West Country.

The Round Table

The Round Table will only be formed with the appearance of King Arthur and after the new Camelot has been established at Winchester. No amount of prompting will convince King Arthur to form the Table until the main bulk of the army has been assembled from the various kingdoms. The Round Table is much more than a group of King Arthur's closest advisors and generals. It is where the strategy for the military campaign against the SAECSNs and all Arthur's future decisions as king of Britain will be made. Like Camelot and Arthur himself, it is a potent symbol of British patriotism, and all that is noble and good about being British. Its members stand for honour and stability, right over wrong and justice being served, and will fulfill their roles as knights whether at Camelot or travelling on their own. As a result, only those who fit the image of the Table will be given a place at it.

A Knight of the Round Table must be (and must be seen to be) noble, honorable, a warrior, a leader, a strategist, and a wise advisor to the King. If your player characters have followed Arthur from the beginning of his adventures, they will probably assume that they will be a part of the Round Table when it is formed. If they have been reasonably successful in their missions, have behaved in a proper, knightly way, and their advice has proven to be good, then Arthur will probably reward them with a seat at the Table. If they have failed to live up to the standards expected of a king's advisor and companion, they will be denied a seat.

This may well split the party, since for every law-abiding and honourable ex-messenger knight in each party, there is bound to be at least one loud-mouthed ex-mercenary or a pompous and boorish member of the idle rich. Feel free to divide the party between Knights of the Round Table and ordinary knights, but do not start sending them on separate missions. The official knight of the Round Table can still associate with his old comrades and enlist their aid and company on missions; they will simply be seen (and recognised) as members of his entourage. Note that this does not necessarily mean that the Knight of the Round Table is the group leader. He is only the recognised knight to the king among other adventurers (although many may assume that he is the team leader and treat him as such).

Every member of the Round Table is automatically given a motorbike, a squire (usually a first or second level soldier of "c" Social Rating) and command over a battalion of the army. If the Knight has any specialisations (such as explosives, engineering or medical skills) then their battalion will be around 100-200 soldiers, mostly specialists in this field. If the Knight is simply a warrior, their battalion will be around 500 soldiers, with no specialisations. Knights choose their own lieutenants, often ex-messenger knights, friends and family. Knights who have a rich background (an initial Social Rating of "b" or "a") will also have a small retinue of personal servants. When and how these troops are utilized is left up to the knight. However, he is free to adventure on his own or with other adventurers without his troops.

There will be a total of twenty-two Knights of the Round Table; one seat is taken by King Arthur and the last one is left empty for "the knight who is yet to come" (who in the original stories is Sir Galahad). The other knights who fill these seats are from all areas of Britain, and all types of background. Some of them are described, but most of the places have been left unfilled, some for the player characters and some for the GM to write in NPCs.

Camelot

Camelot is a very important part of all Arthurian stories. Like the Round Table it is more than just a place, but becomes a symbol for all that is important about King Arthur and the age of chivalry that he represents. During the time of the war against the SAECSNs Camelot

will be little more than an extended military base, but once the war has been won it will effectively become the capital of all Britain, although not officially declared so. All reports of dishonour and strife will be brought to Camelot, young warriors will journey there in hopes of joining the Round Table or at least one of the battalions there, and knights will ask to be buried at Camelot.

Camelot should be a place of peace and tranquility. Quests will begin and end there and tournaments will happen within its walls, but until Mordred's treachery (or some other villain's attempt to kill or attack King Arthur), no real arguments or battles should be allowed inside it. It will become the largest Court in Britain, with a large population, courtly functions, diplomacy, intrigue, gossip and romance happening within its walls.

Once the war is over with the SAECNs, few of the Knights of the Round Table will stay permanently at Camelot. Instead, they will roam

the country, looking for wrongs to be righted, quests of honour to be undertaken and chivalrous deeds to be done. The invaders may be gone, but evil in its many forms still preys on the land.

For player characters adventuring within the Arthurian world, Camelot should become their base of operations and the place where they return to heal their wounds, re-equip, and retell tales of mighty deeds of honour. Characters should be allowed to participate within the every-day happenings of the Court, informed of the current quests and stories of the other Knights (if you need a source for these, Malory's *Morte D' Arthur* or John Steinbeck's *Tales of King Arthur and his Noble Knights* are ideal), and generally made to feel a part of the community that is Camelot. Adventures in Camelot may include duels, political intrigue (spies and assassins), special missions/quests, protection of the king and the court, capturing thieves and rogues, to friendly jousts and tests of skill.

Adventures

The adventures in this section are designed to be run in a particular order. Each one is a part of the story of the new Round Table, and while you can leave some of them out, you cannot run them out of order without creating a very different storyline for your players.

Because the adventures run in series, they start with a mission suitable for novice characters and get progressively harder. Bear this in mind when changing them or adding adventures of your own.

FIREPOWER AND ICE Adventure

This is a novice level adventure for a group of characters who have not necessarily met each other before now. It is designed to be run as an introduction to Britain and its politics either for characters created with the *MUTANTS IN AVALON* rules, or for characters from another time and/or place. The adventure starts at Glasenbry in the West Country. The Avalon player characters are currently living there, but could have been born anywhere, most likely natives of the West Country, Cornwall, Midlands, Wales, East Anglia, or the Waste Lands.

Read the following to your players:

"It is a crisp winter morning and your feet crunch on the light snow as you walk towards the buildings of the Court. You're not sure why you've been called here, but Lord Harcourt's messenger implied that it was important.

"Harcourt's house is impressive, as befits one of the Court's most trusted military advisors. You are shown into a large room with a blazing fire at one end. Harcourt himself stands to greet you and shows you to a chair. Other characters are seated around the fire, and as they recognise you they smile and exchange friendly greetings.

"Harcourt looks around. 'We all seem to be here. Doubtless you are wondering why I asked you all to come here so close to the feast of Epy. As you know, these are troubled times for the West Country. We have no king, and so no leader for our Court or armies, and other kingdoms have seen this as a sign of weakness. We know that forces are gathering on our border with the Midlands, and may be preparing to invade. We sent out a troop of army scouts to bring back more information two weeks ago, but they have failed to return. We have long suspected the presence of spies in our army, and if this is so, they may be responsible for our soldiers being lost. Therefore, I am asking you, a

group of civilians from all walks of life, unknown to any spy, to venture after them. You are to explore the area, bring back any useful information and if possible, the scouts themselves if they are still alive. You should try to avoid actual conflict with any enemy forces. Do not risk your lives in foolish bravado. I need not mention how much the West Country needs your help in this matter and how much honour this would bring to you and your families, to say nothing of the rich rewards you would receive for your trouble."

Lord Harcourt will not be pressed on how much the characters will be paid (250 each plus medical attention and a reimbursement of supplies and equipment). If they agree to help, he will ask his butler (an elderly heron) to bring in *Brock*, who knows the territory and will lead them on their mission. They are to leave that night disguised as travelling merchants and under cover of darkness so that any spies do not hear of them.

Ask the players if they want to buy any equipment or provisions during the rest of the day. Storekeepers may be curious and will ask where the characters are going, as will their families and friends. If anyone drops any hints of the mission, word of it will spread to the wrong people.

GAME MASTER INFORMATION

There are about 1500 soldiers from the Midlands gathered just across the border. At the moment they are camped out in an area known as the *Vale of White Horse*, about ten miles from the border itself (the old M4 motorway from London to Cardiff is what most people regard as the line between the two kingdoms), quite close to the ruins of the town of Swindon. It gets its name from an ancient stylised picture of a horse on one of the hills, created by removing the grass to expose the white chalk hillside below. Here the Midlands are practicing manoeuvres and occasionally crossing the border to loot a West Country village for supplies. They have a number of informants in Glasenbry who keep them apprised of the situation there. If the West Country seems ill prepared, the Midlands will launch an invasion into the West Country to claim the border lands. If not, they will simply raid a few of the towns across the border before returning home.

The missing party of scouts from the West Country were able to find all this out, including the identities of the spies in Glasenbry, but were captured by the invaders before they could return home. They are being held in the army camp and will be taken back to *Nottinam* when the army retreats, to be interrogated and probably put to death. It is up to our heroes to find the camp and, if possible, free the scouts before returning to Glasenbry. This may not be easy because *Brock* (and old badger), the party's leader, is one of the Midlands' informants.

Heading North

The players will leave in the late evening, led by Brock. They travel on foot so as not to draw attention to themselves, taking a light cart that carries their equipment and food, tents and bedrolls, as well as weapons. That evening, Brock will lead them six miles (10 km) to the nearby town of Wells where they rest for the night, sharing an inn with a party of traders from East Anglia. They have come through the Midlands, and will report, if asked, seeing a couple of sacked villages on this side of the border.

The journey from Wells to the Vale of White Horse will take about six days on foot. Travel is not made easier by the cold weather which brings more snow with it. Roll once on the Random Wilderness encounter chart for every six hours of travel during this stage of the journey. (Since this is winter, turn any rainy weather into snow, and ignore any insect encounters since all insects are hibernating.) As the characters pass through towns and villages the inhabitants will be glad to offer hospitality, since travellers and therefore, news from the capital is rare at this time of year. **Note:** The route to the border will pass within a few miles of Stonehenge, and any druid or druidic initiate should want to make a detour to visit the site. If they fail to do this they will be reprimanded by their teacher on their return.

As the player characters near the border, they will come across a village (Aldbourn) which has been ransacked by the Midlands troops on a raid about a day ago. A few survivors huddle around a fire in one of the remaining houses. They will tell the party that around a hundred soldiers attacked the village on foot, taking all the food and useful equipment that they could find and left, heading towards the north. Blowing snow has covered any tracks and disguised any scents that might have been useful in tracking them.

At the next village (Baydon, attacked ten days ago, but beginning to rebuild itself), Brock suggests leaving the supply cart since if they are seen at all now, they are likely to be captured, so a disguise will do no good. The villagers will happily hide the cart and agree to act as a base for the group in return for protection against the Midlands.

Just across the border road, the Vale of White Horse begins, a place of rolling hills with large areas of woodland. In summer it must be very attractive, but now it just looks bleak. There are a few villages around, but bear in mind that they are in the Midlands (and aware of the presence of the soldiers), so characters looking for hospitality should be wary.

Soldiers

Tracking down the soldiers seems difficult at first; the Vale covers a large area and recent snowfall means that the only tracks visible are those of the player characters. Brock suggests that the party split up and search until early evening, when they will regroup and make camp together. Nothing is found during the rest of the day, but as they sit around the blazing fire in a cluster of trees, they hear a shout from the darkness beyond. A small patrol of five Midlands troops have spotted their light and, thinking they have found some of their own soldiers, are hailing them.

There is no need to enter combat here if the characters are skilful enough in disguising their origins and accents, and if careful, they may even be able to get some useful information from their visitors. The Midlands are just average foot soldiers and will stay and talk for a few minutes before continuing their patrol. If they see any signs of hostility before they enter the camp they will attack, but if they become suspicious while talking to the player characters they will make an excuse and leave, then return fifteen minutes later to attack. They will not fight to the death; when three of them are dead or severely wounded, the other two will flee.

Once the Midlands have left or been dealt with, Brock suggests setting a guard for the night, after all, "They may come back with a few friends". He will take the penultimate watch, from 4 am to 6 am. The sun will rise at 8 am.

As the sky begins to get light, the person who was to have taken over from Brock will wake up. There is no sign of the old badger, but a message has been scratched on a rock with a piece of charcoal from the fire: "Heard a noise. Went to follow it up. Wait here." His tracks can be seen leaving the camp, following the tracks of last night's intruders, which are still visible in the snow. There is no other sign of him. The sky is dark grey with heavy snow clouds, and a wind is rising from the west.

If the players follow the tracks, after half an hour or so, they will catch sight of a group of about 25 figures (soldier?) coming towards them. They seem to be following the tracks from the other direction. If our heroes hide, there is an 85% chance that the Midlands troop unit will walk past them, and they will be able to overhear snatches of conversation about "our agent, 73, "those scouts," "as soon as the weather improves" and "ominous clouds." There is no sign of Brock. If they do not hide, or if they do hide and are seen, they will be chased, captured, and taken to the main camp, which is where the tracks are leading.

The Main Camp

The Midlands' troop base is located in a large wooded area that covers the side of a ridge of hills, around six miles (10 km) from where the party made camp the previous night. Only the smoke rising from the woods gives any sign that there is something there. Drawing close, it is possible to gauge the rough size of the encampment; it is not long after dawn and the camp is coming to life. Soldiers are moving around and a few patrols are setting out.

Organisation and security at the camp are very low and any character wishing to infiltrate it should be able to do so with little trouble. There is not enough daylight filtering through the heavy clouds for them to be identified as strangers and although they will be challenged a few times, if their accent is disguised enough the guards will not bother with passwords.

The edge of the woods is occupied by the ordinary soldiers, just over one and a half thousand of them. Further in are the supply carts, armoured cars (15), stores, mess tents and so on, and at the centre are ten caravans for the officers (two in each caravan). There is also a large cleared area where all the soldiers can meet at once. Near the cleared area is a large stockade, built in two halves, each half guarded by two sentries. One is for disorderly Midlands troops (there are currently five in there), and the other is where the three surviving West Country scouts are being held captive. The scouts are in a bad condition, having been battered and kept outside for several days; they can only move at half speed. Each of them knows the Midlands' military strength and plans, as well as the identity of the informants in Glasenbury.

Brock is currently in one of the officers' caravans being debriefed, and will immediately recognise any of the characters and raise the alarm if he sees them. Near the caravans and covered with a tarpaulin is a motorcycle. It carries the heraldic crest of the Midlands Court and belongs to a messenger knight who is assigned to carry news to and from this army unit. Stealing this bike would cause a diplomatic incident.

The alarm will be raised and the camp put on full alert as soon as the first troop unit returns to the camp and reports that it could not find the party, OR ten minutes after the stockade is raided, OR if there is any gunfire within a mile of the camp. The guard around the stockade will be doubled and 90% of the troops will leave the camp in search parties, combing the countryside in a regular pattern. Half the officers will go with them. Even if such an alarm is raised while the group is still in camp, the soldiers do not expect them to be in camp and they will go unnoticed as long as they stay out of the way. Assuming the party have not taken fright at the alarm, this would be a good time to explore the camp at their leisure or to make a rescue in all of the commotion. Unfortunately, Brock is not one of the officers who has joined the search, and he will find the characters fifteen minutes after the rest of the camp has been deserted. He will alert 2D4 soldiers who

will attack immediately. Another 1D6+1 soldiers will join the fight within 1D4 minutes, followed by 4D6 soldier 3D4 minutes after that.

To escape, the party will have to either steal the motorbike or sneak off on foot. None of the armoured cars has a lit boiler, and it would take thirty minutes to raise enough steam pressure to move one. The going will be slow because of the snow on the ground, and the soldiers know the area much better than our heroes. Just as the situation begins to look hopeless, fat flakes of snow begin to fall, whipped up by the rising wind. Within two minutes there is a full-scale blizzard and the characters cannot see more than five feet (1.5 m). **The blizzard** lasts an hour.

After a few minutes, the party runs into a search patrol of eight soldiers in the blizzard. The Midlands will be unwilling to open fire in case the dim shapes in the driving snow are their own men, but may come closer to engage in hand to hand combat. **Note:** Any gunfire will give away their position, and another patrol of eight will stumble on them only a few minutes later, but they can escape by running away.

After half an hour there are five steady gunshots from way behind them, followed by one shot every thirty seconds. This is a homing signal for the Midlands troops, calling off the search. If the party can make good their getaway while the snow cover lasts, they have escaped the immediate threat.

Game Master Note: If you are planning to run the second scenario, *The Crystal Cave*, after "Firepower and Ice," a good link to it is to tell the players that during the blizzard they see a cave entrance in the hillside with some sort of light coming from it. Few players will be able to resist it, if only to get out of the snow. Then go directly to the introduction to *The Crystal Cave*.

Continuing to Flee

The problem is not yet over. As soon as the blizzard has ended the troops will power up five of their armoured cars (S.D.C. 600, speed class 4, each carrying 5 soldiers and a driver) and give chase again. They will not try to catch the party immediately, but will set up patrols along the border road to try to intercept the party, this time shooting to kill. Whether the characters can slip through this last line of defense without further incident is up to the GM. If they get captured, they and the other "spies" will be transported deep into the Midlands for interrogation and death. Of course, things happen on such a long and arduous journey. Escape is likely as are encounters with druids and who knows what.

When the group finally gets back to Glasenbry, Lord Harcourt will keep his side of the bargain and pay them, plus a bonus of 500 per rescued scout to be divided between the characters. He shakes each party member by the hand, thanks them for their efforts and says that they will be remembered. A large number of troops are immediately dispatched to the border to deter any invasion, and the named Midlands informants are arrested by the militia and never seen again.

BROCK

Alignment: Unprincipled (only he works for the enemy)

Attributes: I.Q.: 15, M.E.: 10, M.A.: 9, P.S.: 25, P.E.: 21, P.P.: 16, P.B.: 8, Spd: 16 **Age:** 42 **Sex:** Male

Species: Badger **Social Rating:** c

Size level: 10 **Height:** 4 feet 3 inches

Weight: 182 pounds **Hit Points:** 48 **S.D.C.:** 20

Disposition: Untalkative, rude, and usually unhelpful. Gives the impression that he would rather be on his own. Will not fight to the death.

Human Features:

Hands — Full Speech — Partial

Biped — Partial Looks — Partial

Powers: Night vision, 50 feet (15 m) **Psionics:** None

Level of Experience: 4

Level of Education: Poor

Occupation: Scout/spy

Natural Weapons: Bite (1D6)

Weapon Proficiencies: W.P. Blunt, W.P. Knife, W.P. Automatic pistol, W.P. Rifle, W.P. Sub-Machinegun.

Physical Skills/Training: Athletics, Hand to Hand (Expert), Prowl 78%, swimming 82%.

Espionage Skills: Detect Ambush 60%, Disguise 60%, Escape Artist 50%, Land Navigation 56%, Pick Pockets 50%, Tracking 50%, Wilderness Survival 60%.

Secondary Skills: Body Building, Climbing 82%, First Aid 70%, Fishing 80%, Forgery 50%, Pilot Automobile 92%.

COMBAT SKILLS: Hand to Hand Expert

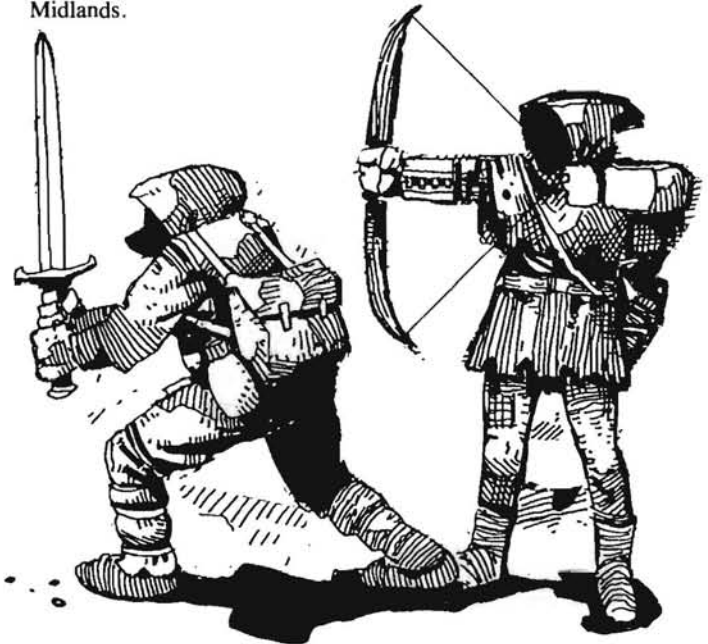
Attacks Per Melee: 4

Bonuses: +4 to strike (+6 with knife or blunt weapon), +5 to parry/dodge (+7 with knife or blunt weapon), +10 damage, +3 to pull/roll with punch/fall, +1 to strike with body block/tackle, doing 1D4 damage.

Equipment: Brock usually wears a leather jerkin (A.R. 9, S.D.C. 20), and has an automatic pistol and two knives concealed somewhere about his body.

Personal Profile: Seemingly an ordinary, if slightly surly scout, Brock is actually an agent placed within the West Country army by the Midlands some twenty years ago, and he has been feeding them information and sabotaging missions ever since. Although the failure rate of his missions for the West Country is high, he has still gained the trust of several high-ranking army officers and is regarded as a reliable and skilled operative.

Brock is a loner and distrusts the company of others, a distrust shared by his "colleagues" in the scouting divisions of the army. He is beginning to worry if his front is becoming too obvious, and looking forward to retiring in a few years and returning to the Midlands.



MIDLANDS SOLDIERS

These are average stats for a completely average Midlands soldier.

Size Level: 10 **S.D.C.:** 20

Hit Points: 20

Armour: Padded and studded leather.

Average Experience Level: Second or 1D4 level.

Skills of Note: Hand to Hand Basic, Wilderness Survival 50%.

Weapon proficiencies: W.P. Blunt or Sword and W.P. Rifle

Weapons: Mostly bolt action rifles; 20% are assault rifles (both inflict 4D6 per round), as well as maces and swords.

Attacks per melee: Two; +3 to strike, +3 to parry/dodge, +2 damage

THE CRYSTAL CAVE

Adventure

The **Crystal Cave** is the scenario which you can use to introduce characters created outside **MUTANTS IN AVALON** into this particular background. On the other hand, it can be played as it stands with ordinary **AVALON** characters. It is an important part of the new saga of Arthur since it deals with the freeing of Merlin from his dimensional prison.

The level of the characters involved in this scenario is not important, since it is the brain-power of the player characters rather than physical strength and combat skills that will be needed to find the way out of the crystal dimension. Likewise, its duration depends on how good your players are at thinking their way out of problems.

If your characters have already started adventuring within **MUTANTS IN AVALON**, then guide them to a cave, deserted room or some strange place, preferably connected to an area of mystic or scientific power. Then read them the following:

"There's a slight jolt, a blink of light and your stomach jumps queasily. Something's happened. You're somewhere else!" Then go to the point marked with an asterisk (*), below.

If you're bringing characters from another time or dimension into **MUTANTS IN AVALON**, then read them the following paragraph just after they've made a time or dimension jump:

"The normal sensations of the time jump fade away, but the background doesn't. You blink and take a step forward. Still nothing. Something has gone badly wrong here. Where is this?"

*"You seem to be standing in a circular room, about twenty feet in every direction. The walls are a kind of rock crystal; it glows, giving off a warm yellow light. Tiny multi-colour veins thread through the crystal and seem to be pulsing with flashes of light or energy. A very faint humming sound comes from all around you. There seems to be no way out. Behind you, a man-sized area of the crystal is darkened and grey, no energy beats through it and fine cracks run across its surface.

"Stretching out your hand to touch the crystal wall, it seems to move away from you. A step forward; it moves again. It is as if the area of wall you tried to touch disappeared, reappearing as you withdraw your hand. Abruptly you realise that your feet are not actually touching the crystal on the floor. The gravity seems to be normal, the floor looks solid enough and your feet look as though they are touching it, but you can feel nothing through the soles of your shoes. Stamping your foot, the foot goes through the floor as though there was nothing there.

"You turn to consult with your friends, and as you do, a soft voice echoes through the cave. 'Visitors? I have visitors. Welcome, visitors. I haven't had visitors in ... oh ...' The voice fades away."

GAME MASTER INFORMATION

The characters are in the Crystal Cave, a magically-created dimension that runs parallel to our own timeline. It was created by the nymph Nimue specifically to imprison Merlin. It was Merlin's voice that the characters heard a few moments ago.

The crystal dimension is a closed system with a kind of stasis field around it so that energy cannot leak out, although new energy can leak in; this is how the party became trapped in it. Time runs normally within this dimension, but due to the stasis field, normal body needs are suspended and characters can survive without food or water. Any device that uses a form of energy (including magical and energy

weapons/powers) other than *physical* energy will NOT work at all here. Torches will not light and digital watches will stop, although clockwork watches will continue to run. Fire will not burn, so gunpowder and explosives are useless.

The crystal dimension has no actual physical existence, which means that you cannot touch it. As a character moves through it, he will always seem to be in a space about twenty feet wide. Anything spoken or shouted will be heard up to 50 yards/metres away, but bear in mind that an average character will walk 120 yards in one minute. Characters can travel as far as they like in any direction within this dimension, but will never come to its edge or find an exit. If he leaves an object behind it will not move with him. Returning to it may well be hard since there is no way of navigating through the dimension and all parts of the crystal look alike, except for the grey area in the place where the characters arrived. The grey is a flaw in the energy-structure of the dimension caused by the arrival of the party.

The dimension is a closed system that absorbs energy from outside itself, thus there is a lot of pure energy contained within it; represented by the pulsing veins visible in the crystal. This energy will enable the characters to create objects out of thin air. The moment that any character names an object or person, however briefly, it will flash in front of him like a flickery hologram and disappear. By *concentrating hard* on a particular object, it will appear and gradually solidify, made up of pure energy. It can be handled and used, but the moment the character ceases to concentrate on it, the object will fade back into oblivion. The item must be a specific object, not just "something that will get us out of here!" Large objects may require two or more characters to concentrate hard to create them. Simple machines, food, animals and even whole landscapes can be created from the pure energy if enough people can maintain their concentration for long enough.

In the same way, characters will find that they can move through the crystal by power of thought alone, in the normal directions and up and down as well. At first this is normal motion, but after a little while (and probably after the party has become split up), characters will find that by thinking about it, they can teleport themselves to a particular location within the crystal so long as they have been there before.

Merlin has hidden himself somewhere within the crystal dimension. Our adventurers should not be able to find his hideaway, mainly because he will move it if they get too close. On the other hand, he will occasionally ask them questions, and will answer any that they ask so long as he can remember the answer. Unfortunately, he has been trapped here for so long that he cannot even remember his own name. However, if the players seem to be nowhere near a solution for escaping from the crystal dimension, he can be used to drop hints for them. Alternatively, if they seem to be breaking out too quickly he can distract them with questions and suggestions.

The Way Out

There is only one way to escape from the Crystal Cave. After the characters have become bored with creating objects out of pure energy and letting them dissolve again, someone should think about the possibility of *solidifying* the crystal walls that surround them. This can be done quite easily, and one person can solidify an area of crystal about twelve inches by twelve inches, warm to the touch. The solid area can only be sustained for about thirty seconds before the person concentrating on it begins to feel a sharp pain in his head. The pain intensifies, and after one minute he begins to take physical damage from it: 1D4 for the next thirty seconds, 2D4 for the following thirty seconds, then 3D4 and so on. This damage comes directly off Hit Points, not off S.D.C.!!

While the crystal is in solid form, characters can try to break through it. It will take 25 points of physical damage to smash it; blunt weapons and fists will be more effective at doing this damage than blade weapons. When it finally breaks there is a flash of energy, the other parts of the crystal wall glow brighter for a moment, then the broken area begins

to regrow. After five minutes it will look as if no damage had been done to it. No amount of concentration will stop this regeneration from happening.

Once the party has established that the crystal can be broken, but regenerates itself, they should think about which piece of crystal will not reform when smashed. The answer is the *grey* piece that was in the area where they arrived in the dimension and which was fractured by their arrival. Any character concentrating on solidifying this damaged area of crystal will NOT take damage from it, and it needs only 20 points of damage to smash the entire man-size area.

As the final blow is given, read the following to your players:

"The crystal fractures and falls away, and you catch a glimpse of infinite darkness beyond. At that moment, the crystal around you flashes bright, and explodes silently. It feels as if the entire world has shattered. Shards of light seem to pass through your body, and you fall through into the darkness. You can see nothing and hear nothing, and all you can feel is the freezing cold. Your friends have disappeared. How long you fall through the cold blackness, you cannot tell; minutes, days, or years, it feels as though this is a place where time is not measured.

Suddenly, you are lying face down on a patch of grass, and spring sunshine warms your cheek. Your friends are around you. Your entire body aches, but as far as you can tell you have sustained no actual damage nor do you remember hitting the ground. You sit up. Beside you is your weapon (s), carrying fine patterns of frost which melt and disappear as you watch.

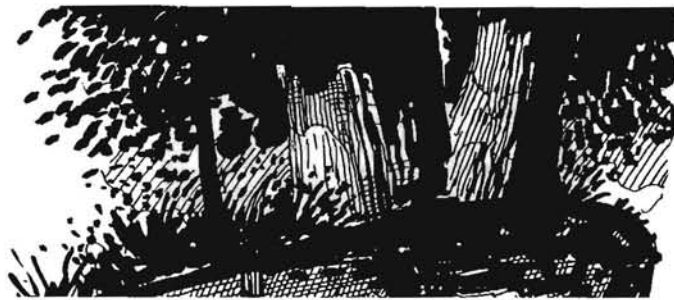
You are sitting on top of an area of raised land, surrounded by rolling rural countryside. A road runs through the small valley below you. About two hundred yards/metres away, you can see a ring of huge stones, some standing, some as archways, some fallen. An old human dressed in tattered white robes with white hair and a beard is walking towards them. As you watch he stops at one of the stones, pats it, smiles and walks behind it. He does not reappear on the other side."

Any character with druidic knowledge or who knows the area will immediately recognise this place as Stonehenge, about thirty miles (48 km) south of the Vale of White Horse. It is early March (only a week or two has passed for Avalon characters). The old man in the stone circle was Merlin, now free of the Crystal Cave, studying the remains of his handiwork, Stonehenge. The characters can explore the stones as much as they like but there is no sign of him.

A little later, a trader's caravan (two traders and two mercenary guards, carrying a cargo of rich clothes from East Anglia) will appear over the brow of the hill, heading westward along the road. They are going to the capital (Glensbry), and will offer to take the characters with them.

GM Note: If the characters found the Crystal Cave during the **Firepower and Ice** adventure, their arrival in Glensbry will be most unexpected, since it is two months since they left and it had been assumed that they were dead. If the party did not kill him then Brock returned to Glensbry in late January with a story about an ambush and the party being killed. If they were not with the group, the captured scouts staggered into the town, told the Court the truth about what happened, and Brock's head can still be seen on a pole over the south gate of the capital. The characters will be questioned at great length, but released and receive their payment for their service to the kingdom (no bonus) and returned to active service as soon as possible; see the next adventure.

Non-AVALON characters in Glensbry will cause a stir, especially if they are high-tech or super powered humans. Nobody will recognise their accents and only a few will believe the story (any story) of how they came to be in the West Country. If they pledge loyalty to the throne of Glensbry they will be accepted into the army and given training, then a few routine missions under the supervision of a loyal and trustworthy leader before being fully accepted and sent on more important adventures without supervision.



THE NEW KING Adventure

The New King is a scenario for any number of moderately powerful characters. GMs can expand it or reduce it to run for as long as you want. After the first two adventures, it is a good idea to send your party on a couple of other missions before running this one, partly to give them some more experience and partly to let them learn a little more about the political situation in Britain.

The party will be summoned before a closed session of the Court Advisors, the people who are running the West Country. Queen Igerne and her adopted daughter Genaever are also there, Genaever looking a little pale. Lord Harcourt, whom the characters should already know, rises and addresses the group. Read the following to your players:

"As you know, the West Country is currently without a ruler. You have doubtless heard that negotiations have been proceeding with the North Country, and I am happy to tell you that an agreement has been reached. Along with trade and military arrangements, Prince Guy is to be married to Princess Genaever and will become our next king.

"This information will be publicly announced in a few days and a large and well-armed force will set off from York, travelling slowly through the Midlands and the West Country until it reaches Glensbry. Our informants tell us that at least one other kingdom is already preparing a force to attack it and kill Prince Guy. This is why the prince will not be among the armed troops. Instead, he and his squire will be escorted south by a small and inconspicuous group of trusted West Country agents, disguised as travelling bards. This is your job.

"You will set off as soon as we can arrange travel permits for you. You will ride north through the Midlands, staying fairly close to the Welsh border, until you reach the North Country border at which time you can make straight for York. Once there, you will meet with Sir Guy and escort him and his squire back to Glensbry. You will leave at the same time as the much larger force, but while they will come south along the same route that you used to come north, you will head back down the east coast of the Midlands. Ride fast, since it is imperative that you beat the larger party to the West Country, and I need not remind you that at all times you will be passing through enemy territory. You will enter East Anglia and pay a short diplomatic visit to the Duke, then head south into the Waste Lands. Do not stray too far from the border but do not re-enter the Midlands, since by this time word of our deception is sure to have reached the ears of the other Courts.

"After re-entering the West Country you will join the main force at Andover, and stay with them until the force disbands at Glensbry. If anyone asks, you and the Prince came south with the main force. Is that all clear? Good. I cannot stress how important this is to the safety of our kingdom so all I'll say is that if you foul up, just hope you don't survive long enough for me to find you."

The party will be leaving the next day, which should give them enough time to buy additional equipment. They are supplied with one assault rifle, food rations, clothing/disguises, two riding beetles and

two brightly decorated covered wagons pulled by ladybirds. Weapons should be kept to a minimum and concealed whenever possible; most bards do not carry a vast array of weapons!

GAMES MASTER INFORMATION

Word of the Prince's transference to the West Country has indeed been overheard by various spies. Although the West Country Court may be worried about the Midlands, the main threat comes from *Wales*. Morgana is not overly concerned about the West Country at this time, but she feels that if she can arrange the death of the Prince while he is travelling through the Midlands, either the West Country and the North Country will declare war on the Midlands, or the West Country will be thrown into chaos and the Midlands will invade it. Either way attention will be taken away from Wales, and Morgana will be able to send her troops into the Midlands while its troops are busy elsewhere.

To make it look as if the Prince's death was the fault of the Midlands, Morgana has hired a large number of mercenaries from all over Britain to attack the caravan that is transporting the royal heir from the north. She does not know about the decoy plan, but once the mercenaries have attacked the dummy party they will realise that something is afoot.

The trip to the North Country is fairly straightforward, unless you want to complicate it with extra encounters. The party will be able to cover between thirty and forty miles every day depending on the weather, and so it will take them just over a week of uninterrupted travelling to reach York. Game Masters may wish to skip this part of the travels and begin the meat of the adventure with the trip back to the West Country. Along the way you should roll regularly on the Random Encounter table.

Guy is loud and arrogant. He treats almost everyone with disdain, including the characters and especially Arthur, who is given the most menial jobs. He will constantly advise characters on how to do things, how to behave and so on, and acts as if he is leading the party.

Arthur is a capable squire who is near ready for knighthood himself (**Note:** Skills are presently equal to a second level knight. Arthur will quickly increase to 4th level over the next 10 months. Then increase one experience level a year till level 9; kingly duties will prevent any further experience as a warrior). Unlike the arrogant prince, Arthur is friendly, thoughtful, and a team player. During this part of the journey game masters should watch how the player characters treat Arthur, since this will decide how Arthur treats them when he becomes king. Anyone who treats him badly, for example, may still become a member of the Round Table, but their advice will not be given the same importance as that of a character who had helped Arthur during this adventure.

The Trip South

The disguises are good, so the characters will be treated as if they are real bards by any villagers or townsfolk that they meet, and will be expected to tell them news, gossip from the various Courts, stories of the old times and heroes, to sing songs, juggle, perform conjuring tricks and generally entertain. If the performance is a good one they will be given free food and lodgings; if not good, then they may be given a barn to sleep in, or even hounded out of town. Troops in the Midlands will also stop them and ask for news and entertainment; they tend to be a less forgiving audience than villagers. Fortunately, killing a bard is considered to be bad luck.

As the party stops at villages they will hear news of how far the "royal" caravan has reached. Towards the evening of their third day of travelling through the Midlands, they will encounter travellers who pass on the news that the royal cortege has been attacked by a force of unidentified troops and has been completely destroyed. Nobody is quite sure what has happened to Prince Guy. **Note:** At this point, Morgana's mercenaries realise that they've been duped and have begun to spread

out across the kingdom, blocking off all the routes that a group might be likely to take to the West Country.

Encounters of a Deadly Nature

From the moment the party hear the news about the destruction of the escort troops, things get nasty. Any roll on the Random Encounter table that gives the result "Bandits", "Court Envoy", "Mercenaries", "Press Gang" or "Soldiers" is an encounter with Morgana's agents!

In addition, there are a couple of specific encounters.

Encounter Number One. Five mercenaries have set-up a roadblock and are checking everyone's travel papers. If the group plays it cool and does not engage in a fight, even when bullied, they will be allowed to pass.

Encounter Number Two. Another roadblock, but these six, third level, mercenaries are not as lax and are under the watchful eye of one of Morgana's Advisors. The Advisor will not get involved in combat, but instead, will immediately ride off on his motorbike to raise the alarm; he will recognise Guy and Arthur and flee so that he may send greater forces against them later. The only way to avoid heavy opposition down the road is to capture or slay the Advisor now!

The mercenaries will claim to be from the Midlands and looking for criminals, but their unusual clothing, large number of weapons and odd mixtures of accents should give their disguise away. They will attack the moment the Advisor speeds away on the motorcycle shouting, "It is Prince Guy, kill him!" They will not hesitate to attack, with Guy their primary target. If captured and interrogated, the mercenaries can only tell characters that they were hired by a large canine with a Welsh accent (Rex).



A change of tactics. If the Advisor or any mercenary has survived and escaped, the number of mercenaries in that area will begin to increase. This will happen by evening (and about 40 miles/64 km later), because the slain mercenaries will be found and the others will know that Guy has been this way. A typical group of mercs is now eight and pairs of scouts can be seen hiding near the roadside. All are much more alert too, because they know their quarry is near. *Roll on the random encounter table for every 6 miles (10 km) travelled.* The group may have to leave the main road and travel country paths or through the forests. As soon as the characters realise the gravity of the situation,

Guy will become very nervous. He decides that the visit to East Anglia should be cancelled and they should make straight for the Waste Lands. He also suggests that the group should leave the road and travel on foot across country to lessen the chance of being caught. This will slow the travel down, but will reduce the chance of their being spotted by mercenaries (Roll or stage an encounter for about every 15 miles/24 km travelled).

Encounter Number Three: A trio of vagabonds, two wolves and a bear, approach the group from the woods. They carry no obvious weapons, but could have some under their tattered clothes. The bear is the apparent leader and is dressed in brown robes. All speak in a Midlands accent. The nomads will treat them as bards and ask questions and panhandle for food. At the most opportune moment, they attack. All are agents of Morgana, one wolf is a 4th level soldier armed with a mace and short sword, the other wolf is 3rd level armed with a .38 calibre revolver (six shots, 3D6 per round) and a knife; both have 21 Hit Point and 25 S.D.C., P.S. 20, P.P. 17, and Spd 18, all other attributes are average. The bear is a fifth level *druid* turned evil! He will use all of his skills and powers to capture or kill Guy; I.Q. 12, P.S. 22, P.P.14, Spd 14, all other attributes are average; Hit Points 32, S.D.C. 20 and is armed with a staff. None wear armour. The druid will flee when he is down to one third of his hit points, the wolves will follow him.

The Waste Lands

Once in the Waste Lands, life becomes a lot easier, since many mercenaries are superstitious and will not venture near a place with such a terrible reputation. All random encounters go back to normal, but there is still a 50% chance that any mercenaries encountered are working for Morgana. **Note:** Game Masters elect to have no encounters for the first day in the region, especially if the group had a rough time in the Midlands.



Shadows of the Future

On their second day in the Waste Lands the party will become aware of someone or something following them, but nobody can actually spot anything. It is as if a shadow occasionally moves across the corner of the eye, but nothing is out of place when one turns for a better look. As dusk falls and they make camp, three tall figures will emerge silently from the twilight. They are members of the mysterious *Pumas* that exist only in the Waste Lands. If the group attacks or make any hostile moves, other pumas will appear from the darkness, outnumbering the characters by two to one.

Although not obviously hostile, the pumas do seem to be quietly threatening. The lead puma, six inches taller than his fellows, will question the characters, seeming to see though any lies or mistakes in their story until he hears the truth. Finally he says, "You have come into our lands and you have lied to us, but your hearts are good. Fare well, future king. If you have need of us, send a messenger into our lands. There is much trouble ahead. The signs auger it." He points upwards to the night sky, where the bright streak of a comet is emblazoned across the heavens. When the party looks down, the pumas have gone.

West Country

On the next day of travelling the party will come across a large area of devastated land. What was once a small ruined community has now been obliterated. There are deep craters in the earth and here and there the stripped and blackened carcass of a tree points to the sky. The air has a heavy and unnatural smell. Some SAECSN FT-242 pilots have been practicing their bombing; the characters won't know that but it should make them feel uneasy.

As soon as the party gets back to the West Country, the dangerous part of the mission is over. They rendezvous with the battered remains of the dummy escort as planned and return to Glasenbry, where they are given an ecstatic welcome. That evening a ceremony takes place which the characters will witness. Read the following to them:

"As twilight falls, Guy and Arthur, and you with them, are led by various members of the Court to the base of Glasenbry Tor, the hill which stands over the town. Your guides take you to a wide tunnel entrance on the far side of the town, quite close to the edge of the lake, and they lead you inside.

"The tunnel stretches about a quarter of a mile until you are deep under the Tor, where it ends in a large circular chamber. On the far side of the room is a huge metal door, and beside it a glowing panel about a foot square. The door is scratched and dented, but you can still read words on it, in the stencil lettering style of the pre-Crash humans. It reads 'ACCESS TO SUPREME COMMAND: BRITISH ISLES. PLACE HAND ON PANEL FOR IDENTIFICATION.'

"Lord Burton steps over to the door. 'Prince Guy, this is a test of kingship that none has yet passed. Since a landslip first exposed this tunnel a hundred years ago, the door has been unmovable. Only when a new king is to be crowned do we allow the hopeful to try to open it. If yours is the hand that can breach that door, you are rightful king born of all Britain, and we will proclaim you such.'

He steps back into the group of courtiers. An old human face catches your eye for a moment; it is vaguely familiar but you push that thought away as Guy steps up to the door. He places his hand firmly on the glowing panel. Nothing happens. He steps away, a rueful smile on his face. Two young messenger knights take his place, each failing. A small queue begins to form.

Allow the characters to try the door if they want. They will be unsuccessful.

Read the following:

"The chamber begins to empty as the courtiers move outside, back to the night air. Lord Harcourt turns to Lord Burton. 'Well, Bubbles, it looks like the great leader will not return during our lifetimes, eh? A pity, a pity.' They turn away towards the exit.

"There is a loud click. Hidden machines whine and the door moves slowly upwards, a gush of stale air filling the chamber. Arthur, Guy's squire, steps away from the panel. He looks very self-conscious and a bit guilty. He opens his mouth as if to speak, but stays silent as one by one the Lords Burton, Harcourt, Lucknowe, Duguid, Pilcher and the others, the courtiers, the young knights and finally Prince Guy slowly go down on one knee to their new king.

"Across the room you again see the old human, the one from the Crystal Cave months ago. He catches your eye, smiles and winks."

The rooms beyond the door are a pre-Crash military command centre and supply depot, buried deep to survive a nuclear attack. The defence computers and most of the apparatus in the main part of the complex are useless, but the equipment in the depot has not suffered from the effects of age at all. There is no large equipment stored here (no tanks or helicopters), but there are twenty-four new motorcycles, about 10,000 gallons of petrol, one hundred SA-80 rifles with 50 clips of ammunition each, twenty-five one-shot heatseeking missiles fired from the shoulder (+8 to strike any target radiating heat; 2D6 × 10 damage), fifty night-sight binoculars and large quantities of smaller items such as torches/flashlights. Most of this equipment is given to the West Country army, although some of it may be awarded to the player characters for bringing them the "True King" safely.

The day after the opening of the door, Arthur is married to Princess Genaevar and crowned king of the West Country in a joint ceremony at the abbey in Glasenbry. The Envoy from the North Country makes protesting noises about the fact that Arthur rather than Guy is being crowned, but is finally persuaded to shut up. The ceremony draws a huge crowd and goes peacefully.

A Typical Waste Land Puma

The Pumas are secretive and will rarely reveal their full abilities. They will always fight to the death and will rise to serve King Arthur to unite and protect Britain.

Size Level: 12 S.D.C.: 30

Hit Points: 41

Human Features:

Hands — Full

Biped — Full

Speech — Partial

Natural Weapons: Retractable Claws (2D6 damage)

Animal Powers: Nightvision (50 ft/15 m) and Advanced Hearing.

Animal Psionics: Telepathic Transmission and one other. Leaders will always have Telepathic Transmission, See Aura, and two other psi-powers of choice (Natural leaders automatically get an additional 20 Bio-E to spend on animal psionics; a mutation bonus).

Weapons: Love to use knives (thrown), maces, warhammers, staves, and long bows, 30% have a bolt action rifle or an automatic rifle.

Average Experience Level: 6th, or roll 1D4 + 3

Combat: Martial Arts.

Attacks Per Melee: 5, +4 to strike with weapon, +4 to damage, +6 to parry, +6 to dodge, +6 to roll with punch.

Skills of Note: Land Navigation (+20%), Wilderness Survival (+15%), Dialect, Heraldry, Archery, Acrobatics, Climbing, Prowl, W.P. Blunt, W.P. Bow (long bow), W.P. Paired, and W.P. Target. The Waste Land Puma's are all trained in the martial arts and use blunt and bow weapons from an early age.

DUNGEONS AND DRUIDS Adventure

Note: A month has passed between King Arthur's coronation and this adventure. During this time a monk in Glasenbry (Brother Brede, a rather nerdy young mole) has worked out that Arthur is actually the son of King Utha and Queen Igerne, carried off to the North Country when Utha fled the West Country over twenty years ago. Nobody seems especially happy about this news, but on the other hand there has been no great outcry either.

After his first month of kingship, King Arthur calls a meeting of his Court, and the characters are asked to attend. Read his speech to your players:

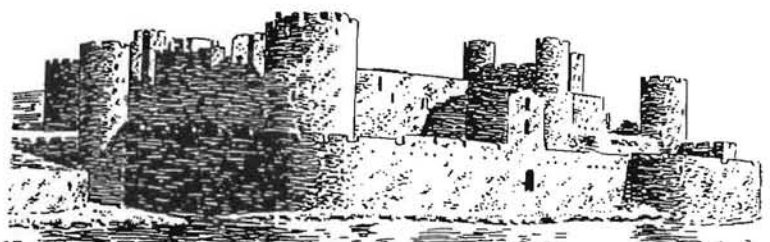
"My friends, I may be a young and inexperienced king, but I know my responsibilities. For some time reports of an invasion force from the east, possibly from outside Britain itself have been reaching this and other Courts. Other leaders may choose to ignore them, I will not. Whatever this threat may be, it must be checked. On my orders Lord Harcourt has dispatched scouts to determine the nature and strength of this foe. I need your help in other areas. If, as I suspect, our enemy is technologically more advanced than we are, we will require the assistance of other nations to defeat them, and this will need negotiation and skill. My half-brother Guy will ride with all haste to the North Country where he will tell King Paul of my decision. Lord Stangroom, you take fifty men to the Court of the Midlands and negotiate with their leader, whoever he is this year. Lord Pardoe, you must see what aid you can get from the Duke of East Anglia. Meanwhile my friends (*insert PCs' names here*), who have earned my respect and trust, will travel to the Court of Morgana of Wales and there use your skills to gain her help. The messenger knight Lancelot and five of his fellows will journey to the Scottish forums, there to argue our case. I thank you all in advance for your efforts, and ask that God's grace go with you."

A few of the Court, including Merlin, who stands slightly behind Arthur, start coughing loudly at this point. The audience seems to be over.

Travelling To Wales

Like many journeys, the trip to Wales starts well and rapidly goes downhill. Although no advance warning of the visit has been given, the party will be met at the border by five of Morgana's Advisors who will escort them to Shrusbry, a journey of about a day and a half. This gives the characters a chance to see how the Welsh people react to the Advisors; with fear and loathing.

Shrusbry is built in a wide bend of the river Severn and is almost an island. The characters will quickly realise that it is a military town; most of the people on the streets wear uniforms and around one third will openly carry weapons. The Court is a small cluster of buildings around the castle, which has obviously been fortified and rebuilt recently. The party will be quartered in an inn called the Prince Rupert, about half a mile from the castle.



The next morning two Advisors will come to escort them all to the Court, asking that they leave all their weapons at the inn; this is a must. Morgana will receive the party in a large hall, accompanied only by her chief Advisor, Rex, and two armed guards. She will listen to their request for assistance before launching into a series of questions about Arthur. How old is he? What does he look like? Is he a good leader? Do his people like him? Who are his closest advisors? What is his exact claim to the throne? She has heard rumours that Arthur is the son of Utha, the man who killed her father King Cerdic, but wants to hear this confirmed from the mouth of his own Envoys. As soon as she has heard enough she will turn to Rex and say "I think that's all I need to know." Rex pulls a rope hanging from the ceiling; a bell tolls somewhere in the palace and the room fills with guards. There is a chance that the characters can escape here if they fight very well since these guards have been given orders not to kill the party, but the main gate has been locked and the guards there have been told to shoot to kill. Escape is not impossible, just very unlikely. Morgana and Rex will only join the fight if they are attacked, Morgana using her magical powers to subdue the characters. If our heroes are captured they will be handcuffed, any useful equipment will be taken from them, and they will be led down to the dungeons under the castle.

The Dungeons

The prison under the castle has either been built or enlarged recently. There is no lighting down there; the guards carry flaming torches which illuminate the rough stonework and the wooden doors of the cells. The party will be shoved into a small cell with one other occupant, a mutant hedgehog, who hardly seems to have noticed that the party has joined him. Once the guards have gone, the dungeons become pitch-black. After a couple of minutes you can hear voices coming from the other cells.

There are about 130 people currently being held captive. Of those, only two dozen are real criminals, 8 are druids (ranging from level 2-8) and 34 are initiates. Most of the others are suspected of helping druids. Each cell is barred by a locked heavy wooden door (220 S.D.C) with an observation hole about nine inches by nine inches in it. There are two armed guards at the entrance to the dungeons, who have keys to the cells, but the cells themselves are not guarded. Food and water are brought around once per day, given to the prisoners through the holes in the doors. It is possible to talk to the captives in other cells, although loud talk may be overheard by the guards (1-32% chance).

Obviously the characters are going to have to break out, not only from the dungeons, but also from the castle and then from Shrusbry itself. They can stay there if they want to wait, in which case they will remain in the cells for four months until they are freed. If the party does decide to escape, how they achieve this is up to them and you, but here are a few ideas.

If the group agrees to free as many of the other prisoners as possible, the druids will help in the escape attempt. This includes giving magical/psionic aid.

Morgana and Rex will not be within the castle when the escape is made, so any plans for revenge will have to be postponed, unless the party is prepared to wait in Shrusbry for a few days; a dangerous idea!

The West Country does have a Court Envoy in Shrusbry who will help the player characters if they approach him. He will not shelter them, but can provide basic equipment, some money, and four riding insects. He has no weapons to give.

The bigger the number of escaped prisoners, the larger the search will be to recapture them once the escape is discovered. There is a 25% chance per day and night that the group will meet a Welsh search party of 2D4 soldiers. A few of the druids will be prepared to accompany the party to the West Country, but most will head either for the nearby border with the Midlands or westward, deep into the Welsh mountains. They will promise to aid the party if they meet again, and if the party tells them about Arthur and his quest to reunite Britain to fight the

invaders, they will pledge their allegiance to the cause. Likewise, they will try to change the weather at first opportunity to give the group cover in their escape (lasts about eight hours).

Back in the West Country

Once the party returns to Glasenbry, they will have to tell Arthur that any aid from Wales seems unlikely. Arthur admits that he had hoped for more from his half-sister. The other diplomatic missions have not gone as well as hoped. Only East Anglia has given its full support, in return for a treaty of support if the Midlands should ever invade it. The Court of the North Country has pledged its support and is sending soldiers from its small army, but the industrial Barons seem uninterested. News has yet to come back from the Scottish forums, and the king of the Midlands gave Arthur's Envoy a short audience, claiming that his kingdom could defend itself against any invasion. The spies have returned from the Waste Lands and report that they estimate the SAECSN strength at around 15,000 men, maybe more, with a very high standard of equipment and training. Things look bleak.

THE TOURNAMENT Adventure

King Arthur spends several days in council, then sends for the player characters. He seems depressed.

"My friends, things are not going as I planned. I had hoped to have an army to equal the size of the SAECSN invaders by now, with the promise of more troops to come. As it is, they would outnumber us by two to one in combat, perhaps as much as 10 to one when one considers their superior weapons.

"Still, a battle is not lost until it is joined, and there is hope yet. Bran of the Midlands may have sent away our Envoy, but he cannot do the same to another king. I ask you to accompany me to Nottinam where we will put our case to King Bran in person, and may yet bring him round to our side." If the characters accept, Arthur thanks them and asks them to gather by the north causeway at dawn the next day. He will arrange transport and send a messenger knight ahead to notify the Court of their arrival.

The day dawns bright, and the party set out in a large lorry with an escort of three messenger knights. Word has got out about the diplomatic mission, and a large crowd turns up to wish the envoys success. During the journey, roll as usual on the random encounter chart but remember that the lorry is unlikely to stop for anything other than the most important reasons. It will take two days of travel to reach Nottinam, and the party will stop for the night in open countryside.

On the second day of travel, the party will notice that there seem to be more travellers on the road than usual. Many seem to be mercenaries, but there are also bards, traders and vagabonds. Almost all are heading north, towards Nottinam. Anyone they ask will tell them that they are all going to the Annual Tournament at Nottinam, where the ruler for the next year will be chosen. The Tournament begins the next day, and will last for seven days.

The party will arrive in Nottinam late in the afternoon of the second day. The city is very crowded and all the inns are full so the party are taken to the house of the West Country's Envoy who has arranged for them to stay there. The messenger knights go off to the Court where they will stay with the other knights. Over dinner, the Envoy (the young and excitable Lord Pilcher) tells Arthur that it will not be possible to have an official audience with the King until the Tournament is over, since until then there technically is no king of the Midlands. Bran is



expected to win again this year, for the fifth time. Lord Pilcher's personal servants, two wombat brothers called Henry and Mike, are prepared to take any bets that the characters might want to make on the tournament.

The first day of the Tournament is hot and sunny, and everyone in the city seems to have moved to the Tournament grounds a couple of miles to the north. The actual tournament arena is surrounded by tents and stalls of all descriptions, selling all manner of food, drink and products, as well as the tents of the visitors to the Tournament: knights, warriors, messenger knights and mercenaries from all over Britain; here to try their luck and show off their prowess. There are also bards, minstrels, traders, vagrants, pilgrims and many others. The thing feels like a huge fair and there are at least 25,000 people here.

Anyone who wants may enter the Tournament itself by registering with one of the officials at the tournament arena at the centre of the fair. Over 1500 people have entered. One must participate in all events to qualify for the crown. There will be six days of events, which proceed as follows:

Day One is taken up with physical feats such as running and swimming races, long jumping and tossing a "caber" (a log about 20 feet long, weighing over 200 pounds; this sport is popular in Scotland). By

the end of the day only 400 contestants will be left. Any character taking part must have a PS and PP of at least 20, the "Swim" and "Running" skills and be able to jump at least eight feet (2.4 m) if they are to survive to the second day.

Day Two is more physical feats, but these are more dependent on skill. They include riding an untrained beetle, climbing a vertical wall, and walking across a narrow beam over a pond while blindfolded. Only 150 will be left to continue to the next day.

Day Three is a day of unarmed combat; and for the first time the competitors are set against each other. To stay in the tournament a character should be at least fourth level and high S.D.C./Hit Points. The average competitor will be of 1D4+4 levels experience, physically strong and or quick (high P.P.) and have EITHER Wrestling and Boxing, OR Hand to Hand Expert or Martial Arts (the latter is not very common). This combat is not mortal and anyone removed at this stage will suffer little more than a sore body and bruised ego. Only 50 warriors will be left at the end of the day.

Day Four and Five are days of jousting. The contestants take each other on in single armed combat, wearing armour and using hand-to-hand weapons. Although every joust is supposed to end when one of the fighters surrenders, serious injury and even death are not rare.

If a character loses any of their jousts, they are out of the contest. To survive, a character will have to defeat three opponents, all 7th level or higher and of great strength. By the end of day four there will be 24 competitors left, and after day five just eight warriors will remain.

Day Six is the final day of the contest, although the fair continues for another couple of days afterwards. The eight remaining contestants joust, first riding insects (or motorbikes if they are messenger knights) with lances at their opponents, and once one has been knocked off, continuing the fight on the ground. A competitor will have to joust against two opponents and a single defeat means that they are out of the Tournament. At the end of these rounds there will be two contestants left. At the end of the day they joust or duel, often to the death. The final winner is the new king, and will be crowned the next day.

GM Note: First, only a native of the Midlands can be crowned king, so any entrant in the Day Six joust who is not a native can not compete and is instead given 4000 quid and an assault rifle at a special ceremony where he can eat, drink and make merry until he drops. There is no way that any player character should be able to win the Tournament; if you let them, be prepared to make major changes to your campaign! The Mighty Bran should be the winner.

During the Tournament the characters are bound to see faces that they recognise among the huge crowds; perhaps the mercenaries who chased them through the Midlands, or someone encountered in an earlier adventure. They will be greeted with smiles and offers of drinks since nobody holds a grudge or a vendetta while the Tournament is on. They may also hear interesting rumours (both true and false), get into arguments, gamble, brawl, have their pockets picked and have any number of other minor encounters.

King Arthur does not enter the tournament, but spends the first two days trying to approach Bran, asking some of the party to stay with him as a bodyguard. Bran in turn spends most of his time either competing (he does very well) or avoiding Arthur. On the third day the two finally meet face to face in Bran's tent. Arthur briefly outlines his case, and Bran tells him what he told his envoy; he believes the Midlands can defend itself against any invader. On the fifth day Arthur corners him again after a particularly difficult joust, and Bran tells him to "return home to his wife, and cease meddling in the business of real warriors".

On the first or second day, while one character is wandering around the stalls of the fair, they will be recognised by a mutant hedgehog who is wearing white robes. The hedgehog will introduce himself as Olwen, who was in their cell under Shrusbry Castle, and thanks them kindly for helping him and his fellows escape. He is here to see others of what he refers to as "his brotherhood", meaning the druids, but invites the character for a drink to hear what they are up to. He will sympathise with the difficulty of the task, and offer any assistance he can.

In the evening of the fifth day, after Arthur has been insulted by Bran, members of the party will meet Olwen again. By this time he has heard stories from other druids about the SAECSN invaders, and offers to help. He suggests that after Bran has won the tournament, as he seems sure to do, Arthur should challenge him to a duel over the insult. He smiles mysteriously, taps his snout and says "I will see to the rest. After what happened in Shrusbry, my people owe you and your king a favour or two."

On the sixth day, an hour or so before the final duel between Bran and a challenger from his own Court. Olwen comes up to one of the characters and thrusts a flask of liquid into their hands. "Make sure that Bran drinks this" he says, and disappears back into the crowds. How the character manages this is up to them; they can exchange it for a flask in Bran's tent beside the tournament arena, or add its contents to a bottle in there, or give it to Bran's squire saying it is from a

well-wisher, or give it to Bran themselves, or any other solution so long as it seems feasible. The one thing that is certain is that when Bran comes off the arena, cheers ringing across the fields and his final opponent being carried off by his squires, he will be very thirsty indeed.

If the party has persuaded their king to defend his honour, it is at this point that Arthur should step onto the field and challenge Bran to a duel. Bran is honour-bound to accept. Any character around the arena, watching the duel, will suddenly notice that in the audience there are a very large number of people wearing white robes.

The duel begins. Both kings are using ordinary swords: Arthur is well aware of the rules of honour and would not use the X-Calibre in a personal duel. For a few minutes neither gains the upper hand. *If Bran has drunk the contents of the flask, Arthur will win.* Bran will begin to move less fast and his parry will begin to drop, letting Arthur's blows get through. After another few rounds, he staggers and falls to his knees, dropping his sword. The crowd is silent. Arthur lowers his sword and offers Bran his hand in friendship as the arena explodes into cheers. When someone thinks to look, the white-robed members of the audience seem to have faded away. Bran is re-crowned King of the Midlands next day, and publicly agrees to help the West Country in its fight against the SAECSNs. The party will stay in the Midlands for another week while the two monarchs negotiate, and then will return to Glasenbry.

If the party failed to get Bran to drink the flask, play out the combat. Bran has taken wounds from the jousting and his S.D.C is down to 15, still the battle is swift and in his favor, as Bran's strength and skills are far greater than Arthur's. Bran will spare the young king's life, announcing with a bellow the king's foolish spunk and courage, but orders him out of the Midlands. For the moment, the mission has failed, but Bran will remember Arthur's courage in future negotiations.

BRAN

Alignment: Scrupulous

Attributes: I.Q.: 11, M.E.: 8, M.A.: 14, P.S.: 32, P.P.: 25, P.E.: 30, P.B.: 12, Spd: 28

Age: 36 **Sex:** Male

Species: Shire-horse **Social Rating:** a

Size level: 14

Height: 7 ft 3 inches **Weight:** 325 pounds/muscle

Hit Points: 68 **S.D.C.:** 32

Disposition: Gruff and uncultured, but rarely hostile, in his own way very noble and sincere.

Human Features:

Hands — Full

Biped — Partial

Speech — Partial

Looks — None

Powers: None

Psionics: Sixth Sense

Level of Experience: 9th

Level of Education: Poor

Occupation: King of the Midlands

Scholastic Skills: None

Natural Weapons: None

Weapon Proficiencies: W.P. Blunt, W.P. Chain, W.P. Lance, W.P. Sword, W.P. Automatic rifle, W.P. Submachine gun, W.P. Heavy.

Physical Skills/Training: Acrobatics, Athletics, Fencing, Hand to Hand Martial Arts, Running, Swimming.

Special Training: Pilot Mutant Insects, Wilderness Survival, Heraldry.

Secondary Skills of Note: Body building, Climbing, Wrestling, First Aid, Basic Math, Dialect.

COMBAT SKILLS: Hand to Hand Basic

Attacks Per Melee: 6

Bonuses: +8 to strike, +9 to parry, +13 to dodge, +20 to damage,

+9 to pull/roll with punch/fall, body block/tackle for 1D6 damage and opponent must Parry or Dodge to avoid being knocked down, kick attack does 1D8 damage, knock-out/stun on a roll of 19-20, Body throw/flip does 1D6 and victim loses initiative and one attack, pin/incapacitate on 19/20,

Other Abilities:

98% Sense of Balance

98% Walk tightrope or high wire

98% Climb Rope

98% Back flip

75% Prowl

Can jump 22 feet (6.7 m)

Fearless of heights

Personal Profile: Bran became king of the Midlands by being best at combat, and it is not a position he intends to lose. Having been king for four years means that he is beginning to pick up some of the more subtle points of diplomacy, but his headstrong nature means that he still occasionally makes gaffes, such as insulting King Arthur. He has a strong personality and is a good figurehead, which is what the Midlands needs from its king, but still lacks many of the basic qualities and courtly graces of a true leader.

In combat he prefers to use a his large claymore sword above anything else. In personal combat he is unbeatable, but has never had to lead an army into battle or command a large number of soldiers so his strength as a military commander is unknown, but likely to be low.

OLWEN

Species: Hedgehog

Occupation: Druid

Size Level: 8

S.D.C.: 20 **Hit Points:** 35

Experience Level: 10th

Human Features:

Hands — Full

Biped — Partial

Speech — Full

Abilities: Olwen has full druidic magical abilities, and has links to most of the druids in the area of Nottinam. He is originally from Wales, and is a quiet and pleasant character. Although he does not want to get directly involved, he will happily help the party if they helped him and his people in the past.

A NEW CAMELOT

Background Data

Arthur's return from the Midlands is welcomed. Glasenbry and the Isle of Avalon seem more crowded than before, and as the player characters return, they drive through military camps on the far shore of the lake. Soldiers have now arrived from the North Country and East Anglia, and small battalions have formed from deserting troops who have come from Scotland and Wales. Many mercenaries have also heard of the gathering of the forces and have come to lend a hand. Merlin is quickly becoming a prominent figure around the Court and a personal advisor to the king.

It is clear that not only is there insufficient room for all the troops in Glasenbry, there is also little strategic point in keeping them there. Arthur barely has time to recover from his journey before he is called to a meeting of the Court. Arthur announces that he has decided to move his military headquarters to the east, to the ancient city of **Winchester** which sits on the border of the West Country and the Waste Lands. Winchester has been mostly deserted since the Crash, but according to Lord Harcourt's spies, the buildings there are still sound and suitable for a major army encampment. While he makes the arrange-

ments for moving the Court and most of the armed forces, an expeditionary force will set out to Winchester in order to fortify the town and to make arrangements for the arrival of the main army. The expeditionary force will be made up of 750 soldiers from the West Country army led by Sir Lancelot and Merlin (and include the player characters as a special combat team?). It will leave in a few days.

What Lord Harcourt's spies did not know, is that shortly after they left Winchester, an advance party of SAECSNs captured the town, with the same intention of using it as a base for operations nearer to the enemy. There are 300 soldiers there at the moment, backed up by three HD-J tanks, and they have made their main base in the magnificent cathedral in the centre of the town.

The West Country army travels on foot, using insect-drawn carts to bring the heavy equipment and supplies. These include enough food for the army for two weeks, hundreds of spare rounds of ammunition, two hundred hand grenades, ten 7.62 light machineguns with three 250-round belts for each one and two of the heat-seeking missiles found under Glasenbry Tor. The army will reach Winchester around mid-day on the third day of travelling. From a distance the town seems quiet enough; the suburbs lie in crumbling ruins, but the older buildings in the centre and especially the huge cathedral seem to have weathered the ages much better than their younger counterparts. There is a light rain, which is beginning to get heavier.

The first major clash with the SAECSN troops is about to begin.

SCENARIO

IDEAS

If your players are participating in the scenarios in this book, they are helping to set the stage for the golden age of the new Camelot, a time when Britain seems to be united under one king, when chivalry and honour rule supreme, and the process of rebuilding after the Crash can really begin.

Of course, not all is perfect. Arthur and the armies of Britain will have to face the SAECSN invaders. The strategic move will be to sever the SAECSN supply lines and routes (including seizing the underwater tunnel) and divide their troops. This will be done in the months ahead, lead by King Arthur, Lancelot, Sir Guy, Sir Mordred, and Merlin (and the player characters?). These battles will be done at a great cost of lives (The Midlands may join the battle at its darkest moment to help repel the invaders). Even with the SAECSN forces eventually scattered, there will remain many thousand of their troops and much of their equipment in the Waste Lands, and they will not surrender to the mutant forces. Battles against them will continue for many years, becoming slowly less important as the enemy forces are depleted and their equipment succumbs to lack of ammunition, petrol and battle. Without ammunition, they will resort to using hand held weapons and bows and arrows. They will raid towns and cities for food, equipment, weapons, ammunition, and petrol (East Anglia and the West Country will be choice targets), as well as to simply destroy mutant animalkind.

SAECSNs will still exist on the European continent assuming they escaped the vengeance of the mutant forces there. This means they may represent a threat to Britain for years to come. There is no reason why the British war against the SAECSNs shouldn't be taken into Europe: the Hercules transport planes can be used to ferry troops and equipment across the English Channel with no problem at all (as can Merlin's magic). Of course, GMs will have to work out how Europe has survived the Crash, what languages are spoken there and so on.

Back in Britain, there is **Morgana**. While it is known that she hates Arthur and there are rumours that she may have sided with the SAECSNs and had something to do with the assassination attempts on the king, she is yet to launch any act of outright war against his throne. Arthur



refuses to invade Wales because Morgana is his own sister; he cannot believe that she would ever intend to do him harm and therefore will not think of attacking her or her country. Her vendetta against Camelot and Arthur can be the basis for hundreds of possible adventures. In many ways, she is the major Bad Guy of **MUTANTS IN AVALON**.

Although the battle with the SAECSNs has helped to begin the way to uniting the country, players may be interested in trying to unite Britain into a single kingdom under a single monarch. This is an honorable goal that is in keeping with the spirit of Camelot, and could provide enough material for an entire new campaign, involving diplomacy and negotiation, creating treaties, putting down rebellions, fending off assassins, and at least one full-scale war with a country that does not want to relinquish its status as a separate nation (such as Wales, Midlands, and Scotland). Morgana and other villains will certainly try their dirtiest tricks to keep the country divided and/or to ruin King Arthur. Even allies such as the North Country may see King Arthur's influence and desires to unite Britain as a threat to their power (especially Wales and the Midlands) and a bid by him to become the ultimate ruler of the realm.

If you continue with the Arthurian theme through your campaign, at some point you should create a situation where **Sir Mordred** makes an attempt to usurp the throne. Again, one can refer to background material like the works of Sir Thomas Malory to get the right feel for this, or just play it out your own way. This was the final event that caused the destruction of the original Camelot and the death of King Arthur. If you can, present it as a civil war between two factions of the Round Table, so that the players have difficulty in deciding which side they are going to join.

Other Ideas

Even if you've been using the Arthurian plotline and scenarios, not all your adventures have to be connected with King Arthur or the Round Table. The knights of legend spent much of their time travelling on quests or simply looking for wrongs that needed to be righted.

Initiation Rite: Many young warriors in Britain are sent to the Waste Lands to bring back some object as a test of their bravery. For a new character, especially one player or a small group new to role-playing, this could be an exciting way of exploring Britain.

Robin Hood and his Merry Bandits: The lack of a real police force means that bandits and highway robbers have reappeared on the roads. They may work alone or in groups; or they may steal from the rich and give to the poor or steal from anyone and keep it. The characters may be hired by a community being terrorised by these people, or work as bodyguards for a merchant who is afraid of being held up by bandits, or may be held up themselves.

Evil Druids: Not all druids are peaceful and kind. Some become selfish or evil and use their magic for foul and personal purposes. A rogue druid could be a terrible foe.

Monsters from the Waste Land: All sorts of terrors exist in the Waste Lands. They can include super-powerful mutant animals mutated far beyond the norm, who threaten innocent lives, to giant, mutated, devouring monsters. Along these lines, Merlin may accidentally open a *dimensional rift* and let who knows what kind of fiend or monster into the realm.

Spies! Every Court contains spies; it is a respectable way of getting information from your enemies. The party may be asked to work as spies at another Court, or to track down a spy within their own Court, or to try to give an enemy spy some incorrect information. Spies and their more dangerous cousins, saboteurs, and assassins, make good sub-plots for adventures.

Revolution! Britain consists of eight individual nations: three working monarchies; one dictatorship; one deserted area; one free market state; one democracy and one revolutionary commune. Not all the inhabitants of the monarchies or the dictatorship are happy with

their rulers and may try to overthrow them; the workers in the North Country may rise up against their tyrannical bosses or try to destroy the machinery that is leaving them jobless; or an army of "liberation" may arise in any country in an attempt to convert its neighbours to its superior form of government. Bran could be defeated and a new more aggressive or evil monarch may assume the throne. Or any leader could be usurped or manipulated by a more villainous force(s).

Resistance movements often do not arise spontaneously, but are deliberately created and funded by a shadowy figure with large resources, who wants to see things change for their own private reasons. Whether rebellious peasants are freedom fighters or terrorists also depends a lot on your perspective; the party may start out supporting one side, only to find that the reasons behind the armed struggle are more complex than they had thought.

War! In addition to wars caused by peasant uprisings, open conflict may also break out inside or between nations. The Midlands is still threatening to invade East Anglia. Wales may have been beaten back for the time being but is sure to invade the Midlands again. The Highlands of Scotland may try to declare themselves an independent country, which would cause a war in Scotland. A small war may break out between the industrial Barons in the North Country, which would affect everyone by disrupting the flow of goods to the rest of Britain. The party may be sent to report on the conflict, or even to try to use diplomacy to bring things to an end.

The Irish: Ireland still exists, but nobody from Britain has been there since the Crash, possibly because even in pre-Crash times, the Irish Sea was the most radioactive open body of water in the world. What has happened to it? What villains, monsters, dangers, and adventures might be spawned on that island? Perhaps an expeditionary force should investigate (like the player characters).

The Continent: What else exists on the European continent? We know the SAECSNs are there and we know they are fighting mutant animals. But are these mutant animals another potential invader? What else can be found there?

IMPORTANT CHARACTERS

Not all of the characters mentioned in the text of **MUTANTS IN AVALON** are described here. Minor characters and even major characters whom the players will only hear about or meet briefly, are either omitted entirely or described briefly at the relevant point in the adventure. Only the characters who are likely to play an important part in the story of the new Avalon are given a full description here.

All the figures given here for the various characters are, with the exception of the "typical" knight, stats at the beginning of the campaign, before Arthur is crowned king. Remember that as the campaign goes on and the player characters gain experience and levels, so may the non-player characters. As a result, our heroes may never reach the same level of experience as the other, more experienced Knights of the Round Table. This is fine. They should feel that they are surrounded by heroes, people who are bigger and better than they are, and part of the enjoyment of this campaign is realising that people regard them as highly as Sir Lancelot or Sir Guy.

If you need the stats for any of the other characters, don't be afraid to create them yourself, or to alter the stats of characters if they don't fit with your game. There is no absolute "right" or "wrong" about these characters and their abilities. Just so long as they match with the power levels and atmosphere of your **After the Bomb®** game and the way you run it, they're fine.

Heroes of the Realm

KING ARTHUR

Alignment: Principled

Attributes: I.Q.: 13, M.E.: 15, M.A.: 22, P.S.: 21, P.P.: 17, P.E.: 16, P.B.: 17, Spd: 18

Age: 22 **Sex:** Male

Species: Raven **Social Rating:** a

Size level: 9 **Height:** 5 ft 7 inches **Weight:** 150 pounds

Hit Points: 38 **S.D.C.:** 52

Disposition: Arthur may be the rightful king of all Britain, but that doesn't necessarily mean that he's cut out for leadership. In public he is a charismatic, wise, noble and resourceful leader, but in private he can be vague, a little slow, and occasionally overwhelmed with self-doubts. He is an honest and straightforward individual who dislikes the games and dishonesty often employed in diplomacy. However, it is his honesty and sincerity that shines from his presence and unites the people.

Human Features:

Hands — Full

Biped — Full

Speech — Full

Looks — Full

Powers: Winged Flight

Psionics: None

Level of Experience: 4th level knight

Level of Education: Taught and fought alongside Sir Guy as a child at the Court of the North Country.

Occupation: Squire; then King

Scholastic Skills: Include a +10% special training bonus.

Art 62%

Dance 65%

Heraldry 65%

History 55%

Leadership 52%

Pilot Motorcycle 82%

Writing 56%

Read & Handwrite 65%

Natural Weapons: None

Weapon Proficiencies:

W.P. Knife

W.P. Blunt

W.P. Sword

W.P. Automatic Pistol

W.P. Rifle

W.P. Semi and fully automatic rifles

Physical Skills/Training:

Hand to Hand: Expert

Wrestling

Fencing

Prowl 81%

Espionage Skills: Include +10% bonus; special training.

Concealment 45%

Disguise 65%

Interrogation 65%

Leadership 70%

Land Navigation 62%

Secondary Skills:

Athletics: General

Body Building

Running

Swimming 74%

Basic Math 91%

Cook 75%

Wilderness Survival 55%

COMBAT SKILLS: Expert

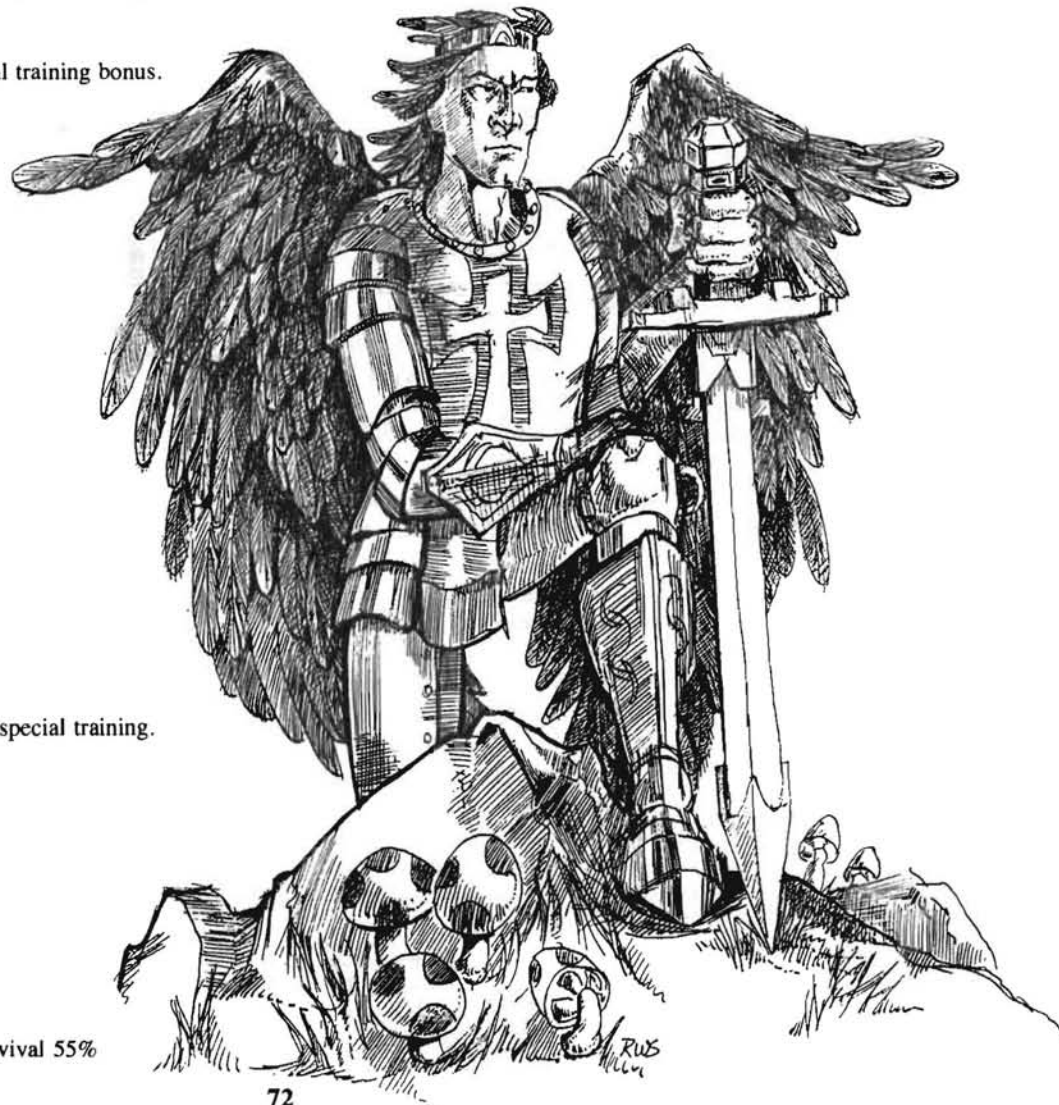
Attacks Per Melee: 4

Bonuses: +4 to strike (+7 with sword), +6 damage, +4 to parry/dodge (+5 in water, +7 with sword), +3 to pull/roll with punch/fall, +1 to save vs poison and magic (P.E. bonus).

Other Abilities: 75% chance of invoking trust or intimidating.

Personal Profile: If the truth be known, young Arthur would not be as strong a king if he were left on his own. He is a bit too naive, trusting, and optimistic, tending to think the best of people until proved wrong. Nor is he the fastest thinker and lacks the experience of diplomacy needed to unite Britain under one ruler, let alone to lead its combined armies against an invader who is superior in almost every respect. However, he wisely recognises his weaknesses and has surrounded himself with advisors. Unfortunately, this brings its own problems, since he often has difficulty in sorting the good advice from the bad, and sometimes lacks the judgement to tell a true friend from a potential enemy.

This side of the King cannot be shown to his subjects. As a result, Arthur has developed a public personality which uses his charisma and courtly wit to best advantage. The people of West Country love him and his wife, Queen Genaever, and will follow him into the jaws of death. Arthur's popularity is quickly spreading throughout Briton, which is the first step in his ability to unite all the people. He is not henpecked by his wife, but she can tend to dominate him. He loves her, and believes that she loves him.



Arthur is a competent fighter and can hold his own against most foes in single combat. Armed with the **X-Calibre**, he is unafraid to lead his troops into battle.

Note: Remember, these are the stats for Arthur just shortly after he is crowned king. As he gains experience of leadership and kingship, his level of experience and abilities will increase.

The Sword, X-Calibre!

The magic broadsword was given to the young king by the mysterious Lady of the Lake. It instills the King with confidence in battle and protects him against psionic and magic attacks. **Special Properties:** +6 to save vs psionics and magic. During combat, the sword also adds +4 to his M.A., making him seem all the more dynamic and unbeatable/charismatic. **Damage:** The sword is indestructible and eternally sharp; inflicts 3D6 damage.

Armour: King Arthur wears gold plate armour into battle. A.R.: 17, S.D.C.: 160, but often wears chain mail when travelling; A.R. 14, S.D.C.: 55.

QUEEN GENAEVER

Alignment: Unprincipled

Attributes: I.Q.: 17, M.E.: 18, M.A.: 17, P.S.: 14, P.E.: 13, P.P.: 13, P.B.: 22, Spd: 14

Age: 23 **Sex:** Female **Species:** Swan

Social Rating: a **Size level:** 9

Height: 5 ft 3 inches **Weight:** 125 pounds

Hit Points: 21 **S.D.C.:** 20

Disposition: Clever, resourceful, scheming, self centered, and the epitome of class and style. Genaeveer is not someone who sits back and lets fate guide her life. She may be unable to escape her arranged marriage, but is determined to make the most of her position as queen, and her life at Court has taught her how to get around people, either using feminine wiles or if that fails, her domineering personality.

Human Features: All Full

Powers: None

Psionics: None

Level of Experience: 3rd level Noble/Royal Family

Level of Education: Courtly

Occupation: Princess/Queen

Scholastic Skills: Include a +5 skill bonus and +4 I.Q. bonus.

Art 59%	Pathology 59%
Cook 57%	History 78%
Dance 59%	Folklore 68%
Sew 59%	Writing 51%
Paramedic 71%	Read & Handwrite 59%

Natural Weapons: None

Weapon Proficiencies:

W.P. Knife

W.P. Automatic Pistol

W.P. Rifle (bolt action)

Secondary Skills:

Dialect 52%

Ride Mutant Insects 44%

Sing 54%

COMBAT SKILLS: Hand to Hand (Basic)

Attacks Per Melee: 4

Bonuses: +2 to pull/roll with punch/fall, +2 to parry/dodge, +2 to save vs psionic attack.

Other Abilities: 50% to invoke trust or intimidate.

Personal Profile: Genaeveer has a reputation within the West Country for being a tomboy, and uncontrollable even by her adopted mother. She has a personality that seems completely sweet and friendly until you annoy her. She is used to getting her own way, and although she is prepared to compromise a little, will not give way to anything

on which she has strong feelings. She has a large number of followers and supporters, and can make life insufferable for anyone who gets on her bad side.

Genaeveer is a patriot, 100% loyal to her kingdom, and will do her best to serve the needs of the West Country. She is suspicious of Morgana, whom she has never met, but whom she suspects of killing her real father and brother in Wales. Unknown to almost everyone, she is a supporter of the druids and will aid them wherever possible. Genaeveer loves and respects her husband, but her true love is for Sir Lancelot. So far they have managed to keep their mutual affections under control, but this is becoming increasingly difficult. Will she have an affair with Lancelot, like the original Queen? It is up to the GM and the course of the game.

SIR GUY

Alignment: Scrupulous

Attributes: I.Q.: 12, M.E.: 8, M.A.: 15, P.S.: 29, P.P.: 15, P.P.: 26, P.B.: 13, Spd: 24

Age: 25 **Sex:** Male

Species: Dog (Labrador) **Social Rating:** a

Size level: 11 **Height:** 6 ft 4 inches

Weight: 220 pounds

Hit Points: 49 **S.D.C.:** 35

Disposition: Aggressive, tough, rowdy, exhibits a cruel sense of humour and an abrasive tongue, yet underneath, he is trustworthy, honourable, and dependable.

Human Features:

Hands — Partial

Biped — Full

Speech — Full

Looks — Partial

Powers: Advanced smell

Psionics: None

Level of Experience: 6th level knight

Level of Education: Personally tutored by his father's Court advisors and generals

Occupation: Prince/knight

Scholastic Skills: Includes 10% special training skill bonus.

Dance 85%

Heraldry 75%

Swimming 98%

Read & Write 85%

Natural Weapons: None

Weapon Proficiencies:

W.P. Automatic pistol

W.P. Semi and fully automatic rifle

W.P. Knife

W.P. Sword

W.P. Chain

W.P. Spear/Lance

Physical Skills/Training:

Boxing

Hand to Hand (Expert)

Running

Wrestling

Special Training: Includes 10% skill bonus.

Pilot Motorbike 90%

Land Navigation 70%

Wilderness Survival 85%

Detect Ambush 70%

Tactics 45%

Secondary Skills:

Athletics: General

Fishing 85%

Ride Mutant Insects 55%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: +8 to pull/roll with punch/fall, +3 to strike (+5 with knife or sword), +5 to parry/dodge (or +8 with knife or sword), +17

damage, +1 to strike with body block or tackle for 1D4 damage, kick attack for 1D6 damage.

Other Abilities: None of note.

Personal Profile: Guy is a prince of the North Country, and was to have been king of the West Country. He has accepted Arthur as his king and bears him little resentment, but does treat him with rather less respect than the other knights. In general, Guy is a loud, boastful, and rather crude knight, given to bullying the less experienced knights, although if any of them were ever placed in danger, he would be the first fighting to save them.

He is fiercely loyal to the throne because he does care for Arthur and in the hope that if Arthur should die he will succeed to it. His judgement in the field of combat is a little rash and impetuous, but he is a sound strategist. He is also a born leader and the soldiers in his battalion respect him and are among the most loyal in the entire army. Physically, Guy is imposing, lacking the charisma possessed by many of the other knights but making up for it in his personal deeds and exploits. Guy leads by his actions.

SIR LANCELOT

Alignment: Principled

Attributes: I.Q.: 15, M.E.: 14, M.A.: 19, P.S.: 28, P.P.: 23, P.E.: 26, P.B.: 10, Spd: 30

Age: 27 **Sex:** Male

Species: Goshawk **Social Rating:** a

Size level: 12 **Height:** 6 ft 5 inches

Weight: 270 pounds

Hit Points: 55 **S.D.C.:** 48

Disposition: Completely honorable and honest in almost every way.

Speaks his mind frankly. Noble, cool thinker, quiet, surprisingly gentle and compassionate.

Human Features:

Hands — Full	Speech — Full
Biped — Full	Looks — None

Powers: Enhanced vision and winged flight.

Psionics: Sixth Sense

Level of Experience: 7th level military advisor of the West Country

Level of Education: Military and Court schooling.

Occupation: Army officer and knight

Weapon Proficiencies:

W.P. Blunt	W.P. Rifle
W.P. Paired	W.P. Automatic Pistol
W.P. Sword	W.P. Semi and automatic rifle
W.P. Spear/Lance	W.P. Sub-Machinegun

Physical Skills/Training:

Athletics: General	Running
Fencing	Swimming 98%
Gymnastics	Wrestling

Hand to Hand: Martial Arts

Espionage Skills/Special Training: Includes +10% skill bonus.

Concealment 80%	Demolitions Disposal 95%
Detect Ambush 80%	Tracking 70%
Detect concealment 70%	Wilderness Survival 80%
Demolitions 95%	

Secondary Skills:

Cook 90%	Heraldry 70%
Dance 70%	Pilot Motorbike 84%
First Aid 80%	Ride Mutant Insect 60%

COMBAT SKILLS: Martial Arts

Attacks Per Melee: 4

Bonuses: +7 to strike (+10 with blunt weapon or sword), +8 to parry/dodge (or +10 with blunt weapon or with sword), +13 damage, +10 to pull/roll with punch/fall, +1 to strike with a body

blow/tackle, doing 1D4 damage, kick attack doing 1D8 damage, pin/incapacitate on 18-20, crush/squeeze doing 1D4 damage, KO/stun on roll of 19-20

Other Abilities:

Sense of Balance 89%

Climb Rope 88%

Climb 66%

Back Flip 98%

Prowl 79%

Can leap up to 18 feet

60% chance to invoke trust or to intimidate

Personal Profile: Lancelot is originally from the Court of the West Country, where he was a young advisor and where he met and fell in love with Princess (now Queen) Genaever. He loves her from afar and in his heart. Should he give in to his emotions it could cause his downfall and the fall of Camelot just as happened in the time forgotten. However, until then he is one of the most noble, wise, and upstanding knights of the Round Table. His honorable behaviour has earned the respect of the West Country Court and of all the other knights, which is why the sole flaw in his character, his love for Genaever, will cause such disruption.

Lancelot is something of a loner and prefers working on his own or in small groups, without the aid of the army, and often volunteers for reconnaissance work. He knows his own limitations and will not attempt anything which he knows is beyond him, unless there are no other candidates.

Lancelot dislikes anything which will bring him into close contact with either druids or the forces of magic, except to oppose them. He will flatly refuse to have anything to do with either Merlin or any druids within Camelot.

He is a valuable ally, and the players and other members of the Round Table should not provoke him unduly or take him for granted. While he would never turn on the Knights of the Round Table, unless they attacked him first, he will resign his seat at the Table if he feels that he is being provoked or that Camelot is moving away from the chivalric ideal which he supports.

A Typical KNIGHT of the ROUND TABLE

Alignment: Any good or selfish

Attributes: I.Q.: 10+1D4, M.E.: 11, M.A.: 14+1D6, P.S.: 18+1D6, P.P.: 14+1D6, P.E.: 15+1D6, P.B.: 12+2D4, Spd: 16+2D6.

Age: 22 to 40 **Sex:** Male

Species: Any, except human (at least two are ravens, and one is an owl and another a hawk; in addition to Lancelot).

Social Rating: Must have attained a rating of "a" or "b" to hold a position at the Round Table; preferably "a."

Size level: 7 to 14

Hit Points: 24+2D6 **S.D.C.:** 30+3D6

Disposition: Noble, upstanding, courteous, and loyal to the throne.

Human Features:

Hands — Full	Speech — Partial or Full
Biped — Full	Looks — Partial/full

Powers: Dependant on species.

Psionics: Unlikely

Level of Experience: 2D4

Level of Education: Good; military and/or courtly.

Occupation: Military, court advisor, messenger knight or possibly ex-mercenary.

Scholastic Skills: All such skills enjoy a +10% bonus. Courtly skills include Reading and Handwriting (Base skill 40% +5% per level of experience), Dancing, Singing, Art, Writing, and a knowledge of History, Heraldry, and Pilot Motorcycle/bike or Ride Mutant Insect.

Natural Weapons: May have them, but it is considered dishonourable to use them against another knight who does not possess them in single combat.

Weapon Proficiencies: Typically four or five, at least two ancient weapons.

Physical Skills/Training: A good range of physical skills, starting with Hand to Hand: Expert (Martial Arts is rare in these days). Mechanical skills are possible.

Espionage Skills/Special Training: Most knights will have either Military or Espionage skills, possibly both.

Secondary Skills: A selection, as available.

COMBAT SKILLS: Usually Hand to Hand Expert plus physical skills and attributes.

Personal Profile: All the knights will have distinct characteristics, but all are loyal to King Arthur, Genaever, Camelot and Briton. The point about the Knights of the Round Table is not that they are the best warriors in Britain, or the best in their particular areas of specialisation, or representatives of their particular kingdom, it is that each knight combines the virtues of honour and chivalry with some particular ability, or abilities, that make them valuable to Arthur as advisors, generals, warriors, and emissaries. They are the people who represent him to the army and to the rest of the country, and he picks them with care.

A TYPICAL WEST COUNTRY SOLDIER

Size Level: 9 **Armour:** Studded Leather or Chain Mail

Hit Points: 20 S.D.C.: 20

Species: Any; but many are birds (35%, with 10% of those being ravens), dogs, foxes, and hedgehogs.

Average Level: 2nd, or roll 1D4.

Common Skills: Hand to Hand (Expert), Swimming, Fishing, Wilderness Survival, Climbing, General Athletics, Ride Mutant Insect, and EITHER Demolitions OR First Aid.

Weapon proficiencies: W.P. Automatic Rifle or Sub-Machinegun, W.P. Automatic Pistol, W.P. Blunt or W.P. Sword, and one other of choice.

Weapons: Automatic rifle (doing 4D6 damage per round), sword or blunt weapon, and knife.

Attacks per melee: 4; +2 to parry; +2 to dodge; +2 to pull/roll with punch/fall.

Equipment: West Country soldiers are well equipped. They usually carry one hand-to-hand weapon in addition to their rifle. They wear a uniform flak jacket (A.R. 12, S.D.C. 40) or studded leather or chain mail.

Note: Of course, the GM can build specific characters with a much broader range of abilities and equipment.

MERLIN

Alignment: Anarchist with more than a touch of insanity!

Attributes: I.Q.: 30, M.E.: 6, M.A.: 13, P.S.: 11, P.E.: 12, P.P.: 15, P.B.: 10, Spd: 14

Age: Your guess is as good as his.

Sex: Male **Species:** Human

Social Rating: a **Size level:** 10

Height: 6 ft **Weight:** 170 pounds

Hit Points: Cannot be killed by normal means!

S.D.C.: 35

Disposition: On first meeting, Merlin seems normal, but a little absent minded. Subsequently, characters will realise that he is completely mad. He alternates periods of extreme wisdom and lucidity with long bouts of depression and paranoia about bodies of water and any forms of magic. Other times he forgets everything or is obsessed

that "she" is trying to get him and muttering "It'll all end in tears, I know it". Merlin believes that the easiest way to get rid of a problem (any problem) is to blow it up. He does this a lot.

Powers: Wizard Magic (see below, and **Transdimensional TMNT**)

Psionics: None

Magical Abilities: Can cast 20 spells per day, spell strength 16 (characters must roll 16 or higher to save). Four spell attacks per melee round. Can double the duration or power of any spell. Sense magic (98%)

Spells: All wizard spells (and Time Lord).

Level of Experience: Approximately 15th level

Level of Education: Incredible; see skills.

Occupation: Sage and advisor to King Arthur

Scholastic Skills: If Merlin is in a rational mind, he can perform any scholastic skill (excludes physical and W.P. skills) with a success rate of 90%. If in an insane/paranoid/obsessive state, he will believe that he can do anything but his success rate drops to 30%. If depressed, he will not believe that he can do anything and therefore, will not even try.

Natural Weapons: None

Weapon Proficiencies: Only W.P. Staff

Physical Skills/Training: None

Espionage Skills/Special Training: None

Secondary Skills: See "Scholastic Skills"

COMBAT SKILLS: Basic equal to 10 level

Attacks Per Melee: 5

Bonuses: +2 to strike, +4 to parry (+6 with staff), +2 to damage, critical strike from behind, knock-out/stun on natural roll of 19-20, +6 to save vs magic, +3 to save vs psionic attack (special).

Other Abilities: Merlin sometimes claims to have a "familiar spirit," Edgar, a small being who stays close beside him and who he often asks for advice. Although the advice of the familiar is often rational and incisive, nobody has ever seen it and even Merlin sometimes forgets of Edgar's existence. In reality, there is no spirit, Edgar is a fragment of Merlin's own personality (part of his insanity).

Personal Profile: Merlin is the most powerful wizard who has ever lived. He is said to be "the son of a demon and a mortal woman" (he has two tiny horns on his head but keeps them well hidden). Originally, Merlin served as Uther Pendragon's, and later Arthur's, advisor before being trapped in the other dimensions of the Crystal Cave by the nymph Nimue. As a result, he is paranoid about being trapped anywhere again, and almost completely mad.

Merlin believes that the New King is the reincarnation of the original King Arthur (another delusion). Since he had sworn a vow of allegiance to the former monarch, he will try to aid the new king to the best of his abilities. His madness does not preclude rationality; he does not rave, scream or do things for no reason. Instead, he simply follows his own train of logic, which usually involves avoiding any situation in which he could be trapped again, as well as direct combat. This means that his attention is often elsewhere and his thoughts follow a path which is hard to follow. He has also developed a habit of blowing up "things" (usually inanimate objects) which he dislikes. Note that he does not kill indiscriminately. If a character annoys Merlin, the wizard may destroy/blow up/transform/ruin his armour, weapon, possessions, motorcycle, or blow up the ground underneath him, or his chair or the table in front of him, etc.

Generally, he should be played as if he is an incredibly powerful, nuclear-powered computer which is malfunctioning. He appears as a very old human with shoulder length white hair and a long beard. He always wears a hat of some kind to hide his tiny horns, and often has a small pair of glasses perched on the end of his beak-like nose.

Merlin's Magic

Merlin is a wizard supreme, but age and insanity have stolen much of his thunder. Still, he is incredibly powerful! He possesses

ALL the Time Lord Magic and abilities, as well as spell magic (all at 15th level, spell strength is 16) as found in the pages of Transdimensional TMNT (pages 43-52). Note: The wizard magic in either the Palladium Role-Playing Game or Heroes Unlimited can be substituted.

Villains and Scoundrels



MORGANA

Alignment: Aberrant

Attributes: I.Q.: 21, M.E.: 20, M.A.: 21, P.S.: 13, P.P.: 19, P.E.: 20, P.B.: 17, Spd: 23

Age: 25 **Sex:** Female

Species: Raven **Social Rating:** a

Size level: 9 **Height:** 5 ft 3 inches

Weight: 127 pounds

Hit Points: 45 **S.D.C.:** 35

Disposition: Arrogant, cold, calculating, conniving, cunning, conceited and with a vicious streak. Morgana rarely does anything on a whim: every action fits in with her grand plans. She keeps her temper well under control.

Human Features:

Hands — Partial

Speech — Full

Biped — Full

Looks — Full

Powers: Magic and Psionics.

Psionics: Animal Psionics: Bio-manipulation (blind), detect psionics, and mind block.

Level of Experience: 7th

Level of Education: Courtly and arcane magic.

Occupation: Dictator of Wales

Scholastic Skills: Include +8% I.Q. bonus!

Cook 98%

Dance 78%

Read & Handwrite 78%

History 68%

Folklore 76%

Heraldry 78%

Basic Math 98%

Natural Weapons: None

Weapon Proficiencies:

W.P. Knife

W.P. Automatic Pistol

W.P. Sub-Machinegun

Physical Skills/Training:

Acrobatics

Gymnastics

Climbing 98%

Running

Espionage Skills/Special Training:

Detect Concealment 68%

Disguise 78%

Dialect 72%

Interrogation 78%

Palming 63%

Pick Locks 73%

Tactics 46%

Secondary Skills:

Leadership 62%

Basic Electronics 78%

Basic Mechanics 72%

Pilot Automobile 98%

Hand to Hand (Basic)

Language (Ogham script) 88%

COMBAT SKILLS: Hand to Hand: Basic

Attacks Per Melee: 5 hand to hand or 5 psionic, or 3 magic spells.

Bonuses: +9 to pull/roll with punch/fall; +4 to parry/dodge (+6 with knife); +4 to strike (+6 with knife), +2 to damage, kick attack does 1D6 damage, +3 to save against psionic attack, +5 to save vs magic.

Other Abilities:

Walk tightrope 98%

Climb rope 98%

Back Flip 98%

Prowl 83%

Sense of balance 98%

Can leap 19 feet

Unafraid of heights

Personal Profile: Morgana is the ruthless dictator of Wales. She has fought hard to get as far as she has, and will not tolerate anything (or anyone) that gets in her way. Her ultimate goal is to conquer all of Britain. Her plans have been temporarily put on one side since her half-brother Arthur became King of the West Country. Since Arthur is the son of the man who killed her father and raped her mother, Morgana is determined to see him dead! To this end, she is prepared to negotiate with the SAECSNs. As soon as Arthur has been killed by the invaders, she plans to step into his place and, because she will know the invasion plans, can defeat the SAECSNs easily.

Part of Morgana's power over her kingdom comes from her sorcerous powers. These are a well-kept secret, partly because not even Morgana is aware of the origins or limit of her magical abilities. However, stories have leaked out that she is a witch of some kind. Her powers began to manifest in her early youth, shortly before she was married off to a Welsh prince, and have been growing since then. They seem to be close to druidic powers, but are more intense and more liable to go wrong. This has led to rumours among those that know about such things, that Morgana may be connected to the ancient Earth Goddess, whose role and powers were usurped by the male gods of the druids.

Morgana's Magic

Morgana can use the **Earth-Magic**, **Levitation** and **Shape-Changing** of the druids, as described earlier. However, she can hold her changed shape for as long as she wishes, without growing tired.

She also possesses the following **spell magic** (all at 7th level, spell strength is 13) as found in the pages of **Transdimensional TMNT** (pages 43-48): Armour of Ithan, Breathe Without Air, Dispel Magic Barrier, Exorcism, Expel Devils & Demons, Extinguish Fires, Fly as an Eagle, Globe of Silence, Impenetrable Wall, Invisibility (self), Magic Net, Mute, Mystic Alarm, Negate Magic, Paralysis Bolt, See the Invisible, Tongues, Turn Dead, Wall of Flame, and Words Of Truth.

The problem with these magical abilities is that Morgana does not know the full extent of her power, or how to use her abilities properly. As a result, she is simply calling upon the powers, much as the druids do, but is making two major mistakes. First, she is using the power for her own ends, and second, she is not cleansing her mind of the influence and residue of the magic by going through any rituals after spellcasting. As a result, a kind of magical feedback is building up within her mind and body. At the moment, this is actually boosting the power of her magical abilities (which in turn creates more feedback, in a vicious cycle), but eventually may reach such a pitch that the power will destroy her totally. Even now it is aging her very quickly; Morgana may be 25 but she appears at least 35. Soon she will look like 45 and within a year, 55, and will have to use her shape-changing magic to maintain an appearance of youth and beauty. It is ironic that advice from the druids she hates so much could save her life and possibly her soul as well.

Morgana rarely leaves her Court in Shrusbry, and is never seen without at least one of her faithful canine Advisors by her side. She regards the people that she governs as little better than slaves to provide the army and supplies that she needs for her plans. She hates negotiations and treaties, but is excellent at them. Morgana regards Saint Jean-Marie as a corpulent idiot for having been fooled by her and simply sees him and the SAECSN forces as a means to her ends. She will use them all to wreak havoc in the country and to destroy her enemies for her.

REX

Alignment: Diabolic

Attributes: I.Q.: 16, M.E.: 12, M.A.: 13, P.S.: 26, P.P.: 20, P.E.: 28, P.B.: 5, Spd: 17

Age: 31 **Sex:** Male

Species: Dog (German Shepherd)

Size level: 12 **Height:** 6 ft 5 inches

Weight: 210 lbs

Social Rating: b

Hit Points: 60 **S.D.C.:** 73

Disposition: Arrogant, demanding, cruel, cool, clever, curt, with an unpleasant temperament for controlled violence. The only person he is ever polite to is Morgana. He smiles a lot, but it's mainly an excuse for showing off his impressive teeth.

Human Features:

Hands — Full Speech — Full
Biped — Partial Looks — None

Powers: Advanced Smell and Teeth (1D6 damage).

Psionics: Telepathic Transmission

Level of Experience: 7th level

Level of Education: Military

Occupation: Chief Advisor to Morgana of Wales

Natural Weapons: Teeth (1D6 damage)

Weapon Proficiencies:

W.P. Sword

W.P. Blunt (the mace is his weapon of choice)

W.P. Paired (pair of maces are his favorite)

W.P. Revolver

W.P. Rifle (bolt action)

W.P. Sub-machinegun

Physical Skills/Training:

Acrobatics

Athletics

Body building

Climbing 98%

Hand to Hand (Martial arts)

Swimming 98%

Wrestling

Espionage Skills/Special Training: Include a special bonus of +5% plus an I.Q. bonus of +1; total +6.

Automotive Mechanics 74%

Demolition 84%

Demolitions: Disposal 84%

Forgery 66%

Heraldry 76%

Interrogation 76%

Land Navigation 70%

Tracking 68%

Wilderness Survival 78%

Secondary Skills:

Ride Mutant Insect 61%

Escape Artist 61%

Pick Pockets 61%

Pilot Motorbike 85%

Pilot Automobile 91%

Prowl 95%

COMBAT SKILLS:

Attacks Per Melee: 5

Bonuses: +9 to pull/roll with punch/fall; +8 to parry/dodge (+10 with blunt weapon); +6 to strike (+8 with blunt weapon); +15 damage; +1 to body block/tackle doing 1D4 damage; kick attack does 1D8 damage; crush/squeeze attack does 1D4 damage; can pin/incapacitate on 18/19/20; can KO/stun on 19-20.

Other Abilities:

Can leap 19 feet. 65% chance to invoke trust or intimidate. Usually it's intimidate.

Personal Profile: Rex is completely faithful to Morgana and is happy in his position as her second-in-command, in charge of the Advisors. He had an unhappy puppyhood and intends to take it out on everybody else for the rest of his life. He is never happier than when intimidating or torturing some hapless peasant or traveller.

He lost an eye in a battle against the Midlands some years ago, and now wears a black patch over the socket. As a result he hates the Midlands, anyone from the Midlands, and anyone who has ever been to the Midlands and liked it there. He is officious, loud, and enjoys making life difficult for everyone, often including himself. If anyone talks back to him, he will challenge them to a duel with maces. He has never lost, but the amount of scar tissue on his face and arms bears witness to the ferocity of some of the contests.

A TYPICAL WELSH "ADVISOR"

Size Level: 11 **Armour:** Chain Mail or Scale Mail

Hit Points: 28 **S.D.C.:** 25

Species: Any; but many are canines (25%) bears, and birds.

Average Level: 4th, or roll 1D4+2.

Common Skills: ALL enjoy a +10 educational bonus unless otherwise stated. Hand to Hand (Basic), General Athletics, Ride Mutant Insect, Pilot Motorbike, Concealment, Dialect, Heraldry (+15%), Disguise, Tracking, and Basic Math.

Weapon proficiencies:

W.P. Knife

W.P. Pistol

W.P. Sub-machinegun

Weapons: All Advisors carry at least one gun at all times, usually a sub-machinegun if they are travelling outside Wales.

Combat: Hand to Hand Basic

Attacks per melee (at 4th level): 4

Bonuses: +2 to strike, +2 to parry, +4 to dodge, +2 to pull/roll with punch/fall.

Equipment: Access to motorcycles and insect mounts, automatic weapons, aids and body guards (1D4), and other amenities. **Note:** Of course the GM can build specific characters with a much broader range of abilities and equipment.

A Typical Mercenary Agent of Morgana

Morgana's mercenaries are hired from all over Britain. They will use a wide variety of weapons and 1 in 3 will have some form of transport, either an insect or a steam-driven car. 1 in 8 will have animal psionics and/or animal powers.

Size Level: 11 S.D.C.: 20

Hit Points: 25

Human Features:

Hands — Full

Biped — Full/Partial

Speech — Partial

Weapons: Two ancient hand held of any kind, 50% will also have an automatic pistol or bolt action rifle or shotgun. **Armour:** Usually leather or chain mail.

Average Experience Level: 3rd or 4th, or roll 1D4+1

Attacks Per Melee: Hand to Hand Basic or Expert: 4 attacks; +3 to strike with weapon, +2 to damage, +5 to parry, +5 to dodge.

SIR MORDRED

Alignment: Initially Unprincipled, later becomes Miscreant Evil!

Attributes: I.Q.: 15, M.E.: 17, M.A.: 15, P.S.: 23, P.P.: 13, P.E.: 14, P.B.: 12, Spd: 24

Age: 25 **Sex:** Male

Species: Deer **Social Rating:** b

Size level: 8 **Height:** 6 feet 2 inches

Weight: 155 pounds

Hit Points: 36 S.D.C.: 50

Disposition: Mordred acts as though he has something to hide. Initially, he doesn't, but eventually, he becomes a schemer and usurper. Tends to be curt, short-tempered, and sullen.

Human Features:

Hands — Full Speech — Full

Biped — Full Looks — Partial

Powers: Advanced hearing and antlers (1D6 damage)

Psionics: None

Level of Experience: 5th

Level of Education: Schooled in a large community, then military experience

Occupation: Knight

Natural Weapons: Small antlers, capable of 1D6 damage

Weapon Proficiencies:

W.P. Rifle

W.P. Sub-Machinegun

W.P. Sword

Physical Skills/Training:

Athletics: General

Hand to Hand: Expert

Prowl 88%

Wrestling

Espionage Skills: Includes a +10% special training bonus.

Disguise 70%

Escape Artist 60%

Impersonation 66/46%

Interrogation 70%

Land Navigation 66%

Tracking 60%

Tactics 42%

Secondary Skills:

Basic Maths 88%

Basic Mechanics 56%

Body Building

Fish 80%

Pilot Motorcycle 74%

Ride Mutant Insect 50%

Heraldry 50%

Wilderness Survival 60%

COMBAT SKILLS: Expert

Attacks Per Melee: 4

Bonuses: +5 to pull/roll with punch/fall; +4 to parry/dodge (+6 with sword); +3 to strike, +8 damage; +1 to strike with body block/tackle, doing 1D4 damage; can pin/incapacitate on 18/19/20; can crush/squeeze, doing 1D4 damage; can kick, doing 1D6 damage.

Other Abilities: None of note.

Personal Profile: Unlike the original son of Arthur, Mordred the mutant deer is not the child of either Morgana or King Arthur. He is a renegade Welsh knight who brought several hundred soldiers, loyal to him, when he came to Glasenbry, and he is still in command of this battalion of men. He is scared of Morgana and will refuse to return to Wales, or even go near its borders for fear of capture and a grisly fate.

Initially, Mordred is a good knight, if a little precipitous, over-hasty and quick to anger. Once the SAECSNs are defeated, he begins to change, seeing a chance of taking the throne himself, and begins to plan toward that goal. While his personality has always been abrupt and offensive, his actions will begin to seem more and more sinister. He can become a deadly enemy of Arthur and our heroes and will encourage dissention against the king, war, and may eventually try to kill Arthur.



Other Characters from the Various Kingdoms

SIR TRISTRAM

A Knight of the Round Table

Alignment: Principled

Attributes: I.Q.: 16, M.E.: 12, M.A.: 15, P.S.: 18, P.E.: 20, P.P.: 18, P.B.: 17, Spd: 33

Age: 22 **Sex:** Male

Species: Red fox **Social Rating:** c

Size level: 7

Height: 5 ft 8 inches **Weight:** 120 pounds

Hit Points: 29 **S.D.C.:** 34

Disposition: Headstrong, rather naive but basically sound.

Human Features:

Hands — Full

Speech — Partial

Biped — Full

Looks — Partial

Powers: Advanced hearing

Psionics: Mind Block

Level of Experience: 4th

Level of Education: Educated by druids in Cornwall

Occupation: Bard

Scholastic Skills:

Cook 80%

Fish 80%

Folklore 88%

Natural Weapons: Teeth (1D6)

Weapon Proficiencies:

W.P. Knife

W.P. Semi— and fully automatic rifle

Physical Skills/Training:

Hand to Hand: Expert

Prowl 88%

Espionage Skills/Special Training:

Concealment 50%

Dialect 95%

Disguise 80%

Tracking 60%

Secondary Skills:

Athletics

History 64%

Ride mutant insect 60%

Running

Wilderness Survival 60%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: +5 to strike (+7 with knife), +3 damage, +5 to parry (+7 with knife), +10 dodge, +3 to pull/roll with punch/fall, kick attack does 1D6 damage.

Personal Profile: Sir Tristram is the only knight to come from Cornwall, where he was a leading member of the newly formed militia units there. Brought up in a small community, he received most of his education from travelling bards and druids, and as a result, tends to have better contact and relationship with these mysterious figures than any other knights. He is not a druid himself.

Tristram tends to have a high opinion of himself, and often fails to think a problem through before blurting out his answer or taking action. When in the field, his behaviour changes completely; he is a brilliant scout and spy, and has been known to disappear for weeks before returning with detailed descriptions of enemy plans. On one famed occasion he spent an entire day in Camelot, disguised as a tramp; so good was his deception that King Arthur himself threw a few copper pence into his begging bowl.

Tristram is 100% loyal to Arthur and always sides with him in strategy meetings. Arthur indulges him, realising that when the youth has more experience, he will become a very strong leader.



SIR PERCEVAL

Alignment: Scrupulous

Attributes: I.Q.: 12, M.E.: 12, M.A.: 18, P.S.: 27, P.E.: 19, P.P.: 17, P.B.: 13, Spd: 30

Age: 31 **Sex:** Male

Species: Pheasant

Social Rating: b

Size level: 9

Height: 5 ft **Weight:** 145 pounds

Hit Points: 42 **S.D.C.:** 36

Disposition: Precocious, isolated, lacking in clear vision.

Human Features:

Hands — Extra limbs with human hands

Biped — Full

Speech — Full

Looks — Partial

Powers: Glide

Psionics: None

Level of Experience: 6

Level of Education: Good school, and military

Occupation: Army officer

Scholastic Skills:

Pilot Automobile 98%

Pilot Motorcycle 84%

Steam Mechanics 92%

Natural Weapons: None

Weapon Proficiencies:

W.P. Auto-pistol

W.P. Axe

Physical Skills/Training:

Hand to Hand: Expert

Body-building

Climbing 98%

W.P. Lance

W.P. Semi- and fully automatic rifle

W.P. Sub-Machinegun

Prowl 94%

Wrestling

Espionage Skills/Special Training:

Demolition 78%

Detect Ambush 70%

Interrogation 70%

Leadership 79%

Land Navigation 64%

Tactics 88%

Tracking 60%

Wilderness Survival 70%

Secondary Skills:

Athletics

Heraldry 80%

Running

Swimming 92%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: +9 to strike, +15 damage, +9 to parry, +13 to dodge, +5 to pull/roll with punch/fall, +1 to strike with body block, doing 1D4 damage, kick attack does 1D6 damage, pin/incapacitate on 18-20, crush/squeeze attack does 1D4 damage.

Personal Profile: Sir Perceval is originally from the North Country, an army commander sent down to help advise Arthur. He has an idealistic vision of the whole of Britain united under a single monarch, who should ideally, but not necessarily, be Arthur. In strategy meetings he is constantly telling people to "look at the long-term," wanting to see the SAECSNs driven out of Britain and the war against them taken to the continent. Other knights regard him as a fool for these views.

Perceval is a strong and competent warrior. His troops respect him and will follow almost any order he gives. This may not be a good thing, especially if Perceval was to decide that Arthur was not the monarch to unite Britain. At the moment, though, he and his forces are preoccupied with the struggle against the SAECSN invasion, and can think of little else.

SIR BORS

Alignment: Principled

Attributes: I.Q.: 18, M.E.: 17, M.A.: 15, P.S.: 13, P.E.: 13, P.P.: 15, P.B.: 12, Spd: 16

Age: 53 **Sex:** Male **Species:** Squirrel **Social Rating:** a
Size level: 7

Height: 5 ft 2 inches **Weight:** 102 pounds

Hit Points: 34 **S.D.C.:** 28

Disposition: Superior, withdrawn, snobbish

Human Features:

Hands — Full Speech — Full
Biped — Full Looks — Full

Powers: Advanced hearing

Psionics: None

Level of Experience: 8th

Level of Education: Courtly, and has studied extensively.

Occupation: Court advisor to Duke Montmorency of East Anglia

Scholastic Skills:

Art 77% History 87%
Dance 85% Writing 71%

Natural Weapons: Claws (1D4)

Weapon Proficiencies:

W.P. Automatic Pistol
W.P. Blunt

Physical Skills/Training:

Hand to Hand: Basic

Espionage Skills/Special Training:

Concealment 65%

Heraldry 95% Land Navigation 77%
Interrogation 85% Steam Mechanics 98%
Leadership 92% Tactics 98%

Secondary Skills:

Athletics
Basic Math 98% Pilot Automobile 98%
First Aid 95% Swimming 98%
Folklore 98% Wilderness Survival 85%

COMBAT SKILLS:

Attacks Per Melee: 5

Bonuses: +2 to strike (+4 with blunt), +2 damage, +3 to parry (+4 in water, +5 with blunt), +4 dodge (+5 in water), +3 to pull/roll with punch/fall, +1 to strike with body block, doing 1D4 damage, kick attack does 1D6, critical strike from behind.

Other Abilities:

+1 vs. Psionics

Personal Profile: Sir Bors is one of the most trusted strategists of Duke Montmorency of East Anglia, and an acknowledged genius on the subject of military tactics, both in war and in peacetime. It is claimed that his policies have been the reason that the Midlands have so far not invaded his homeland. It was part of the East Anglians' good will that they sent Bors to Camelot.

Unfortunately, nobody consulted Bors about it, and he is none too happy. He regards the other knights as muscle-bound imbeciles, and lectures to them instead of discussing his concepts. He also lacks the vision to notice when he is getting on peoples' nerves, or perhaps just ignores it. Women make him uneasy; he is a male chauvinist. Merlin is the only other member of the Round Table who can put him in his place.

Although Bors does not fight, either in battle or during jousts, he is responsible for the East Anglian troops and equipment. He leaves the running of the army to the officers, and can often be found covered in grease, tinkering with the Hercules aircraft, which hold a particular fascination for him.

SIR PEREDUR

Alignment: Scrupulous

Attributes: I.Q.: 14, M.E.: 17, M.A.: 17, P.S.: 33, P.E.: 24, P.P.: 17, P.B.: 5, Spd: 25

Age: 34 **Sex:** Male **Species:** Rhino **Social Rating:** b

Height: 8 ft **Weight:** 315 pounds **Size level:** 12

Hit Points: 41 **S.D.C.:** 38

Disposition: Slow to think, quick to anger, but nobody's fool.

Human Features:

Hands — Full Speech — Partial
Biped — Partial Looks — None

Powers: None

Psionics: None

Level of Experience: 6

Level of Education: Poor; the Midlands court.

Occupation: Army officer

Scholastic Skills:

Dance 84% Pilot Truck 84%
Pilot Motorcycle 84% Writing 58%

Natural Weapons: Horn (1D8)

Weapon Proficiencies:

W.P. Blunt
W.P. Knife W.P. Semi- and fully-automatic rifle
W.P. Lance W.P. Sub-Machinegun

Physical Skills/Training:

Hand to Hand: Expert Demolition 88%
Athletics Running
Body Building Swimming (Advanced) 98%
Climbing 98% Wrestling

Espionage Skills/Special Training:

Leadership 79%

Secondary Skills:

Basic Math 92% Forgery 60%
First Aid 80% Land Navigation 64%
Fish 90% Wilderness Survival 70%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: +12 to strike (+14 with knife or blunt, +15 with lance), +21 damage, +12 to parry (+13 in water, +14 with knife or blunt), +16 to dodge (+17 in water), +5 to pull/roll with punch/fall, +1 to strike with body block, doing 1D4 damage and opponent must dodge or parry to avoid knockdown, pin/incapacitate on 18-20, crush/squeeze does 1D4, kick attack does 1D6

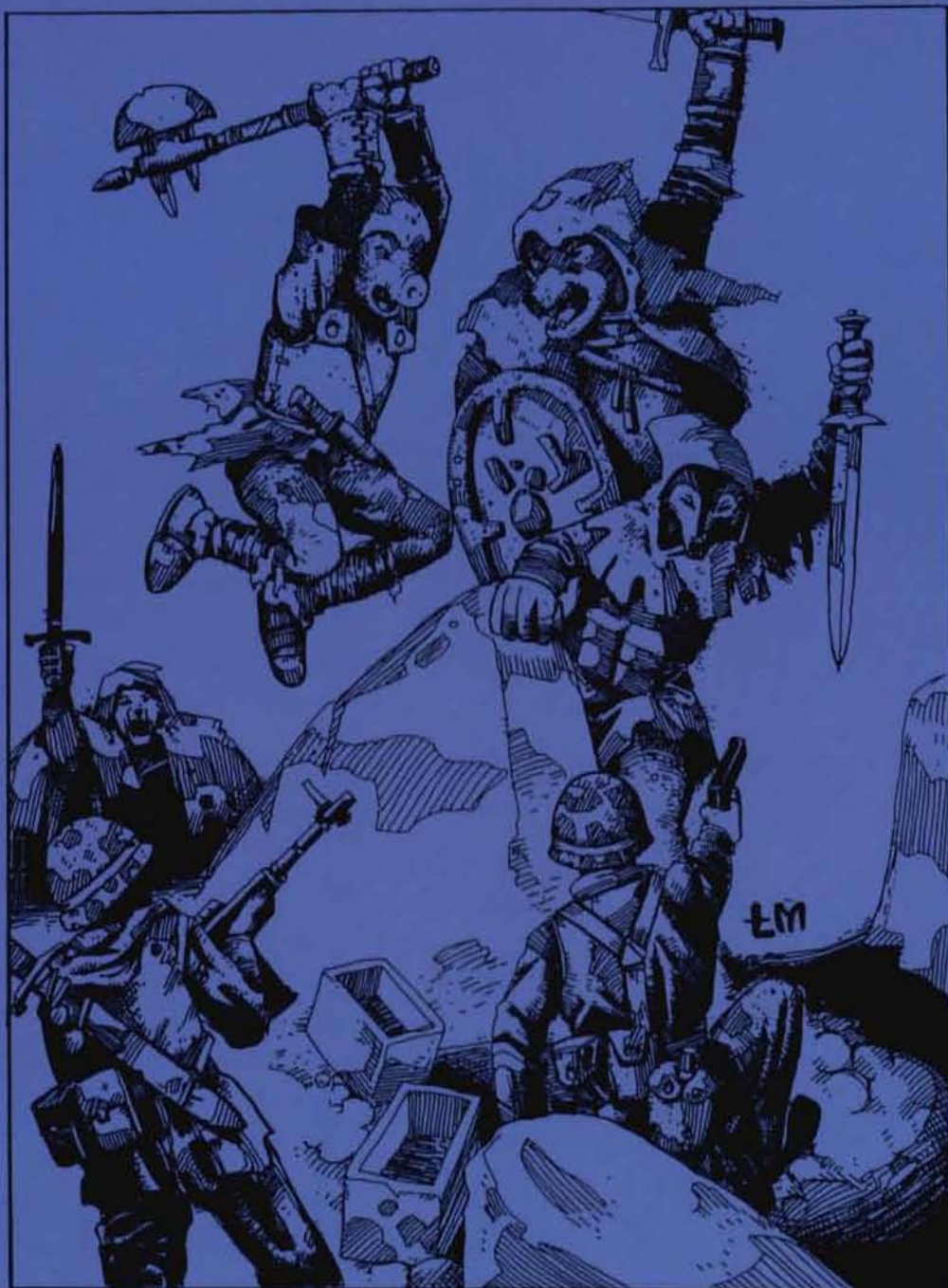
Other Abilities:

+1 on saves vs. psionics
45% bonuses to invoke trust or intimidate.

Personal Profile: Neither a gentle giant nor a big lummo, Sir Peredur is one of the most powerful warriors around the Round Table. He gives the impression of being slow and slightly stupid, partly due to his looks and partly from his thick Midlands accent. People have insulted him about it before, but they have found out that it's unwise to insult someone who has twice lasted to the fifth day of the Midlands Tournament.

Peredur believes that it is not tactics that win battles, it is troop morale, discipline and training. Accordingly, he has been made responsible for this, and enjoys working out and exercising the army. In combat he is a fierce warrior who wastes little time with defence, pressing into the attack wherever possible. He rides a Norton motorcycle, specially modified and strengthened to take his weight.

However good a soldier he may be, Peredur is not at home within the courtly surroundings of Camelot and frequently makes social gaffes and errors which would have led to duels if he was a lesser warrior. The rigid structure of Round Table meetings restricts his style and spirit, and he often fails to attend them. He is a valuable and trustworthy ally.



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