

THE ULTIMATE ROLE-PLAYING GAME

DRAGON WARRIORS

BOOK ONE

Dragon Warriors



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—BOOK ONE—

Dragon Warriors

by Dave Morris

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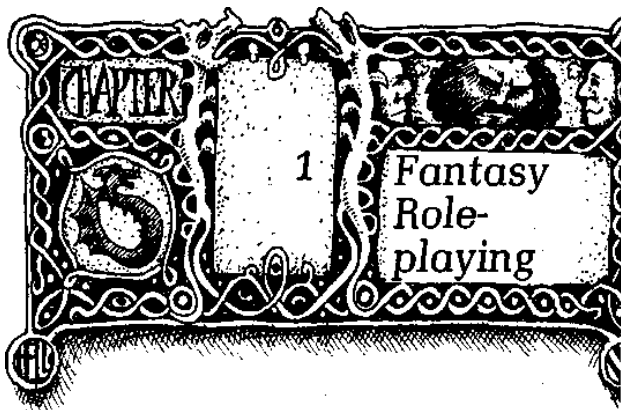
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DRAGON WARRIORS is a fantasy role-playing game. But what does that actually mean?

Fantasy role-playing, or FRP, is a way for a group of friends to share adventures in a magical world — the world of the imagination. Suppose you decided to read the famous Mines of Moria sequence from Tolkien's *Lord of the Rings* to some friends. However, instead of sticking slavishly to the original plot, you involve your friends by assigning each of them a character in the story. One person is thus playing the part (or role) of Gandalf, another is Frodo, and so on. They are deciding for themselves what to do. All you are doing is giving them the descriptions — what the Mines look like, the monsters they meet, the treasures they find.

All you need to do then is add a set of adventure rules, (and that is exactly what this book is) and you would be playing an FRP game!



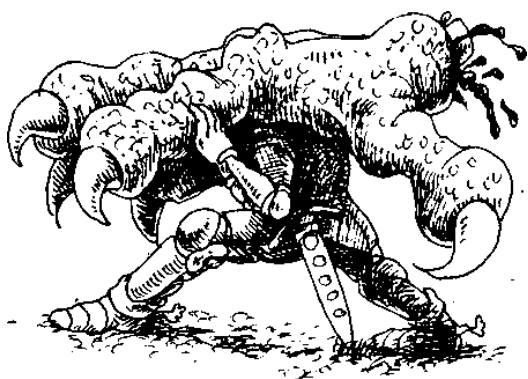
The GamesMaster

The GamesMaster, or GM, is the narrator/director of a Dragon Warriors game. Each of the other players has a single character, but the GM controls a host of villagers, hirelings, monsters and other non-player characters. He also controls every event in the game, for he knows in advance every detail of each adventure. The GM is 'god' of the game's fantasy world.

Most people are familiar with gamebooks, a form of solo adventure which developed from the FRP hobby. In a gamebook, you must do one of only two or three things at every decision. This is because the gamebook, for reasons of space, cannot be written to take every option into account. Computer adventures allow a slightly wider range of choice, but it can be frustrating to struggle with the software's limited vocabulary.

FRP games are much closer to reality than gamebooks or computer adventures can be. Traps and dangers are more fiendish, players must be more alert and inventive to survive. Anything that could happen in a 'real' fantasy world can happen in a Dragon Warriors game. All this is possible because of the GamesMaster, for he judges what will happen in any situation that crops up.

In the example at the start of the chapter, you were GamesMastering your friends as they explored the underworld of Moria. The rest of this book is addressed entirely on the assumption that you, the reader, are to be the GM of your Dragon Warriors gaming group. (If this is not the case, if you will actually be participating as a player, then you may certainly read most of the book — knowing the rules never hurt a player! — but you must take care not to look at The King Under The Forest. This is an adventure scenario which must only be seen by the GamesMaster himself.)







You're in a 10m by 5m chamber with a stone sarcophagus in the middle. Tunnels lead from the centre of the east and west walls, and you've just come through the door to the south. As you are noting this down on your map, You - Carl - see a skeletal hand emerging from the sarcophagus. . . .

Getting started

If you have already played or even GamesMastered an FRP game before, you can now skip straight to Chapter Two and start finding out about the rules.

If not, you may find it helpful to see how a typical game is played. You have gathered together a few friends as players. (Four to six players is perhaps the ideal, though I have in my time played games with only the GM and one player — right up to, at the other extreme, gargantuan expeditions involving fifteen players or more.)

More often than not, your players will have already skimmed through this book (though they should definitely not have looked at the adventure scenario at the back). Any players who don't already know the combat rules should have them briefly explained. After this, you get the players to each fill in a Character Sheet using the rules of Chapter Two.

You are sitting a little way apart from the players. This is so they cannot peek at the maps and notes which are laid out in front of you. These notes are the scenario for the evening's adventure. You begin by setting the scene. The players' characters, who are destined to be adventuring companions, must meet one another. You decide to use the convenient plot device of having them all arrive at a quiet woodland chapel one crisp morning. The players, now role-playing the part of their characters, describe themselves and quickly become acquainted:

Jack: 'Greetings, strangers. I am Sir Gareth. I flatter myself to think you might have heard of me, for I bested three valiant Knights at the Fay Bridge tourney.' I'm good-looking and wear the finest armour, you notice.

Phil: Not a scratch on you, in other words. I step forward and say with a smile, 'Ah, sirrah, I have not heard of your exploits before, and thank you for bringing them to my notice. I, Sir Hugo

of Malfosse, must truly be a dullard, for I took part in the tourney, yet somehow I missed you...' I'm short and thickset, with a bushy black beard.

Bob: 'Tournays! Bah, games for children. God deliver me from such foolery. I returned but lately from the Crusade to find my lands stolen by a treacherous cousin. With God's grace I plan a short and eventful future for him, the cur.' I glower as I look east, thoughts full of vengeance.

Jack: 'A sorry tale, good sir Knight. But pray, by what name are you called?'

Bob: Didn't I say? (grins) 'Sir Balin,' I mutter darkly.

You: As you're all standing around outside the chapel, you suddenly notice the priest standing a short distance away. He is a tall man in plain grey robes and wears a large cross on his breast.

Jack: We bow -

Phil: I don't. 'These newfangled gods, they're no better than the old ones.'

Bob: 'I pray you will learn the error of that'ere long, Sir Hugo. I have learned to baptize heathens in their own tainted blood.'

You: The priest says, 'Quell this anger! Remember you stand before God's house!' He walks over and, smiling, says, 'But even the most pious Knight has need of worldly wealth, is that not so? I will tell you how you can fill those haversacks you wear with bright silver - and mayhap rid these woods of evil into the bargain.. .'.

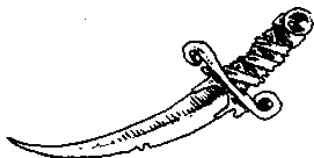
The players are about to begin their adventure. It will be the first of many.

The object of the game

Very often, a Dragon Warriors game will consist of a foray into an underworld - a series of chambers and passageways (often below the ground) inhabited by a variety of hostile monsters. More elaborate plots will also occur when you have been playing for some time. Town-based adventures are very popular. But an underworld adventure is best to start with, because its structured format makes it easy for the GM to handle.

The adventure will usually have a single objective. Perhaps the player-characters are exploring a ruined castle in search of a magic sword which they believe lies hidden there. The adventure ends successfully if they manage to defeat the monsters and puzzle out the traps in their way, reach the sword, and get out of the castle in one piece.

In a gamebook that would be the end of the story. But Dragon Warriors is a continuing adventure. With each success, the player-characters increase their combat skills, amass more treasure, buy better armour and enchanted weapons with the fortunes they have acquired. As they rise in power, their adventures pit them against ever more fearsome adversaries. The continuing series of adventures involving a group of player-characters is called a campaign. After several months of regular gaming, the player-characters in your campaign will be seasoned adventurers. They will talk about the early games as though they were exploits that really happened. As of course they did, in the realm of the imagination which you will have created!

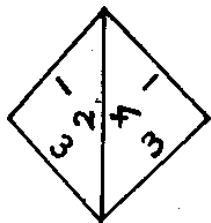


The dice

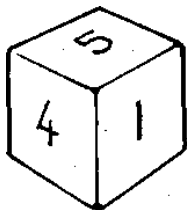
To most people, dice are cubes with spots on, for rolling random numbers from 1 to 6.

Not if you are talking to an FRP gamer, though. If you ask him to roll a die (singular of 'dice') he will most likely reply by asking you which sort of die you mean. FRP games like DRAGON WARRIORS use several sorts of die besides the ordinary six-sided variety.

Gaming-talk has an abbreviation for these different dice. If you want a player to roll an eight-sided die you need only say, 'Roll 1d8.' In the same gaming-talk, '3d6' means 'roll three six-sided dice', or '2d10 + 1' means 'roll two ten-sided dice and add 1 to the total', and so on.

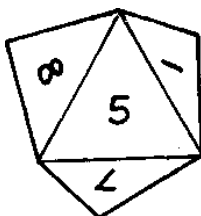


- d4 This is the only die which doesn't land with one face uppermost when you throw it. The number rolled is the one that comes up at the bottom of each side (a '3' in this picture).

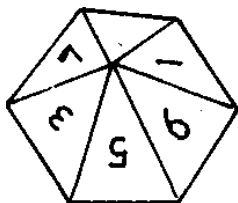


- d6 This is the common six-sided die.

d8 The eight-sided die.



d10 Some manufacturers produce ten-sided dice (but you do not actually need one of these if you have a twenty-sided die, because it is easy to discount the 'tens' - ie, read '13' as '3', '17' as '7', etc).



d12 The twelve-sided die.





- d20 The twenty sides of this die are marked with the numerals 0 to 9, with each numeral appearing twice. One set of the numerals is distinguished from the other by a small mark or a dot of paint, so that in fact the sides are marked: 1,2,3,4,5,6,7,8,9,0,*1,*2,*3,*4,*5,*6,*7,*8,*9,*0.

By ignoring the marks, it can be used as a d10. (A roll of '0' is counted as 10.) When the marks are taken into account, it becomes a d20 (a roll of '*3' counts as 13, '*0' is 20, etc).

- d100 No illustration for this one - a die that really had one hundred sides would be a mind-boggling object! In fact, when d100 is needed you actually use the d10. First you throw it and count the number rolled as the 'tens' (counting 0 now as 'no tens'). Then you throw it again and count this roll as the 'ones'. Thus, a roll of '3' followed by a roll of '5' gives the number 35. ('01','U2','03', etc, count as 1,2,3,.. .but '00' counts as 100.)

The particularly useful thing about d100 is that it gives you a way to check a percentage chance of something happening. Suppose there is a point in the game where a player-character wants to leap across a wide chasm, and the GamesMaster decides to give him a 30% chance of making the jump safely. A d100 roll is made. If the roll is anything from 01 to 30

he is okay, but a roll of 31-100 indicates failure (splat!).

Another name for d100 is percentile dice.

Polyhedral dice can be obtained from numerous hobby shops, or mail order from Games Workshop (27-29 Sunbeam Road, London NW10 6JP) or from Gomes (85-87 Victoria Street, Liverpool L1 6DG). These places also stock figurines, underworld floor plans, and other useful FRP accessories - send a stamped self-addressed envelope for their catalogue.

Even if you don't have a set of polyhedral dice, you can still play DRAGON WARRIORS. At the back of this book you will find instructions for making spinnerets that will generate random numbers.

CHAPTER

2

Creating a Character



Before you can begin your first DRAGON WARRIORS game, each player must create a character, who will be his or her fantasy 'alter-ego' in the world of the game. Only ordinary six-sided dice are needed for this.

STEP ONE: The Characteristics

Each character is initially defined by his scores in five characteristics. These characteristics are **Strength**, **Reflexes**, **Intelligence**, **Psychic Talent** and **Looks**. The value of each characteristic is found by rolling three six-sided dice (3d6), and therefore ranges from a minimum of 3 to a maximum of 18.

Strength is a measure of the character's fitness and physical toughness. His **Reflexes** score indicates his dexterity, agility and speed of reactions. **Intelligence** shows how clever the character is (so a player who rolls low for this ought to role-play as though he really is dimwitted). **Psychic Talent** represents the character's basic ability to resist (and in some cases use) magic. The character's **Looks** score reflects his appearance and personal charm; this has no bearing on his adventuring skills, but you should certainly take it into account when deciding how non-player characters (NPCs) would react to him.

The player rolls 3d6 for each of these five characteristics, then, and records the scores in the appropriate boxes on his Character Sheet. These scores will never change - except, in rare cases, through illness or sorcery.

Special note: The luck of the dice means that sometimes a player will create a character with hopelessly bad scores, quite unsuited to life as an adventurer. The player may discard the character and roll up another. It is for you, as GamesMaster, to decide whether a character is 'hopeless' or not. As a guideline, we suggest you allow a player to discard any character with more than two characteristics below the average (9 to 12) range.

CHARACTER SHEET

Character's Name	Profession	Rank
<i>Strength</i> =	Health Points	ATTACK =
<i>Reflexes</i> =	normal score:	DEFENCE =
<i>Intelligence</i> =	current score:	MAGICAL DEFENCE =
<i>Psychic Talent</i> =		
<i>Looks</i> =		EVASION =
Armour	Equipment	Weapons
type worn:		
Armour Factor:		
Cash		
Gold Crowns:		
Silver Florins:		
Copper Pennies:		

Each player will require a blank Character Sheet. Permission is granted to make photocopies. A full-size character sheet will be found at the back of the book.

STEP TWO: Choosing a Profession

In the full DRAGON WARRIORS game there are four Professions to which an adventurer may belong: Knight, Barbarian, Sorcerer and Mystic. The last two are the magic-wielding Professions, and are dealt with in **Book Two: The Way of Wizardry**. Far now we shall just concern ourselves with Knights and Barbarians.

Knights are better all-around fighters. Though physically less robust than Barbarians, they are able to wear heavy armour without losing any of their combat skills.

Barbarians are better in attack, but defensively less skilful. Their fighting style is fast and mobile, and plate armour hampers them. They are able to go berserk in combat - making their attacks still more ferocious.

The player decides now to which of these Professions he wants his character to belong. He notes this at the top of his Character Sheet.

STEP THREE: Health Points

Having chosen his Profession, the player can roll his character's *Health* Points score. A character's Health Points (or HP) show how robust he is. Whenever the character takes a wound in combat, the wound is expressed as a number which comes off his HP score. The character falls unconscious when his Health Point score reaches 0, and will die if it is ever reduced to - 3 or less. Lost Health Points can be recuperated by resting after the adventure - as long as the character survives!

For a Knight, initial Health Points are found by rolling $1d6 + 7$ (ie, roll one six-sided die and add 7 to the number rolled).

A Barbarian starts with $1d6 + 9$ Health Points.

A character's initial Health Points score increases as he advances in rank (of which, more later).

STEP FOUR: The Combat Factors

The player is now ready to determine his character's **ATTACK** and **DEFENCE** scores. No further dice rolling is required - he has already made the necessary rolls. The basic scores are

for Knights: **ATTACK** score is 13, **DEFENCE** score is 7

for Barbarians: **ATTACK** score is 14, **DEFENCE** score is 6

Those are, in fact, the scores for an average character at the start of his career. If the player rolled above or below the average range (9-12) on certain of his characteristics at **STEP ONE**, he may have to

modify his ATTACK and DEFENCE scores slightly as a result:

		Characteristic score											
	3 4 5	6 7 8	9 10 11 12	13 14 15	16 17 18								
Strength	- 2 ATTACK - 1 DEFENCE	- 1 ATTACK		+ 1 ATTACK	+ 2 ATTACK + 1 DEFENCE								
Reflexes	- 1 ATTACK - 2 DEFENCE	- 1 DEFENCE		+ 1 DEFENCE	+ 1 ATTACK + 2 DEFENCE								
Intel- ligence	- 1 ATTACK - 1 DEFENCE				+ 1 ATTACK + 1 DEFENCE								

After making any adjustments due to characteristics, the player should enter his ATTACK and DEFENCE scores on his Character Sheet. (In subsequent adventures, as he rises in rank, the character will be able to increase these scores.)

The way in which ATTACK and DEFENCE are used in the game is explained in Chapter Three.

STEP FIVE: Magical Combat Factors

ATTACK and DEFENCE, as we shall see, represent the character's fighting prowess. In the DRAGON WARRIORS world, where magic is a reality, it follows that these Combat Factors must have a magical analogue: MAGICAL ATTACK and MAGICAL DEFENCE. Not being able to cast spells, Knights and Barbarians do not have any way of attacking with magic, so for the time being only MAGICAL DEFENCE is relevant.

The basic MAGICAL DEFENCE score is 3 for both Knights and Barbarians. This base score is modified if the character's Intelligence and/or Psychic Talent fall outside the average range:

		Characteristic score															
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Intel- ligence	- 1 MAGICAL DEFENCE													+ 1 MAGICAL DEFENCE			
Psychic Talent	- 2 MAGICAL DEFENCE	-1	MAGICAL DEFENCE									+ 1 MAGICAL DEFENCE			+ 2 MAGICAL DEFENCE		

The rules for using MAGICAL DEFENCE are in Chapter Four.

STEP SIX: Dodging

Some attacks are not covered by the normal combat rules of Chapter Three. A character who tries to parry a dragon's fiery breath with his sword is going to be fried! In such cases, the best thing is to dodge out of the way. The score that shows how good the character is at dodging is his EVASION.

The basic EVASION score at 1st rank is 4 for a knight and 5 for a Barbarian. This *is* modified if the character's *Reflexes* score is above or below average:

Reflexes	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	- 2 from EVASION			- 1 from EVASION							+ 1 on EVASION			+ 2 on EVASION		

The way in which EVASION is applied will be explained in Chapter Four.

STEP SEVEN: Initial Equipment

Each newly rolled character represents a young adventurer who has yet to acquire any practical experience. However, the character does not just leap into existence at the instant the Character Sheet is filled in. He or she has, even at lowly 1st rank, rather more fighting skill than the average man or woman - the result, we can assume, of gruelling training throughout the character's teens. Certain basic items of equipment have been acquired by the character in those 'blank years' leading up to the first adventure.

Knights begin with the following:

- a suit of plate armour
- a sword or a morning star
- a shield
- a dagger

a lantern and flint-&-tinder

a backpack

25 silver Florins

A Barbarian has somewhat different equipment to start with:

a suit of chainmail armour

a battleaxe or a two-handed sword

a dagger

a lantern and flint-&-tinder

a backpack

6-36 Florins (roll 6d6)

Further equipment, including missile weapons such as a bow and arrows, may be purchased if the character has enough money. The Equipment list in Chapter Six shows the availability and cost of a number of items.

STEP EIGHT: Rank

All characters begin the game at 1st rank. The players should not imagine that this makes them total novices, however. A 1st rank Knight or Barbarian is a respectably skilled fighter. While not yet mighty heroes, they have been in a few battles and know how to use their weapons.

Each successful adventure gains experience points for the character. When sufficient experience points have been accumulated, the character goes up to the next rank.

EXAMPLE

Bob is creating a DRAGON WARRIORS character for himself. He begins by rolling 3d6 for each characteristic, and comes up with:

Strength 7 - a below average score, but not exactly puny

Reflexes 13 - he will be able to react quicker than many of his opponents

Intelligence 18 - extremely astute and sharp-witted

Psychic Talent 8 - less than average occult awareness

Looks 14 - handsome

Bob decides to make the character a Knight, and calls himself Sir Balin the Bloodthirsty. Rolling $1d6 + 7$ for his Health Points, he scores 13 - the maximum for a Knight at 1st rank.

After making the appropriate adjustments resulting from his *Strength*, *Reflexes* and *Intelligence*, Bob/Sir Balin finds that he has an ATTACK of 13 (the Strength and Intelligence modifiers cancel out) and a DEFENCE of 9 (helped here by his high Reflexes and even higher *Intelligence*).

Sir Balin's keen *Intelligence* stands him in good stead when he comes to calculate his MAGICAL DEFENCE; the bonus due to Intelligence cancels out the penalty due to low Psychic Talent, leaving him with the basic MAGICAL DEFENCE of 3. Because of his *Reflexes*, he has an EVASION score of 5.

After taking the initial equipment due him as a Knight, Sir Balin spends some of his cash to acquire a bow and six arrows. He would happily leave it at that, but his GamesMaster points out that he must have something to keep the arrows in! Grumbling, Sir Balin parts with 4 Florins for a quiver.

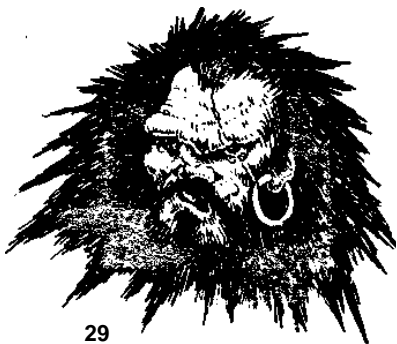
CHARACTER CREATION SUMMARY - Knights

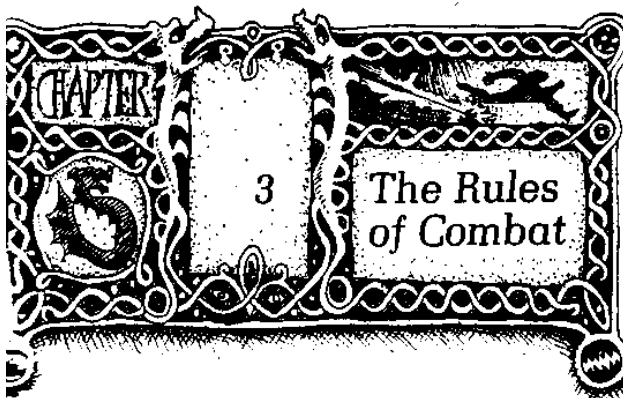
- A. *Strength*, *Reflexes*, *Intelligence*, *Psychic Talent* and *Looks*: roll $3d6$ for each.
- B. Health Points: roll $1d6 + 7$.
- C. Basic ATTACK 13, DEFENCE 7
- D. Basic MAGICAL DEFENCE 3
- E. Basic EVASION 4

- F. Initially equipped with plate armour, shield, dagger, lantern, flint-&-tinder, backpack, 25 Florins, sword or morning star.

CHARACTER CREATION SUMMARY - Barbarians

- A. Strength, *Reflexes*, Intelligence, Psychic Talent, and Looks: roll 3d6 for each.
- B. Health Points: roll 1d6 + 9.
- C. Basic ATTACK 14, DEFENCE 6
- D. Basic MAGICAL DEFENCE 3
- E. Basic EVASION 5
- F. Initially equipped with chainmail, dagger, lantern, flint-&-tinder, backpack, 6d6 Florins, battleaxe or two-handed sword.





The rules of combat are the most fundamental element in any FRP game. A large proportion of any adventure is likely to be taken up with battles against monsters and hostile non-player characters. Make sure your players understand the basic combat procedure before starting the first adventure - it will give them a framework on which to build their knowledge of the rules as a whole, and save you from taking time out for explanation during the adventure.

In its simplest form, combat consists of two characters fighting one another. For game purposes, the fight is divided up into *Combat Rounds*; each Combat Round represents six seconds of game-time. The procedure each Round is the same for both characters, the one with the higher *Reflexes* getting the first blow:

1. The attacker rolls d20 to determine whether he hits (the **Hit Roll**). If he fails then his go is over for the round and his opponent gets to strike back.
2. When a character scores a hit, he rolls to see whether the blow gets past his opponent's armour (if any). This is the **Armour Bypass Roll**. If it fails then the opponent's armour does its job and he is not hurt by the blow.

3. A blow which gets through armour inflicts a wound. The opponent's current Health Points are reduced by the damage rating of the weapon used (4 Health Points in the case of a sword, 5 HP for a battleaxe, etc).

If the Combat Round ends with both combatants still able to fight (ie, their current Health Points have not yet been reduced to 0), the next Round begins and the procedure is followed through again.

The Hit Roll

To see if he hits an opponent, a character simply subtracts the opponent's DEFENCE score from his own ATTACK score. This gives the number that he must roll equal to or less than on d20 in order to score a hit.

A roll of '20' is always a miss, regardless of the combatants' relative Combat Factors. Conversely, a roll of '1' is always a hit - and, in fact, always gets past armour. (Such a roll is called a critical hit.)

The Armour Bypass Roll

Having scored a hit, a character rolls to see if his blow can penetrate his opponent's armour. Each type of protection has a given Armour Factor (often abbreviated to AF),

armour type	AF
None	0
Padded Leather	1
Hardened Leather	2
Ring mail	3
Chainmail	4
Plate	5

The attacker must roll higher than his opponent's Armour Factor in order to penetrate the armour. The type of die used for this **Armour Bypass Roll** depends on the weapon with which the blow was struck.

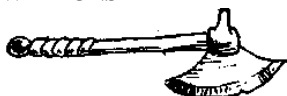
Weapons

Weapons vary in effectiveness in two ways: their ability to penetrate armour, and the damage they inflict for a successful hit. For convenience, the following notation is used:

Sword (d8, 4 points)

This means that a character attacking with a sword uses an eight-sided die when making an **Armour Bypass Roll**. If his blow gets past armour, his opponent lose 4 Health Points.

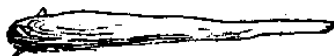
WEAPONS



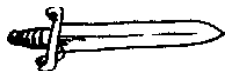
Battleaxe* (d8, 6 points)



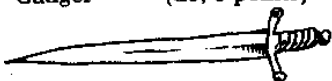
Dagger (d4, 3 points)



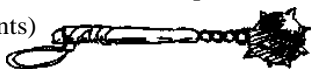
Cudgel (d3, 3 points)



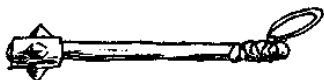
Shortsword (d8, 3 points)



Sword (d8, 4 points)



Morning Star (d6, 5 points)



Mace (d6, 4 points)

* These weapons require two hands and thus preclude the use of a shield.

Spear*
(2d4, 4 points)



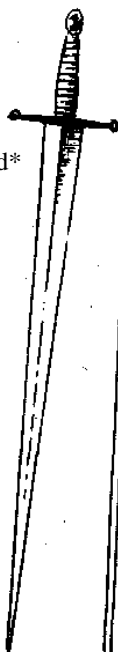
Halberd*
(d10, 5 points)



Staff
(d6, 3 points)



Two-handed Sword*
(d10, 5 points)



WEAPONS

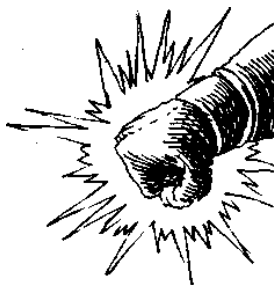
Battleaxe*	(d8, 6 points)
Cudgel	(d3, 3 points)
Dagger	(d4, 3 points)
Flail	(d6, 4 points)
Halberd*	(d10, 5 points)
Mace	(d6, 4 points)
Morning Star	(d6, 5 points)
Shortsword	(d8, 3 points)
Spear*	(2d4, 4 points)
Staff	(d6, 3 points)
Sword	(d8, 4 points)
Two-handed Sword*	(d10, 5 points)
Unarmed combat	(d3, 2 points)

* These weapons require two hands and thus preclude the use of a shield.

Strength

A character with a Strength score of 16, 17 or 18 adds +1 to his **Armour Bypass Rolls** and to the damage he inflicts for a successful hit.

Occasionally, as a result of magic, a character may attain a Strength above 18. His **Armour Bypass Rolls** and weapon damage get a +2 bonus.



BALIN A 3RD
SELF STANDING

RANK KNIGHT FINDS HIM-
ALONE AGAINST TWO BRUTISH
ORCS...

ORCS
ATTACK 11
DEFENCE 5
Health Points
4 and 8
HARD LEATHER
ARMOUR

BALIN
ATTACK 14
DEFENCE 9
Health Points
12
PLATE
ARMOUR

THE GM HAS ROLLED A HIGH
REFLEXES SCORE FOR THE ORCS SO
THEY GET TO STRIKE FIRST.
BALIN SPLITS HIS
DEFENCE...

HE PUTS A DEFENCE OF
5 AGAINST THE FIRST ORC
WHICH THUS NEEDS TO ROLL
 $(11-5)=6$ OR LESS ON A 20
SIDED DIE TO
HIT HIM.



...IT
ROLLS
A 7
A
NEAR
MISS!

BALIN'S REMAINING
DEFENCE OF 4 GOES
AGAINST THE OTHER
ORC



...NOT
ENOUGH!
WITH
A "HIT ROLL"
OF 2, IT
EASILY GETS
PAST
HIS
GUARD

BUT BALIN IS WEARING FULL-PLATE ARMOUR, GIVING HIM AN ARMOUR FACTOR OF 5



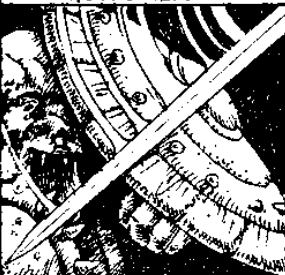
...THE ORC NEEDS TO ROLL GREATER THAN 5 ON A 8 SIDED DIE. IT ACTUALLY ROLLS A 2 SO THE BLOW GLANCES OFF THE KNIGHT'S ARMOUR.

NOW IT'S BALIN'S TURN

HE GOES FOR ORC THE FIRST IS 14 AND THE ORC'S DEFENCE IS 5 SO HE NEEDS A 9 OR LESS ON A d20 TO HIT.



BALIN GETS A 3 ON HIS "HIT ROLL", BUT THE ORC HAS A SHIELD



ON A ROLL OF 1 ON A d6 IT'S SHIELD WOULD BLOCK THE BLOW...

ALAS FOR THE ORC! IT ROLLS A 2 AND BALIN'S SWORD SLIPS PAST THE SHIELD.

BALIN EASILY MAKES HIS "ARMOUR BYPASS ROLL" AND HIS TWO HANDED SWORD INFLECTS A 5 Health Points WOUND. THE ORC GOES DOWN.



A NEW COMBAT ROUND BEGINS AND NOW BALIN HAS ONLY ONE OPPONENT.

Wounds and Recovery

As stated above, when a character is wounded he loses Health Points. When the character's current *Health* Points reach 0 he falls unconscious. If they are reduced to - 3 he is dead.

A character who falls unconscious rolls 1d6 at the end of every minute (10 Combat Rounds) of game-time. When he manages to roll a 1, he wakes up. (His Health Point score is restored to 1, the minimum necessary for consciousness.)

There are two ways to recover lost Health Points: by magic or by recuperation. Magic is faster, but not widely available. The healing spells are detailed in Book Two, and we will concern ourselves only with natural recuperation here. The character must wait four days before the natural healing process begins. He will then regain a number of Health Points equal to his rank each day, until he is back to his normal (unwounded) Health Points score. Neither magical nor recuperative healing will ever take a character above his normal Health Points score. The only way to increase this score is by advancing in rank.

EXAMPLE

In his first adventure, Sir Balin the Bloodthirsty has several fierce battles. Eventually he is felled by a Zombie. He wakes up a short time later (with 1 Health Point) to find that his companions have defeated the Zombie. Since they are all heavily wounded by now, they head back to the nearest village to rest. After four days, and every day from then on, Sir Balin regains 1 *Health Point*. He is fully recovered when his *Health Points* score is back to 13; it will not increase beyond that until he advances to 2nd rank.

Missile Combat

Missile weapons such as bows differ somewhat from handheld weaponry. For one thing, a character cannot parry an arrow that is shot at him! In order to score a hit on his opponent, an archer must simply roll equal to or less than his **ATTACK** score on d20. It is like the **Hit Roll** in normal combat, except that the target character's **DEFENCE** score makes no difference.

Circumstances will modify the d20 **Hit Roll**, making the chance of hitting less likely.

Target is. . .	Adjustment to die roll
at short range	no adjustment
at medium range	+ 3
at long range	+ 7
small or crouching	+ 2
moving slowly	+ 2
moving quickly	+ 4
in poor light	+ 3 or more (GM's discretion)

MISSILE WEAPONS

Weapon	Short/Medium/Long ranges
Bow (d6, 4 points)	0- 50m/51 - 125m/126- 250m
Crossbow (d10, 4 points)	0-25m/26-75m/76-250m
Dagger, thrown (d3, 3 points)	0-10m/11-20m/21-25m
Javelin (d8, 4 points)	0-15m/16-25m/26-35m
Rock, thrown (d3, 2 points)	0-10m/11-15m/16-20m
Sling (d6, 3 points)	0-25m/26-75m/76-100m

EXAMPLE

Fully recovered after his last adventure, Sir Balin sets off with his comrades-at-arms to explore a

ruined hill fort. As they approach the ruins, a Goblin is spotted some distance off. Doubtless it is slinking away to report their presence to others of its kind.

Balin quickly readies his bow. The Goblin is a small target, moving slowly at medium range and in poor light (it is dusk). The total modifier is thus + 10. Balin rolls the d20 and scores a 4. adjusted by the modifier to a 14. Balin has an ATTACK score of 13, so the arrow just misses. Sniggering evilly, the Goblin disappears among the trees.

Moving into combat

Before hitting an opponent, it is (obviously) necessary to be adjacent to him. A character may, when it is his turn to act, move up to one-quarter of his normal movement and strike in the same Round. Normal movement for a human is 10m per Combat Round, so a character who is no more than 2½m from an enemy is able to close and strike as one action.

There is an exception to this rule. When a character has surprised his foe (see Chapter Six) he may move *half* his normal movement and attack in the same Combat Round.

EXAMPLE

Angus and Fergus, uncompromising Barbarians, arrive at a door in a dungeon and kick it open to discover two Orcs about to go on guard duty.

One Orc is only 2m from the doorway. Angus closes and strikes at him. The other Orc is standing by the weapon rack some 4m from the door, and although Fergus charges in he cannot strike him this Round.

(If our two Barbarians had surprised the Orcs - by rolling a 1 on d6; see later - they could both have closed and attacked.)

It is very important to have some way of keeping track of where everyone is standing during a fight. Figurines or labelled counters will be useful.

Getting out of combat

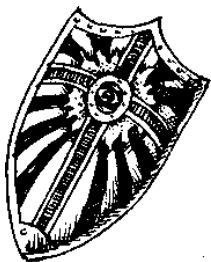
The wise adventurer knows when to escape from a fight. There are two ways of doing this; the former is recommended except for characters in very good armour.

Retreat

When his turn comes to act, the retreating character, still defending normally, backs up one-quarter of his normal movement (ie, 2 1/2m in the case of a human). The next Round, if his opponent does not follow up, the character can turn and run.

Rout

This is a more desperate method. The character simply turns his back on his opponent. The opponent gets one free strike at his back (zero DEFENCE) before he can run off.



Shields

A character using a shield rolls 1d6 for any blow that is struck against him. On a roll of 1, he catches the blow on his shield - the blow is negated, even if it was a critical hit.

Fighting more than one opponent

We said earlier that a one-on-one fight was the simplest form that combat could take. Since it is quite unlikely that a group of adventurers will encounter an exactly equal number of monsters, most combats will actually involve someone (either character or monster) fighting more than one opponent.

A character (or monster) can divide his DEFENCE between up to three attacks made against him in a Combat Round. He must announce how much of his DEFENCE he is putting against each blow before the attacker makes his **Hit Roll**.

Going Berserk

This option is open only to Barbarians. The character is able to make more powerful attacks at the cost of neglecting his defence. He may temporarily add 1 point to ATTACK for each 3 points he subtracts from DEFENCE for that Round.

Combat Penalties for Wearing Armour

Knights are trained to fight in any armour. The fighting style of other Professions is different, however, and may incur penalties to the character's Combat Factors:

Barbarians	-2 from both ATTACK and DEFENCE if wearing plate armour
Mystics	- 2 from ATTACK and DEFENCE for wearing chainmail; - 4 for plate
Sorcerers	- 1 from ATTACK and DEFENCE for wearing ringmail; - 3 for chainmail; - 4 for plate

The Combat Round

The rules governing combat have now been covered. The six-second Combat Round is the time taken, not just to strike a blow or shoot an arrow, but to perform a number of other actions as well. Within a Combat Round, characters act in descending order of *Reflexes*. When a character's (or monster's) turn comes, he performs his action. In detail, the possible actions a character may take include:

- attack with a melee weapon
(after moving up to 2 1/2m if desired - see above, Moving into Combat)
- prepare and shoot an arrow
- discharge a loaded crossbow
- partially load a crossbow
(the character must spend 3 Rounds doing this before he can shoot)
- draw a weapon
- cast a spell
- take out a scroll and unroll it
- take out a potion and unstopper it
- read a scroll
- drink a potion
- activate a magical device (amulet, etc)
- make a normal move (10m for a human, 12m for an elf, etc)
- run (20m for a human, 25m for an elf, etc)
(a character who runs must either run, move normally or do nothing in the following Round)

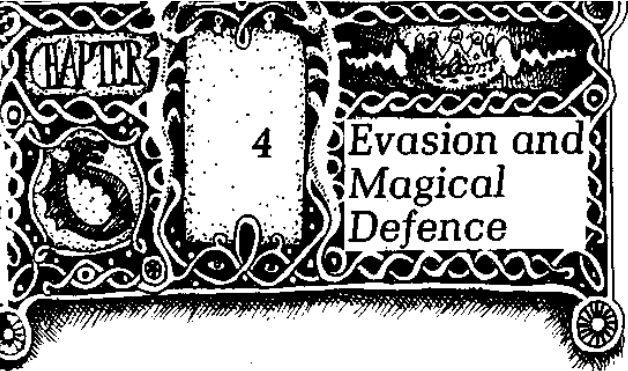
Characters who have the same *Reflexes* score act simultaneously. When a character's turn to act comes he may, if he chooses, defer his action until later in the Round. This gives him the chance to see what other characters are doing first.

EXAMPLE

Sir Hugo, accompanied by his employer Ulric, a Sorcerer, are in the town of Clyster shopping for some items. After a busy morning in the market, they seek refreshment in a small dockside tavern.

Without realizing it, they have strayed into one of the town's most notorious haunts for ruffians and rogues. Three wiry cut-throats begin to insult them, and in moments swords are drawn.

Hugo could act before any of them, but he decides to wait and see what Ulric (who has a lower *Reflexes* score) has planned. The Sorcerer casts a *Transfix* spell which only one of the cut-throats manages to resist. If Hugo had struck sooner he might have wasted his blow in wounding one of the men who now stands transfixed. As it is, he makes short work of dispatching the last cut-throat.



The last chapter covered the essentials of combat. The meaning of a character's ATTACK, DEFENCE and Health Points scores is now clear. The remaining scores, EVASION and MAGICAL DEFENCE, will now be explained.

Dodging an attack

GM: "You're advancing down a musty corridor. Your torch gives off a smoky light, revealing large spiders that scuttle away as you pass. Strange carvings mark the walls. Suddenly you hear an ominous grating noise - a gigantic stone slab is descending to block the corridor behind you."

Player: "I whirl and throw myself through the gap before it can close."

GM: "You can try. The slab's descent has a SPEED of 10. What's your EVASION?"

EVASION is used in a wide variety of situations - to leap through a closing gap, to sidestep a Dragon's breath of fire, to dodge a falling chandelier.. in any

situation where the character's survival depends on getting out *of the way*.

The attack that the character is trying to dodge is given a **SPEED** rating. This might be anything from 5 (for a slowly toppling statue) to 20 (for the lancing energy-beam of a magic Ring of Red Ruin). The character's **EVASION** is subtracted from the attack's **SPEED**. If a roll of 2d10 comes up less than or equal to the result, the attack has hit. If greater, the character dodged.

Note that this is very like the **Hit Roll** in combat, except that the roll is made on 2d10 instead of d20. A roll of 2 *always* means that the character has failed to dodge, while a 20 means the attack has missed.

In the example above, the character had an **EVASION** score of 4. The GamesMaster rolled two ten-sided dice. On a roll of 6 or less, the slab would descend too quickly, crushing him before he had scrambled beneath it. On a roll of 7 or more, the slab would miss.

Typical attack SPEEDs

Description	SPEED score	Example
easily evaded	5	toppling statue
	6	
very slow	7	drifting cloud of gas
	8	
slow	9	hurled chair or other slow-moving object
	10	
average	11	rolling boulder falling block of masonry
	12	
fast	13	trapdoor suddenly opening underfoot
	14	
very fast	15	a Dragon's flame
	16	

extremely fast	17	
	18	javelin*
dazzling	19	
	20	energy-beam from a Ring of Red Ruin

*It is thus difficult but not impossible to evade a javelin - if one sees it coming. Other missile weapons travel far too quickly for a character to stand any chance of dodging.)

It is extremely important to visualize the actual situation when a character has to evade an attack. Do not simply make the roll without considering what it represents. A character dangling on the end of a rope is treated as having EVASION of zero when a magic Ring is fired at him, unless he says that he is prepared to let go of the rope. A character trapped at the bottom of a deep well will certainly be hit by the fireball that his enemy lobbs down at him. EVASION scores only apply when it is physically possible to evade.

Resisting spells

Magic is the subject of **Book Two: The Way of Wizardry**. The full range of spells and theurgic devices will be dealt with therein, but we shall explain MAGICAL DEFENCE now because the rules procedure is very similar to that for EVASION.

Any spell which may have a direct supernatural effect on a character (eg, Fossilize, which turns its victim to stone) must overcome his MAGICAL DEFENCE. The spell works with the MAGICAL ATTACK of its caster, from which the target character's MAGICAL DEFENCE is subtracted. The result is the number that the caster must roll equal to or under on 2d10 in order for the spell to work.

As before, a 2 means that the spell takes effect

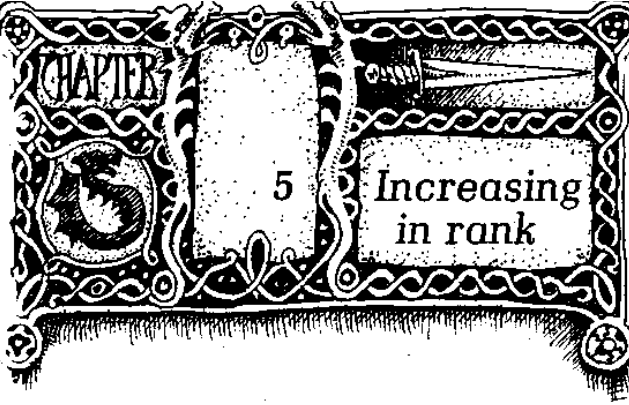
regardless of the relative MAGICAL ATTACK and MAGICAL DEFENCE of caster and victim. Similarly, a 20 always indicates that the spell has failed to affect its victim.

This procedure also applies to a number of magical attacks that are not, strictly speaking, spells. Examples include the weakening touch of a Wight, the awful gaze of a Basilisk, etc.

EXAMPLE

Lady Venetia is a 3rd rank Knight, an adventuress who revels in danger. While leading her intrepid comrades through the underworld's depths, she turns a corner and finds herself confronted by a repulsive Gorgon. She has looked straight into its dully gleaming eyes. In what could be the last instant of her life, she notices a dozen stone forms behind the monster - the petrified remains of previous victims.

The Gorgon's gaze has a MAGICAL ATTACK of 19, and Venetia's MAGICAL DEFENCE is only 5. The GM rolls 2d10; on a 14 or less she will be transformed into a lifeless statue. The roll is a 20! She averts her gaze and lunges at the hissing Gorgon...



A character's rank indicates his level of expertise as an adventurer. All characters are 1st rank at the start of their first adventure.

Knights + 1 to both **ATTACK** and **DEFENCE** each time the character increases in rank.

+ 1 to the character's normal **Health Points** score each time he increases in rank.

+ 1 to the character's **MAGICAL DEFENCE** each time he increases in rank.

+ 1 to the character's **EVASION** upon reaching 5th rank, then another + 1 on reaching 9th rank.

Barbarians + 1 to both **ATTACK** and **DEFENCE** each time the character increases in rank.

+ 1 to the character's normal **Health Points** score each time he increases in rank.

+ 1 to the character's **MAGICAL**

DEFENCE each time he increases in rank.

+ 1 to the character's EVASION upon reaching 5th rank, then another + 1 on reaching 9th rank.

Sorcerers + 1 to both ATTACK and DEFENCE when the character reaches. 4th rank, then +1 at 7th rank, +1 at 10th rank, etc.

+ 1 to the character's normal Health Points score when he reaches 2nd rank, 4th rank, 6th rank, etc.

+ 1 to both MAGICAL ATTACK and MAGICAL DEFENCE each time the character increases in rank, with an additional + 1 at 7th and at 12th ranks. +1 to EVASION upon reaching 5th rank, then another + 1 on reaching 9th rank.

Mystics + 1 to both ATTACK and DEFENCE when the character reaches 3rd rank, then + 1 at 5th rank, + 1 at 7th rank, etc.

+ 1 to the character's normal Health Points score when he reaches 2nd rank, 4th rank, 6th rank, etc.

+ 1 to both MAGICAL ATTACK and MAGICAL DEFENCE each time the character increases in rank, with an additional +1 to MAGICAL DEFENCE at 7th and at 12th rank.

+ 1 to EVASION when the character reaches 5th rank, then a further + 1 when he reaches 9th rank.

How a character increases in rank

Characters advance to higher ranks by gaining experience as a result of their adventures. Experience is acquired in the form of experience points, which you award to the player-characters. When a character has accumulated enough experience points, he advances in rank.

To reach

2nd rank, a character must have	30 experience points
3rd rank	60
4th rank	90
5th rank	130
6th rank	200
7th rank	300
8th rank	450
9th rank	650

A further 250 experience points are then needed to reach each rank beyond the 9th.

Experience Points

Experience points are awarded principally for two things: surviving an adventure and defeating an opponent.

Surviving on adventure. You should normally award 5 experience points at the end of an adventure to each character who survived. (You may actually decide to award as many as 10 if the adventure was especially perilous - or as few as 1 if the characters were not in real danger. 5 points, however, is a working average.)

Defeating an opponent.

Characters should be awarded points for defeating their opponents - whether directly (by slaying them in combat) or indirectly (by outwitting them). The points awarded for this will depend on the opponent's rank (or, in the case of monsters, rank-equivalent), at the rate of 1 experience point/rank. Defeating an evil 5th rank Knight is thus worth 5 points. These points are distributed at your discretion among the characters involved.

CHAPTER

6

Adventuring



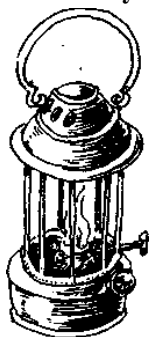
Illumination

Why do all player-characters have a lantern as part of their initial equipment? The reason for this is that many of their adventures will take place in under-worlds - labyrinths of chambers and passageways, usually underground and usually unlit. Adventures occur in other settings as well - a fantasy town provides scope for intrigue and good role-playing - but underworlds are especially popular.

A lantern will illuminate objects up to 15m away. It can be shuttered, and has the advantage that it can be placed on the floor to provide light during a combat. A single flask of oil will fuel a lantern for two hours of game-time.

A torch is a length of wood which has been dipped in pitch so that it will burn at one end. It will give light up to 10m - or 15m if two torches are used together. The major disadvantage of a torch is that it gives very little light if put down on the floor. (It may even go out: 20% chance of this.) Thus, unless a convenient torch-bracket happens to be on the wall nearby, someone in the party must hold up the torch during combat so that his companions can see who (or what) they're fighting. A torch will burn for one hour.

Sorcerers and Mystics possess spells that provide light - or eliminate the need for it. These are explained in **Book Two: The Way of Wizardry**.



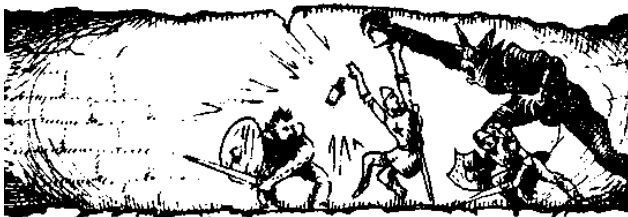
Encounters in an underworld

Since the light of their lanterns will penetrate some 15m into the darkness, this is the distance at which characters can expect to encounter most monsters.

NPC (non-player character) adventurers will have lanterns of their own, and will be sighted at anything up to 30m.

These encounter ranges apply in long corridors and large chambers, where illumination is the only limit on visibility. If the characters step through a door and encounter a monster that was on the other side then it might, of course, be as close as a few metres away.

Any encounter may contain the element of surprise. A monster (or group of monsters) will surprise the



player-characters on a roll of 1 on 1d6. This indicates that the characters were looking the other way, or the monsters emerged unexpectedly through an archway or from behind a pillar. In these cases the characters are taken unawares, and will notice the monsters at a

distance of only 1-6m. The advantage of surprise gives the monsters one 'free' Combat Round, during which the player-characters may defend themselves but take no action, before the normal combat procedure begins.

Why should the player-characters not get a chance to surprise the monsters? This is because the harsh light of their lanterns usually gives the monsters-(who are accustomed to the gloom of the underworld) plenty of warning that they are approaching. Some sorcerous spells give a dim radiance that will not alert monsters. Also, when characters pass through a doorway, any



nearby monsters will not have seen their lantern-light until the door was opened. In this instance, the characters can check to see if they surprise the monsters! (Their chance is the same, 1 in 6.)

If two groups surprise one another, the 'free' Combat Round is lost.

Fighting in the dark

If all the party's torches, lanterns and Moonglow spells go out, they are left in pitch darkness. And in trouble. Most monsters - and *all* Undead - can see in the dark. If the characters cannot get their torches relit before combat begins, they must take a temporary penalty of - 4 ATTACK and - 8 DEFENCE.

You may like to have a sudden and unexplained gust of wind howl down a corridor and put out the char-

acters' torches. There is no need actually to have a monster attack them (unless you are really merciless). Just watch them panic getting the lights back on.

Battle order

The battle order of a party of characters is the way in which they are standing relative to one another. Their formation, in other words. It is absolutely vital that the players indicate their battle order before any fight begins. Ideally, each player will have a labelled counter or (better still) a miniature figurine to represent his character. Arranged on a tabletop, these figurines show the party's deployment in a dungeon passage, ruined temple, tavern bar or other potentially hazardous situation.

A character with a sword, mace, or other common melee weapon requires a space of about 1 1/2m in which to fight, so two characters could normally fight side-by-side in a 3m-wide passage. A character wielding a battleaxe, halberd or two-handed sword needs more space - at least 2m - and must usually stand alone in his row of the battle order. Those fighting with shortswords and spears do not need so much room to manoeuvre, for these are thrusting weapons; three such characters are able to fight abreast in a 3m corridor. This also holds true for archers, crossbowmen and spell-casters.

Escaping from a fight

'He who fights and runs away...' Sensible players will always be prepared to escape when things are going badly. No one can expect to win every battle - particularly not in the early days of inexperience.

Monsters may decide to give chase. It is your task as GamesMaster to role-play the monsters and make this decision. You will probably take a number of factors

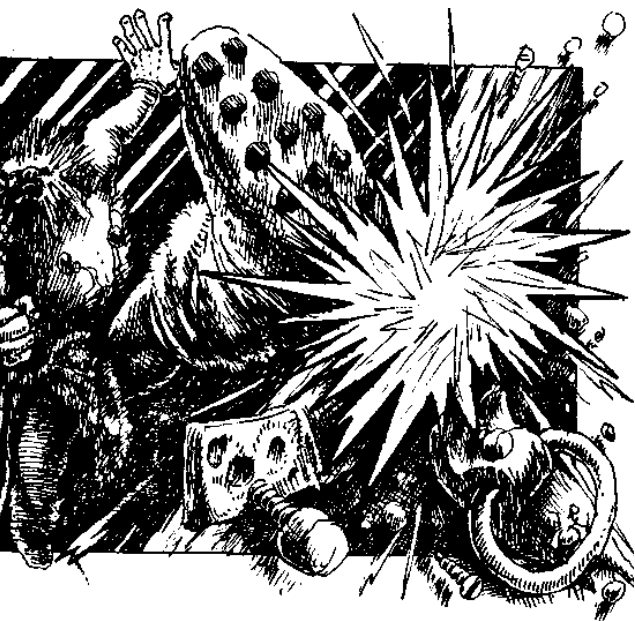
into account, such as: how powerful are the monsters? how powerful are the fleeing player-characters? (and how powerful do the monsters think they are?) what do the monsters have to gain from chasing them? The characters may discourage pursuit by throwing down food {to distract unintelligent creatures) or treasure (in the case of more discerning pursuers). Very intelligent and powerful monsters will not be fooled by such tactics - why should they stop and pick up baubles when they can catch the characters and get all their treasure?

Lastly, remember that the monsters also have the option of running away. Some (Orcs are a case in point) virtually make a habit of it.



Locked doors

Doors in an underworld will sometimes be locked. If the characters do not have the necessary key, they can try forcing the door. This is usually not too difficult, as the timbers of an underworld door tend to become weak and rotted with age. A typical locked door can be forced open at first attempt by a character with



Strength of 16 or more. Weaker characters must roll under their Strength score on 1d20 in order to get the door open. Every attempt, successful or not, costs the character 1 Health Point.

You may assign a minimum necessary Strength, below which a character has no chance of breaking the door down. Very sturdy doors might have 18 (or more) as the minimum Strength.

Characters with an axe can try hacking the door to splinters. No roll is needed, but this will usually take several minutes to accomplish.

Encumbrance

How much can a character carry? To some extent it depends on his Strength, but the bulkiness of objects also matters. Rather than devise a complex chart of weights and 'hindrance factors', the simple rule in DRAGON WARRIORS is that an average character can carry ten items roughly equivalent to a weapon in size and weight.

Such items include:

- a weapon
- a quiver of arrows
- a case of quarrels
- a scroll
- a bottle
- a lantern or torch
- a sack of coins (about 150)

Small items such as rings and amulets are not counted. Armour is also excluded from this - the encumbering effect of heavy armour on a character not trained to use it is already allowed for in the combat rules.

Weaker and slighter characters cannot carry as many items as this. A character of Strength 3, 4 or 5 is allowed only six items. A character of Strength 6-8 is allowed eight.

Powerful characters can carry more. A character whose Strength score is 13-15 can carry up to twelve items. A character with a Strength of 16 or more can carry fourteen items.

There are some occasions when you will have to make an on-the-spot ruling. For example, the player-characters find a locked chest containing between one and two thousand silver pieces. They can't break it

open and decide to take it along with them. This many coins would normally count as 'ten items' for encumbrance purposes - but there is also the weight of the chest to take into account. A character of above-average Strength could carry it on his back, as long as someone else took care of his weapons and regular equipment in the meantime.

Equipment

Most people in the medieval world of DRAGON WARRIORS live in villages. For them, an exciting bargain on market day would be an exchange of a cow for three pigs and a chicken. But when player-characters emerge treasure-laden from the depths of an underworld, they will be looking for purchases of quite a different kind.

To buy or sell most sorts of adventuring equipment, the best place to go is a castle - or a large town that has grown up around a castle. A good bargain may also be found in some of the smaller market towns and ports. It is only very rarely that an adventurer will find a choice item on sale at a village market. Thus the tables below show a different availability percentage for each of these locales. (Plate armour has an availability of 95%/35%/05%, meaning that it is available in a castle on a roll of 01 - 95 on d100, in a town on a roll of 01 - 35, and in a village only on a roll of 01-05.)

If the dice roll indicates that the desired item is unavailable, a second check is made after one week if at a castle, two weeks in a town, and one month in a village.

ARMOUR

<i>Item</i>	<i>Price</i>	<i>Availability (Castle/ Town/Village)</i>
Padded leather	15F	100%/100%/35%
Hardened leather	25F	100%/95%/25%
Ring mail	120F	100%/70%/10%
Chainmail	500F	100%/45%/05%
Plate	800F	95%/35%/05%
Barding (horse armour)	500F	95%/15%/01%

WEAPONS

<i>Item</i>	<i>Price</i>	<i>Availability (Castle/ Town/Village)</i>
Battleaxe	30F	85%/50%/70%
Bow	15F	95%/50%/90%
Cudgel	nothing	always available
Crossbow	100F	20%/45%/01%
Dagger	7F	100%/100%/50%
Flail	10F	85%/50%/70%
Halberd	50F	80%/40%/05%
Javelin	12F	80%/40%/10%
Mace	12F	100%/55%/45%
Morning Star	20F	100%/40%/05%
Shield	30F	100%/70%/15%
Shortsword	25F	80%/80%/10%
Sling	2F	100%/100%/85%
Spear	15F	100%/55%/20%
Staff	2F	100%/100%/100%
Sword	30F	100%/80%/10%
Two-handed Sword	60F	80%/20%/05%
Arrows (six)	3F	100%/60%/90%
Quarrels (ten)	5F	25%/50%/05%
Slingshot (ten)	1F	100%/100%/90%
Quiver	4F	100%/50%/95%

ADVENTURING GEAR

<i>Item</i>	<i>Price</i>	<i>Availability (Castle/ Town/Village)</i>
Backpack	5F	100%/90%/80%
Lantern	20F	100%/95%/20%
Flask of oil	4F	100%/95%/25%
Torch	1F	100%/100%/90%
Flint & tinder	2F	100%/100%/100%
Rope (10m)	6F	100%/100%/100%
Bedroll	10F	100%/90%/90%
Rations (1 week)	7F	100%/100%/100%
Waterskin	1F	100%/90%/100%
Rowing boat	150F	near port or river

LIVESTOCK

<i>Item</i>	<i>Price</i>	<i>Availability (Castle/ Town/Village)</i>
Horse	250F	40%/35%/30%
Warhorse*	2500F	
Dog	25F	95%/95%/90%
Mule	50F	10%/50%/40%

(*Only available to Knights and Barbarians.)

All the prices above are given in silver Florins. One Florin is worth ten copper Pennies. Ten Florins make up the value of one gold Crown.

Food & Lodging

Most people travel only when they have to, and ensure their accommodation before setting out. The abbot who rides to a remote monastery can be sure of broth and a pallet at his destination; a Knight who goes visiting distant parts may carry letters of introduction. Only pedlars, adventurers and beggars indulge in aimless wandering.

Finding a place to sleep in rural areas is not difficult. A meagre bed in a barn or stable may usually be had for a few Pennies. For a Florin, a villager might relinquish his own bed for the night.

Roadside inns are to be found on long journeys, and there are also lodging-houses in most towns. A night's lodging costs one Florin for a space on the common-room floor, or four Florins for a bed in a (more-or-Less) private room. In large towns, the luxurious inns will charge more than twice as much. These inns also provide food, charging a Florin or two for supper and five Pennies for a jug of wine.

It is also possible to find lodging at a monastery. The monks will not ask for money, though some small donation is considered gracious. Visitors to a monastery are expected to attend services with the monks (often at odd-hours) and, if staying for some time, help with various chores. Sorcerers, if they make their Profession known, will rarely be taken in by the monks; rightly or wrongly, they are deemed pagans.

Climbing

Characters often wish to scale some obstacle. The valiant prince of folk tales, who climbs the ivy-covered wall to rescue the damsel in the tower, is more often replaced in DRAGON WARRIORS by the disreputable adventurer clambering up to loot the Ogre's lair. But the principle is the same.

A character's *Reflexes* are a measure of his dexterity and agility. A character with high *Reflexes* climbs better than a character with low *Reflexes*. For every climb, assign a *difficulty factor*. This should be a number between 3 (for an easy climb) and 18 (representing a sheer climb with few handholds). Any character whose *Reflexes* score is at least equal to the *difficulty factor* can make the climb with no problems. A character with a lower *Reflexes* score may attempt



the climb, but he must roll under his *Reflexes* score on 1d20 to succeed. If he fails this roll, he will fall at a random point in the climb. If he survives the fall, he can try again.

Typical difficulty factors are:

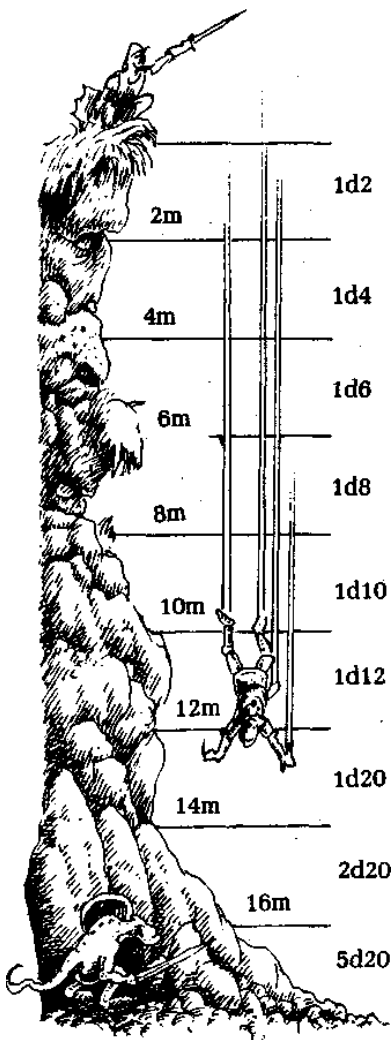
Climb	<i>Difficulty factor</i>
ladder	3
dangling rope	6
tree	9
ivy-covered wall	12
cliff	13
rough stone wall	16
smooth stone wall	18

Falling

Monsters are not the only hazard adventurers must face in the deserted ruins they frequent. Pit traps abound, and sometimes a crumbling floor or stairway may collapse. Characters can fall 1m without suffering injury, but greater distances will usually result in some damage:

drop	<i>Health Points lost</i>
1m to 2m	1d2 (ie, halve the roll of a d4, rounding up)
2m to 4m	1d4
4m to 6m	1d6
6m to 8m	1d8
8m to 10m	1d10
10m to 12m	1d12
12m to 14m	1d20
14m to 16m	2d20
more than 16m	5d20

A character wearing armour has his fall broken to some extent. The type of armour makes no difference here. He takes 2 HP less damage than is indicated by the die roll (eg, 1d8- 2 for an 8m drop).



Poison

Poison is not likely to be used much by characters. It is a little difficult to get an enemy to stand quietly and drink a frothing brew in the middle of a combat. But many monsters have poisonous bites or stings. Often, the virulence of its venom transforms an otherwise minor creature (such as a Giant Spider) into a particularly terrible foe.

A normal poison requires the victim to roll less than or equal to his Strength score on three six-sided dice. If he makes this roll, he will take some Health Points damage for a few Rounds but he should survive. If he fails the roll, he dies.

Weaker poisons require a roll on 2d6. Stronger ones require the roll to be made on 4d6.

Not all poisons cause instant fatality. Some merely induce sleep, hallucinations or paralysis if the character fails the dice roll. If he succeeds in the dice roll, the character takes no HP damage from poisons of this sort.

Type of poison	Roll Strength or under on...	Damage taken even if roll is successful*
weak	2d6	first Combat Round: 1d3 HP subsequent Rounds: none
normal	3d6	first Combat Round: 1d4 HP second Combat Round: 1d3 HP subsequent Rounds: none
strong	4d6	first Combat Round: 1d6 HP second Combat Round: 1d4 HP third Combat Round: 1d3 HP subsequent Rounds: none

* This only applies in the case of a potentially deadly poison.

Special cases

DRAGON WARRIORS is a game of fantasy reality (as distinct from 'real' reality!). Combat and magic take up the bulk of the rules because they are the main elements in any fantasy adventure. But this is a role-playing game, and characters are supposed to be able to try anything they might actually attempt in reality. How do you GamesMaster a situation that the rules do not specifically cover?

The first step is to consider what the character is doing and decide which of his five characteristics has most bearing on the situation. (If you cannot definitely isolate a single characteristic, you may decide to average two or more. Picking someone's pocket requires dexterity, so *Reflexes* is the relevant characteristic; but cheating in a game of chance involves cunning and sleight-of-hand - *Reflexes* are averaged with *Intelligence* in this case.)

Having ruled which characteristic is being used, you assign a *difficulty factor*, a number from 3 to 18, to whatever it is that the character is doing. If his appropriate characteristic is equal to or greater than the difficulty factor, he succeeds in his task. If less, he must roll d20 and score under his characteristic to succeed.

You can see straight away that this is just another way of stating generally a rule that we have already met in two specific cases: Climbing and Opening Doors. Let's consider how it might be applied in a few other cases. . .

EXAMPLE

As we rejoin Sir Balin, he has entered the hill fort and is advancing warily along a gloomy dungeon passage with his comrades at his heels. He sees a crumbling grim-visaged statue and moves towards

it. Suddenly the floor gives way beneath his feet!

Balin wants to grab the lip of the pit into which he's falling. The GM rules that this is something requiring above-average *Reflexes*: a difficulty factor of 13. This is no problem for Balin - his desperately clutching fingers seize the edge of the pit and hang on.

Balin now tries to pull himself up. This involves a difficulty factor of 11 - the GM decides that a person of average Strength could do it. Balin's Strength, unfortunately, is only 7. He needs to roll 6 or less on d20. He fails. His grip loosens and he plummets down into darkness. . .

Bracing himself for a bone-splintering impact, Balin is surprised and almost relieved when he hits the icy-cold water of an underground well. Can he draw breath before going under? The GM gives this a difficulty factor of 13. Once again, Balin's fast *Reflexes* serve him in good stead.

Even though he has a lungful of air, Balin is sinking like a stone in his heavy armour. The GM tells him he can survive for as many Combat Rounds as he has Strength points, then he'll drown. Luckily his friends are close at hand. Balin feels a weighted rope beside him, grabs hold of it, and is slowly hauled up to safety.

Extra-Special Cases

Inevitably, there are going to be some cases that won't fit any rule - even the all-purpose rule given above. The player-characters are tiptoeing past the sleeping Orc sentry. What's the chance he'll wake up? There is no characteristic or ability you can really apply here. You just have to assign a percentage chance and roll the dice.

If this seems arbitrary - even unfair - it shouldn't be. The reason why FRP games have to have a Games-

Master is so that there's someone to adjudicate the chance of things like that. All you need to do is give the situation a little thought first. If that Orc is a decent sentry, you'd allow maybe a 75% chance of him waking up. If you decide he's snoring in a drunken stupor, that might be nearer 5%. The outcome of the roll could surprise you as much as it does the players - but that's the fun of role-playing!





No fantasy game would be complete without a selection of bizarre and dangerous creatures for the players to fight. These are the most common, but you may also wish to devise others of your own. Many GamesMasters develop a particular theme for their fantasy world. Medieval Europe is the usual one, but you may prefer to use elements of Ancient Greek myth - or a still more exotic setting such as the Aztec hegemony or feudal Japan. In the folklore of these lands you will find a rich variety of monsters with which to vex your players!

Important combat statistics - ATTACK, DEFENCE, and so forth; sometimes abbreviated to 'stats' - are given for every creature. Two points must be clarified—

Movement The first number listed is the normal distance the creature will cover when walking (or loping, lumbering, oozing or slithering along). The second number, in brackets, is the maximum move distance - ie, when running, galloping, etc. Move distances in the air or underwater are given where applicable. All move distances are in metres per Combat Round.

Rank-equivalent

Most creatures are of fixed ability, and cannot develop their fighting skills as an adventurer can. Thus, they do not have a rank. *Rank-equivalent* is given so that the GM can award experience for defeating the creature. Characters who defeat a creature gain experience points equal to its rank-equivalent. (These experience points are divided between all the characters who actually took part in fighting the creature. Fractions are rounded to the nearest whole number, so nothing is gained if seven player-characters gang up to slay a single giant rat!)

ADVENTURERS

Adventurers are not actually monsters, but they certainly fit our description of 'bizarre and dangerous' adversaries. Adventurers do not form a large percentage of the population, of course. Most people prefer a simple life, and stick to the comfort of their humble hearths. But, as the player-characters wander the land in search of riches and excitement, it follows that they will frequently encounter parties of NPCs ('Non-Player' characters) with similar intent.

Adventurers encountered will most often be Human, but Elves and Dwarves also quest. The various adventuring Professions are represented in different proportions according to race - Elves make better spell-casters; Dwarves cannot use magic at all. Roll d10 for each NPC adventurer encountered:

	Knight	Barbarian	Sorcerer	Mystic
Human:	1-6	7	8-9	0
Elf:	1-5	—	6-8	9-0
Dwarf:	1-8	9-0	—	—

(Tables for working out the abilities and equipment of NPC adventurers are given in the Treasure section in **Book Two**.)

Adventurers will usually be accompanied by a few serfs or hired peasants. These will be acting as guides, or carrying torches and treasure for their masters. If there is any fighting, they will go and cower in the bushes or whatever. If their masters are defeated, they will surrender or run off.

Meeting another group of adventurers is not necessarily bad news. Adventurers are rough types, but they have their own code of honour (more often respected by Knights than by the other Professions, it must be said). They rarely set traps or ambushes and will never shoot another adventurer in the back. At least, not without yelling a warning first. They prefer to save their strength for the monsters rather than fighting one another, and will sometimes suggest a temporary alliance (with appropriate division of spoils) to this end.

It is impossible to give precise 'stats' for NPC adventurers. They vary so much in power - from 1st rank up to 10th and beyond. A die roll on the following table can be used to find the rank of NPCs in a party. Apply your own judgement to this, however. If you bring your novice players against a group of belligerent 8th rank Barbarians, you can hardly expect them to want to play in any of your games again!

d100 Average rank of adventuring group

01-25	1st
26-45	2nd
46-65	3rd
66-77	4th
78-87	5th
88-92	6th
93-95	7th-8th
96-98	9th-10th
99-00	11th and up

APEMEN

These savage gorilla-like carnivores are a grotesque evolutionary quirk, an offshoot from mankind's own distant ancestry. They are dull-witted but enormously strong. The strength of the Apeman transforms even a simple stone club into a deadly weapon. These creatures live in small tribes or extended family-groups, usually in mountain caves.

ATTACK 12 Club (d6 + 1, 5 points)

DEFENCE 5 Armour Factor 0

MAGICAL DEFENCE 2 Movement: 8m(20m)

EVASION 3

Health Points 1d6 + 9

Rank-equivalent: 1st

BASILISKS

These magical beasts resemble giant cockerels but have a long sinuous tail, metallic feathers and four legs like those of a lizard. The plumage of a Basilisk shades from the coppery hue of the head and crest to a greenish-black on the underbody. Its eyes swim with unnatural colours, and anyone meeting its terrible gaze may be turned to stone (MAGICAL ATTACK 20 vs the victim's MAGICAL DEFENCE to determine this). To view a Basilisk in safety a mirror must be used; Basilisks are not affected by their own reflected gaze.

Basilisks are nocturnal and will always return to their lairs before the night is through because they fear the dawn. If a Basilisk hears a cock crow then there is a 30% chance it will die of fright.

The claws and beak of the Basilisk carry a weak poison. Any character wounded by one must roll equal to or less than his Strength on two six-sided dice (2d6). If this roll fails, the character loses an additional 1d6 Health Points.

If a Basilisk surprises a party there is an 80% chance that the nearest 1-4 characters will look into

its eyes. If surprise is not achieved, the chance of this is only 40%. For each Combat Round a character is fighting a Basilisk there is a 40% chance of meeting its gaze. (This chance can be reduced if the character deliberately stares at the ground, but this also means he will be fighting less effectively: for every 10% he reduces the basic chance of meeting the creature's gaze, he incurs a penalty of - 1 from ATTACK and - 2 from DEFENCE.)

ATTACK 16 Beak/Claw (d8, 3 points and
poison)
DEFENCE 5 Armour Factor 2
MAGICAL DEFENCE 10 Movement: 8m(16m)
EVASION 3
Health Points 1d6 + 13 Rank-equivalent: 6th

BATS

Bats come in many sizes, but the sort that may pose a problem to adventurers are about the size of a hawk. They lair in caverns and ruined buildings, and will usually only fly out to attack a party which they outnumber by at least two-to-one.

A character bitten by a Bat has a 5% chance of contracting a wasting disease which will permanently reduce his *Reflexes* by 1d4 points within a month, unless cured by sorcery.

Adventurers - particularly Knights and Barbarians, encased in their good armour - will often discount Bats as a mere nuisance. You could surprise them: a flock of Bats might include a metamorphosed Vampire!

ATTACK 11 Bite (d3, 1 point)
DEFENCE 9 Armour Factor 0
MAGICAL DEFENCE 2 Movement: 1m
EVASION 6 *flying* - 20m
Health Points 1 Rank-equivalent: 1st

BEARS

Bears are encountered most often in forested areas. If attacked or disturbed they will respond with the proverbial ill temper, but they have the sense to flee from a large and well-armed party.

There is a special rule for Bears in combat. A critical hit (ie, a score of 1 on the d20 **Hit Roll**) counts as a hug. The Bear's opponent takes 10 Health Points damage, armour notwithstanding.

ATTACK 17 Claws (d8, 5 points)

DEFENCE 7 Armour Factor 1 (for thick fur)

MAGICAL DEFENCE 3 Movement: 10m(25m)

EVASION 4

Health Points $2d6 + 20$

Rank-equivalent: 6th



BULLS

The term 'bull' is used here to include any large male deer or bovine. The Stag and Elk are those most often encountered in the wild. Bulls are found close to a herd of females, and will deal ferociously with anyone encroaching on their territory.

In combat, the Bull's initial attack will usually be a charge. There is no possibility of parrying this! The

only defence is to hurl oneself aside (the Bull matches its charging- SPEED of 14 vs the target character's EVASION score). If struck, the character takes $1d4 + 5$ Health Points damage (if armoured, he subtracts his Armour Factor from this), is hurled back 5m, and lies winded for the next 1-3 Combat Rounds. The Bull will make only one such charge; in subsequent Rounds it fights with hooves and antlers/horns.

ATTACK 16 Horns (d8, 4 points)

DEFENCE 4 Armour Factor 1

MAGICAL DEFENCE 3 Movement: 10m(25m)

EVASION 3

Health Points $2d6 + 16$ Rank-equivalent: 5th

CROCODILES

These lazy and inscrutable reptiles dwell in rivers and swampland, where they hide in the rushes by the water's edge and attack anyone who should be so



unlucky as to fall from a passing boat or raft. If hungry, a Crocodile may also attack a party on dry land.

ATTACK 15 Bite (d6, 4 points)

DEFENCE 2 Armour Factor 2

MAGICAL DEFENCE 2

Movement: 5m(12m)

EVASION 2

swimming - 20m

Health Points 2d6 + 11

Rank-equivalent: 3rd

DEATH'S HEADS

These vile supernatural creatures have the appearance of a human head with a long horn sprouting from the forehead and black bat-like wings behind the ears. They flap swiftly about their opponents, presenting a very difficult target (hence the high DEFENCE) and attacking with stabs of their sharp horn.

However, during the hours of daylight, the wings and horn of a Death's Head become invisible and intangible, rendering it unable to fly. The monster gets around this problem by acquiring a 'host' body for itself. It devours the head of a victim and binds itself



magically to the severed neck, using its dire sorcery to animate the body as a Zombie. The Death's Head then uses this host body to move around by day, passing itself off as human. It will always be on the lookout for a new host, however, as the decomposition of the body becomes obvious after a few days. A Death's Head's disguise is thus 90% perfect on the first day after taking a new host, then 80% on the next day, and so on.

Note that if attacked before sunset, the Death's Head is bound to its stolen body and is thus less dangerous. It will use its host body to fight, using any weapon to hand, but the host body will have only the fighting skill of a normal Zombie instead of the Death's Head's own abilities given below. The fight is resolved just as though it were a combat with a normal Zombie, except that any successful blow struck against the monster has a 10% chance of hitting the head and inflicting a wound on the Death's Head itself. Otherwise the blow strikes the Zombie body and reduces its *Health Points*.

The moment the sun sinks below the horizon, the Death's Head regains its wings and horn and takes to the air. It will then scour the forests and lonely hill roads seeking a new host. It has a special spell, *Spell-bind*, to help it overcome a foe without damaging his/her body. This spell is usable once per night, and cast with a MAGICAL ATTACK of 13. It has a range of 10m and, if successful, will cause the victim to stand in place while the Death's Head kills him.

Note that a *Hold Off the Dead* spell will keep the stolen body of a Death's Head at bay but will not affect the Death's Head itself.

ATTACK 16 Horn (d10, 4 points)

DEFENCE 18 Armour Factor 3

MAGICAL DEFENCE 7

EVASION 7

Movement: (6m as
Zombie)

flying - 30m

Health Points 1d6 + 2

Rank-equivalent: 6th

DRAGONS

These awesome reptilian creatures, Kings of the Earth in an earlier era, are now very rare. Some 15m in length, and with a wingspan twice that, a fully grown Dragon in flight with the sunlight limning the azure blue or gold of its scales is an eerie and breathtaking sight.

Few would dare to challenge a Dragon to single combat. The scaly hide of these great beasts is proof against any nonmagical weapon and is as effective as plate armour against even enchanted blades. Every fifth Combat Round, a Dragon can breathe a sheet of flame to a distance of 30m. This will strike up to 2-12 victims who, if they fail to dodge (match the flame's SPEED of 16 against each victim's EVASION), will each take $2d6 + 12$ damage. (A victim may subtract his Armour Factor from this damage - so a character in plate, for example, would take only $2d6 + 7$ damage.) While rekindling its fire between breaths, the Dragon is hardly helpless; its talons strike for fearsome damage in combat, as shown below.

As if this were not enough, 75 % of all Dragons are adept in the use of magic and will have the abilities of a 10th rank Sorcerer or Mystic. All Dragons can speak, and although they are somewhat lacking in compassion or patience, they are not always hostile. Dragons are proud and crafty beasts, and will respect a character who displays either of these traits. One incident which illustrates typically dragonish mentality is the tale of Cantos the priest. Cantos, lost in the mountains and caught in a terrible blizzard, had the questionable good fortune to stumble into a Dragon's lair. Driven beyond fear by his cold and hunger, he boldly asked it to fly him down out of the mountains. Considering this request, the Dragon demanded the magical ring on the priest's finger as payment for its assistance. But Cantos protested, replying that the ring was a gift from his father and he had sworn never



to remove it. Then do not remove it,' said the Dragon with a cold-blooded smile, whereupon it severed his hand at the wrist with a snap of its massive jaws. While Cantos stood by half-faulting from shock, the Dragon added his ring to its treasure hoard and then, much pleased, it scooped him up and flew him to within a few miles of the nearest city. At least, that is the story Cantos tells, when asked why he wears a hook in place of his left hand!

ATTACK 30 Talons (d12, 8 points)

DEFENCE 25 Armour Factor 5 (immune to non-magical weapons)

MAGICAL DEFENCE 15 Movement: 15m(25m)

EVASION 6 *flying* -150m

Health Points 6d6 + 50 Rank-equivalent: 20th

DWARVES

Dwarves are short, stocky and bearded - quite similar to men in general appearance, but rather broader and with proportionately short limbs.



Dwarves rarely grow taller than about 1.4m (the average for humans is 1.8m), and perhaps this is one reason why they can be short-tempered - particularly when they have had too much to drink (which is often).

Dwarves are singleminded and pedantic. If they have a sense of humour it is one which other races cannot comprehend. They are famed for their greed and love to hoard vast quantities of gold and gems. They are accomplished weaponsmiths and craftsmen, though the artifacts they make excel in a functional rather than an aesthetic sense.

Dwarves live in sprawling cavern complexes under lofty mountains. These tunnels, where the Dwarves mine gems and metals, are rarely lit; Dwarves see well in darkness.

The average Dwarf has much the same fighting ability as an average Human. Dwarven adventurers will be Knights or Barbarians, for this race cannot use magic (although Dwarves who reach 7th rank are able to forge magical arms and armour just as a Mystic can).

You may choose to allow one or more of your players to be Dwarves. To qualify for this, a player must roll a character with a Strength of at least 12 and neither *Psychic Talent* nor *Looks* greater than 11.

These stats are for a normal Dwarf with no special combat training:

ATTACK 11 Damage depends on weapon used

DEFENCE 5 Armour Factor depends on type
 worn

MAGICALDEFENCE3 Movement: 10m(15m)
EVASION 3

Health Points 1d6 + 3 Rank-equivalent: 1st

ELEMENTALS

Elementals are of four types: Earth, Fire, Air and Water. All varieties have a total immunity to non-magical weapons.

Earth Elementals are very strong and are useful for digging purposes if brought under command, as they can tunnel through the earth at 2m per hour.

Fire Elementals are invulnerable to damage from flame of any sort, including a Dragon's breath. They are able to glide through the air at the same speed as they walk, but cannot carry anything without igniting it.

Air Elementals appear as a shifting manlike outline containing wisps of cloud and wind-tossed leaves and dust. They are quite difficult to see with any clarity, and those fighting them do so at - 1 off both ATTACK and DEFENCE. They can also deflect arrows and other light missiles with their control of the wind, rendering such attacks useless against them. They can fly at top speed only when out-of-doors, and can carry loads of up to 100kg while doing so.

Water Elementals travel freely on or through their element, and can create water currents to propel or capsize a small boat.

ATTACK 19 Attack fd10, 6 points)

DEFENCE 14 Armour Factor 0, but immune to
nonmagical weapons

MAGICAL DEFENCE 8

EVASION 4 (Earth and Water) or 8 {Fire and Air}

Health Points 3d6 + 10 Movement: Earth 10m

Rank-equivalent: 8th Fire 20m

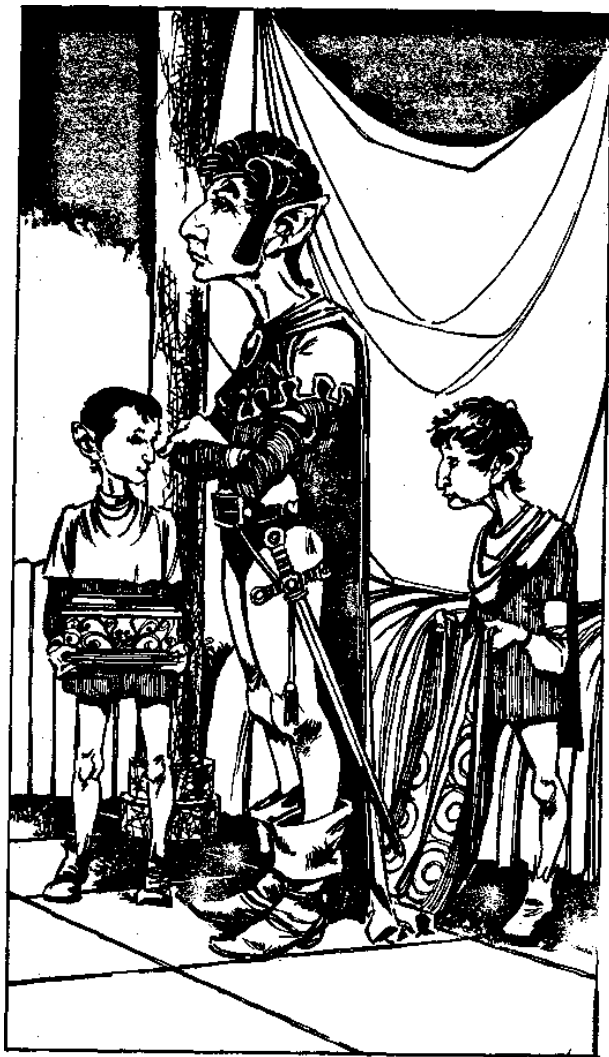
Air 20m

(200m)

Water 15m

ELVES

Elves are elegant manlike beings who dwell in woodland. They are no shorter than men, but very much more slender. This, coupled with their pallid delicate features, may make them appear frail to human eyes - an unwise assessment, for they are often hardy



fighters. Additionally, Elves tend to make good Sorcerers and all Elves have the extra senses of a Mystic.

Elves prefer to wear green. This assists them in merging with the foliage of their woodland home when they do not wish to be seen. An Elf camouflaging himself in this way will not be seen by any non-Elf of below 5th rank. Elves are invariably skilled archers and add 2 points to ATTACK when using a bow.

Elves have a very long natural lifespan - three centuries or so - but lack souls. This means that they cannot be brought back from the dead by magic. Conversely, they are not subject to possession from an Amulet of Soul Storing. Over their long lives, Elves may gather great treasure. The palaces of the Elven Kings are famed in legend for their riches and magic items. Of course, such riches are always guarded by powerful magic.

As GamesMaster, you may allow your players to be Elves. The player must roll a character with a Strength of no greater than 13 and with *Reflexes*, *Psychic Talent* and *Looks* all at least 12. An Elf character cannot be a Barbarian.

These stats are for a normal Elf with no special combat training:

ATTACK 11	Damage depends on weapon used
DEFENCE 5	Armour Factor depends on type-worn
MAGICAL DEFENCE 4	Movement: 12m{25m}
EVASION 4	
<i>Health Points</i> 1d6 + 2	Rank-equivalent: 1st

FROST GIANTS

Frost Giants are seldom encountered, as they dwell far from civilized lands, out on the icy tundra or in sub-arctic forests. They live in villages consisting of a few stone or wooden huts. Sometimes a solitary Frost Giant, cast out from his community for some transgression, will make his home in a mountain cave.

Frost Giants grow to a little over 2.5m in height, with stature proportionately more muscular than a normal man's. They are fair of skin and their hair is red blonde or white. They prefer to fight with axe or warhammer, and disdain the use of bows as cowardly. Under their thick fur cloaks they may have no better than leather armour - but this is thicker and more effective than a man could wear.

Frost Giants have a strong if erratic sense of honour. Obvious disregard for danger secures a Frost Giant his status in the community. A Bear or Snow Tiger hunt will end with one of the hunters facing the animal in single combat. It is possible for adventurers to turn this sense of honour to their advantage: if the Frost Giant leader is challenged to personal combat, he is bound to accept. If the adventurer wins, the Frost Giants will probably (80% chance) allow him and his fellows to go in peace.

ATTACK 19 Battleaxe ($d8 + 2$, 8 points)

DEFENCE 11 Armour Factor 4

MAGICAL DEFENCE 7 Movement: 12m(20m)

EVASION 4

Health Points $3d6 + 16$ Rank-equivalent: 5th

GARGOYLES

These grotesque beings come in a wide variety of shapes and sizes. Most are winged, and all have the ability to remain motionless for very long periods. A Gargoyle clinging to the wall of a ruined cloister may remain still for so long that moss and creepers cover its body. This creature's dusky grey body, often flecked with rusty brown, is readily mistaken for stone. Characters will be surprised (see Chapter Six) on a roll of 1 - 3 on $d6$ when the mossy 'statue' they were passing suddenly comes to life and attacks!

When these monsters acquire a master, they can be fiercely loyal. If a wounded Gargoyle is spared and

healed by magic, there is a 30% chance it will serve its healer from then on. (But, of course, a 70% chance it will merely accept the healing spell and then attack again!)

ATTACK 16 Talons (d10, 3 points)

DEFENCE 8 Armour Factor 7 (but only 2 vs
 magic weapons)

MAGICAL DEFENCE 6 Movement: 8m(15m)

EVASION 4 *flying* -50m

Health Points 3d6 + 4 Rank-equivalent: 5th



GHOSTS

Ghosts are spirits of the dead that have chosen to linger on the earthly plane for some reason. Often the reason is to give guidance to the living or to exact revenge on an enemy (often the Ghost's murderer). Ghosts exude an aura of terror, and when they encounter living beings there is an automatic *fright* attack. The fright attack is resolved as follows: roll 1d12, subtract the victim's rank, and the result is the number that the Ghost must roll equal to or less than on 2d10 in order to scare its victim to death. An example: Truk, a 5th rank Barbarian, is walking along a gloomy dungeon corridor and comes face-to-face with a leering Ghost. The Ghost rolls a 9 for the strength of its fright attack. Since Truk is 5th rank, this means that it needs to roll a 4 or less on 2d10 in order to frighten him to death. It rolls a 17, and Truk runs yelling in terror back along the corridor.

Having once survived a fright attack by a Ghost, a character becomes inured to that Ghost and is in no danger from it in future (though he may still be scared to death by other Ghosts). For this reason, a Ghost will usually depart after encountering a party of adventurers, unless it has some message for them. Sometimes (20% chance) a Ghost will decide to haunt a party; its presence will swamp out the danger sense of any Mystics in the party, cause a clammy unease that will double the chance of the party being surprised in encounters, and bring bad luck in the form of a temporary 1 point penalty to ATTACK and DEFENCE for each character in the party. Apart from Exorcism, there is no way to harm or drive off a Ghost.

GIANT RATS

These are the size of a dog and are to be found lurking in sewers or subterranean burrows. They see well in darkness and will scurry into hiding if they notice a

large group of adventurers approaching. Only if they outnumber a group by at least two-to-one will they attack, surging forward en masse out of the darkness to engulf their opponents.

Rats are well known to be carriers of plague, and after any encounter with them there is a 2% chance for each character of contracting the Black Death (fatal within 1-4 weeks unless cured by magic). For characters with open wounds, the chance of infection is 5%.

ATTACK 9 Bite (d3, 3 points)

DEFENCE 2 Armour Factor 0

MAGICAL DEFENCE 2 Movement: 12m(25m)

EVASION 4

Health Points 1d6 +1

Rank-equivalent: 1st

GIANT SCORPIONS

These monsters can be up to three or four metres long, and present a frightening menace to travellers in the deserts or steaming jungles of the south.

Usually, a Giant Scorpion will conceal itself in a sand dune or rocky crevice with only its pincers protruding. It can sense the approach of beings when they are still some distance off, by 'listening' to the vibrations in the ground. It can also estimate the size of a party in this way, and will not show itself if there are more than five or six.

The Scorpion's colouring matches the terrain of its habitat, ensuring that it will surprise prey on a roll of 1-3 on d6. In combat, the Scorpion gets a separate strike with each pincer every Combat Round until it hits. A successful hit indicates that the pincer has seized its victim. After taking hold of the victim with both pincers, the Scorpion attempts to rip him apart. This inflicts 1d6 Health Points damage per Round, with armour affording no protection.

Only if the Giant Scorpion fails to seize its prey within three Combat Rounds will it use its barbed sting. The sting flicks forward over the monster's head with lightning speed and accuracy. It has an ATTACK of 27 with its sting, but cannot use its pincers in the same Round.

ATTACK 22 each Pincer (d6, 4 points) or Sting
DEFENCE 3 (d4 + 1, 2 points and strong
poison)

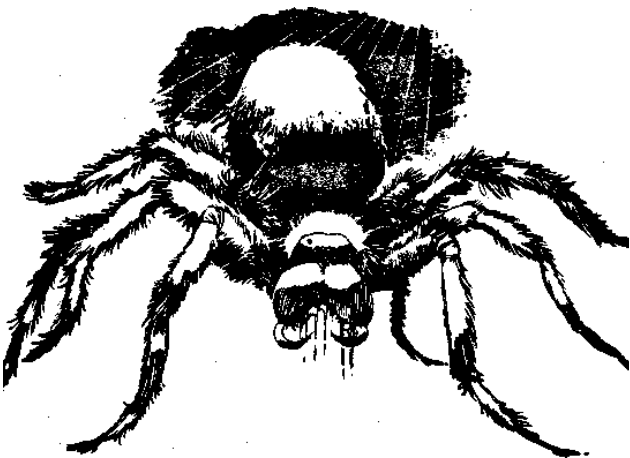
Armour Factor 2

MAGICAL DEFENCE 4 Movement: 10m(15m)
EVASION 3

Health Points $3d6 + 9$ Rank-equivalent: 5th

GIANT SPIDERS

Giant Spiders tend to make their lairs in lonely places - in caverns, forests and haunted underworlds. They will hang up in the shadows and drop onto the backs of



those unfortunate enough to stumble into their web. These webs are very sticky, and struggling will serve only to enmesh the victim more tightly. Each Round that a character is trapped in the web lowers his ATTACK by 2 points and his DEFENCE by 1 point, until finally he cannot move or fight at all. Those trapped in this way may try to free themselves, though in this case they cannot concentrate on fighting the Spider and will have a DEFENCE of 0 against its attacks. The chance of a victim freeing himself is 30% on the first Combat Round, 20% on the second and 10% on the third; the victim gets a bonus of + 15% to these chances if he has a firebrand or edged weapon (such as a sword) with which to part the strands. (Once free of the web, of course, the character's ATTACK and DEFENCE will return to what they were before he was trapped.)

The bite of a Giant Spider carries a powerful venom. Anyone wounded by the Spider must attempt to roll less than or equal to his Strength on 3d6. If he fails, he will be paralyzed within 2-12 Combat Rounds and dead within ten minutes.

ATTACK 15 Bite (d6, 3 points)

DEFENCE 2 Armour Factor 1

MAGICAL DEFENCE 4 Movement: 15m(20m)

EVASION 4

Health Points 1d6 + 5

Rank-equivalent: 2nd

GNOMES

These supernatural woodland entities are apt to react violently against any they consider to be intruding in their domain. A Gnome will usually tolerate a party of Elves passing through its neck of the woods, but is less lenient towards other races.

Gnomes are creatures of the countryside. Their bodies are like the gnarled boles of old trees, their eyes glimmer like dewdrops, they have tangled roots for fingers and their mouths resemble a dank hole in a bank of earth. They can easily conceal themselves in the

forest depths, and when motionless will go unnoticed by characters below 8th rank (or below 3rd rank, in the case of Elven characters).

There is a special spell that Gnomes are able to use: Embog. This spell will turn a tract of woodland or meadow roughly 15m x 15m into a boggy mire. Characters caught in such mud have their movement rates reduced to one-tenth normal (ie, to 1m per Combat Round in the case of a Human), but the Gnome itself can move through the mud as normal. Each Gnome is able to use the Embog spell once a day; this spell has a duration of 1 -6 hours.



ATTACK 15 Claws (d8, 5 points)

DEFENCE 9 Armour Factor 3

MAGICAL DEFENCE 8 Movement: 10m(15m)

EVASION 4

Health Points 2d6 + 8

Rank-equivalent: 3rd

GOBLINS

Goblins are malicious sprites renowned for their evil ways. They relish cruelty, and their magical mischief

is blamed for many mishaps experienced by travellers along desolate country lanes. Their favourite time to attack is at dusk, and they will customarily begin with a sorcerous prank such as causing a horse to go lame, or making a bat fly in a character's face so that he falls from the saddle. Once the party is in disarray, the Goblins will leap from the bushes to attack - hurling sharp flint flakes from their slings or closing to stab with their swords made of icicles.

Goblins are small, never more than a metre tall, with disproportionately large heads. Their faces are warty, sallow and hollow-cheeked, with large hooked noses and sunken eyes. They go about in hooded jerkins which help them to blend into the shadowy corners where they prefer to lurk. Although nimble and crafty in battle, they are essentially of a craven nature. An individual Goblin, captured and threatened, abandoned when its fellows have fled, will resort to all manner of whingeing promises in return for its freedom. A promise wrung from a Goblin will be followed to the letter once the creature is indeed free, but it will always seek to twist the wording of a promise for its own foul purposes.

ATTACK 13 Shortsword (d8, 3 points) or Sling (d6, 3 points)

DEFENCE 7 Armour Factor 1

MAGICAL DEFENCE 5 Movement: 12m(25m)

EVASION 5

Health Points $1d6 + 4$ Rank-equivalent: 1st

GORGONS

These creatures have the bodies of beautiful women, but the face is that of a hideous crone and the head is a writhing mass of long serpentine tresses. Gorgons fight with swords, but rarely use shields or armour. In combat, the 'hair' can also attack. 1-3 tresses will strike at the Gorgon's opponent, each with its own



They are treated as Knights, but with -1 from ATTACK owing to their small stature. No Halfling can ever rise above 3rd rank, and for this reason they are not considered as potential player-character material.

ATTACK 9 Sling (d6, 3 points) or Staff (d6, 3 points)

DEFENCE 5 Armour Factor 0 (may be 1 for leather jerkin)

MAGICAL DEFENCE 3 Movement: 8m(20m)

EVASION 4

Health Points 1d6 + 1

HOBGOBLINS

Physically, Hobgoblins differ very little from their subservient Goblin brethren. They are, however, characterized by still greater guile, malice and uncanny power. Hobgoblins are encountered singly or as the leaders of a group of Goblins. Such are their powers of stealth and enchantment that they can always keep themselves hidden from normal mortals (that is, those who do not belong to one of the adventuring Professions), and will surprise a party of adventurers on 1 - 4 on d6. Hobgoblins can ride wolves cross-country, and they will sometimes lead a wolfpack to attack a party rather than risk a confrontation themselves.

Hobgoblins are excellent fighters, employing not only the swords and slings favoured by normal Goblins but also nets of spider-silk and poisonous puffballs. A Hobgoblin can fling his cobweb net up to 5m and if it hits (determined as per regular Missile Combat rules, see Chapter Three) the victim will be unable to attack or cast a spell until he has struggled free of the entangling strands. A victim thus netted rolls d20 at the start of each subsequent Combat Round; he must roll under his Strength score to get free.

A Hobgoblin will carry 1-4 poisonous puffballs, and can hurl these up to 10m. If the puffball hits, it bursts

open to release a cloud of choking spores. The victim must roll under his *Reflexes* score on d20 to avoid breathing these in. If he does breathe them in, he must get a Cure Disease or Purification spell within 1-8 Rounds or die as the spores spread fungus throughout his body.

Hobgoblins have a number of curious magical abilities. They can weave a spell to rot all food in a character's backpack, and turn the water in his hipflask to stagnant muck. Another spell which they can cast as often as they wish causes disfiguring warts to appear on the victim's face (the Hobgoblin must make the usual magical attack roll, of course). The same spell can be used in reverse, to rid a character of warts.

A Hobgoblin also has the following special spells, each usable once per day:

Bats	This causes seven Bats (qv) to appear from nowhere out of shadows and moonlight and attack a character at whom the Hobgoblin points. After one Combat Round, the Bats vanish as though they had never been - though the wounds they inflicted will remain.
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Glissade	This makes the ground icy or slippery within a 3m radius of where the Hobgoblin is standing. Any character moving across this patch of ground has a 40% chance of slipping. He must roll under his <i>Reflexes</i> on d20 or fall over (and then must take a Round getting up). The Glissade will last until the Hobgoblin himself moves.
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Chill	This spell creates a waft of gelid air that affects any characters meleeing the Hobgoblin when it is cast. Each character loses 1d4 + 2 Health Points (but only -. 1d4 HP if wearing armour of any type).
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Cure	By casting this spell, the Hobgoblin
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DEFENCE 4 Armour Factor 0 (3 if wearing barding)

MAGICALDEFENCE4 Movement: 15m(30m)
EVASION 4

HealthPoints 1d6 + 16 Rank-equivalent: 5th

A character must be a Knight or Barbarian to ride a Warhorse.

HUMANS

Humans who belong to one of the adventuring Professions (Knight, Mystic, Sorcerer or Barbarian) are able to rise in rank and become very powerful. This is obviously not true of the vast majority of Non-Player Characters (NPCs). The common peasants and townspeople who populate your fantasy world will usually have scant fighting skill. On the few occasions when such characters might enter combat (eg in a tavern brawl), they will usually do so with fists or at best improvised cudgels.

These are the stats for a normal Human with no special combat training:

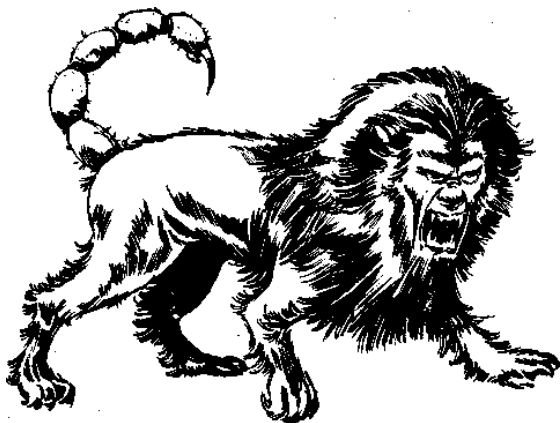
ATTACK 11 Damage depends on weapon used
DEFENCE 5 Armour Factor depends on type worn (usually 0)

MAGICALDEFENCE3 Movement: 10m(20m)
EVASION 3

HealthPoints 1d6 + 3 Rank-equivalent: 1st

MANTICORES

Manticores are bloodthirsty hybrids, having the tail of a scorpion, the body of a lion and the head of a man - though with serried ranks of pointed teeth and glowing red eyes. Manticores dwell in deserts, on wind-swept moors, and in other lonely places.



In combat, a Manticore will either strike with its claws or sting with its segmented tail. The latter is envenomed, and any character who is stung must immediately roll equal to or less than his Strength on 3d6; if this roll fails, the character collapses at once and will die within a minute.

ATTACK 20 Claws (d10, 6 points) or Sting (d6, 3 points, & venom)

DEFENCE 12 Armour Factor 4

MAGICAL DEFENCE 11 Movement: 12m(30m)

EVASION 5

Health Points 3d6 + 18 Rank-equivalent: 8th

OGRES

Brutish and surly, Ogres are tall, thickset and extremely strong creatures of basically humanoid appearance. They fight with axes or terrible iron war-hammers. An Ogre will often make his lair in a deserted citadel, and from this base will roam forth to waylay travellers or terrorize peasants.

Ogres are dull-witted and frequently drunk. An Ogre will rarely try to take people prisoner - if a defeated opponent looks wealthy the Ogre may hold him to ransom, but a more likely fate is to wind up in the monster's larder!

ATTACK 20 Warhammer ($d8 + 2$, 8 points)

DEFENCE 12 Armour Factor depends on type worn, + 1 for tough skin

MAGICAL DEFENCE 8 Movement: 10m(15m)

EVASION 4

Health Points $2d6 + 18$ Rank-equivalent: 7th

OBSIDIAKS

The Obsidiak is one of the most uncanny of all legendary beasts. In appearance, it resembles a floating partly-human head that seems to have been cut out of harsh granite, from which trail three serpentine tentacles. It moves through the air quite slowly, with a horrible undulating motion of its tentacles, rolling its bloated eyes about as if trying to peer through the turgid depths of an ocean.

In combat, the Obsidiak will either bite (70% chance on any given Combat Round) or swoop to envelop its victim. This latter attack comes quite slowly, as the creature swings its tentacles around, and may be dodged (match the Obsidiak's descent SPEED of 12 vs its opponent's EVASION). As with a victim of a Python's coils, a trapped opponent must roll *Reflexes* or less on $d20$ to have his weapon arm free - but he must make this roll three times (once for each tentacle). Failure on any of the three means his arm is trapped and he can no longer strike at the monster. As the Obsidiak gradually tightens its grip on the sorry victim, it inflicts steadily greater damage; 1d4 on the first Combat Round, 1d6 on the second, 1d8 on the third, etc. Armour gives no protection from this.

Of course, while constricting a foe, an Obsidiak is no



longer mobile and thus cannot attack or defend against the victim's companions. Such companions must exercise caution while trying to free their friend from this fiendish predator - any blow that misses the monster will strike the character enveloped, unless the attacker rolls *Reflexes* or under on d20!

A slain Obsidiak will quickly decompose into a damp and evil-smelling ash.

ATTACK 14 Bite (d8, 3 points)

DEFENCE 6 Armour Factor 3

MAGICAL DEFENCE 6 Movement: *flying* - 8m

EVASION 3

Health Points 1d6 + 8 Rank-equivalent: 2nd

ORCS

Orcs are the archetypal henchthings of Evil, and have been found in service to many masters: Sorcerers mad and mighty, undead Knights, dark Demons, Priests of Chaos. . . Orcs care not what or who they fight, so long as they are given ample opportunity to indulge their violent ways. The harsh brutality of Orcs gives them a slight edge over the average Human fighter, but they are too ill-disciplined to properly hone their combat skills. Some Orc warriors and chieftains may have the combat abilities of a Barbarian, but they never rise beyond 4th rank.

Orcs see well in darkness, but they hate and fear bright light. If forced to fight in sunlight, an Orc must subtract 1 from his ATTACK and DEFENCE scores. Orcs often live below ground, so Dwarves are particularly hated enemies.

The stats for a typical Orc-at-arms are as follows:

ATTACK 12 Damage depends on weapon used

DEFENCE 5 Armour Factor depends on type
 worn



MAGICAL DEFENCE 3
EVASION3

Health Points 1d6 + 3

Movement: 10m(20m)

Rank-equivalent: 1st

PYTHONS

Slithering down from the boughs of jungle trees, a Python surprises its prey on a roll of 1 - 3 on d6. The snake's first attack will be to wind its muscular coils around the victim. It will then try to squeeze him to

death, continuing to attack by biting while doing so. On the first 'hit' scored by the Python, the victim rolls to see if he manages to keep his sword arm free of the enfolding coils; this roll requires a score of less than or equal to the victim's *Reflexes* on 1d20, and if he fails then he is unable to attack or defend. A trapped victim loses 1d3 Health Points (armour, if any, makes no difference) and will survive for 2d6 Combat Rounds. If not freed by then, he dies of asphyxiation - the snake constricts his chest so that he cannot draw breath.

ATTACK 14 Bite (d3, 2 points)

DEFENCE 2 Armour Factor 0

MAGICAL DEFENCE 0 Movement: 15m

EVASION 2

Health Points 1d6 + 8 Rank-equivalent: 2nd

PAZUZUS

These are spiteful monsters of unnatural origin. They are better known in warmer, southern climes, but some few have found their way north in the bilges of ships returning from the Crusade. In their own lands they amuse themselves by hovering above the hot desert sands and swooping down to drive thirsty travellers away from oases. Those that have ranged abroad quickly adapt to their new home: they will lope on the sparsely populated fringes of civilization, near fells or wild forests, and scurry down upon any straggling wayfarer who passes by.

A Pazuzu is fundamentally of humanoid form, though tall and wiry to a most unhuman extent. The creature's hands and feet are much like the padded claws of a lion, and with them it is capable of rending an unarmoured man limb from limb. Its face is also somewhat leonine, with a long, dusty grey mane, and its taut, glistening skin is ruddy bronze in colour. Across its back it has black plumed wings which enable it to sweep at great speed across the desert

skies; in colder regions it can fly for only short distances (30m at a time, at most) and will usually keep its wings folded close to its back.

Taking the guise of battle-sickened Knights or forsaken lazars (for they are masters of deceitful illusion), Pazuzus will trick their way close to an adventuring party and consider its strengths before launching its attack. There is only a 5% chance of seeing through a Pazuzu's illusory disguise - and this only if a character has reason for suspicion and scrutinizes the being carefully - and so it will surprise its foes on a roll of 1-4 on d6. Pazuzus have other magical abilities as well. They can breathe flame (like a Dragonbreath spell, but for only 1d6 + 3 HP damage) every other Combat Round, and can cast the Sorcery spell Image once per day.

A Pazuzu which grapples a foe may choose to soar aloft with the intention of dropping him from a great height. It will attempt this only when fighting in desert or mountains, for without thermal currents it cannot attain much altitude. The seized character is able to strike freely at the Pazuzu as it bears him up, of course. (NB: a Pazuzu carrying another character in this way flies at only half normal speed.)

ATTACK 16 Claws (d8, 5 points)

DEFENCE 10 Armour Factor 1

MAGICAL DEFENCE 9 Movement: 10m(15m)

EVASIONS *flying*-30m

Health Points 1d6 + 11 Rank-equivalent: 5th

SNOW APES

Shaggy, white-furred primates that live in arctic climes. Their colouring makes them hard to see against the snow, meaning that they surprise characters on a roll of 1 - 3 on d6. In all other respects they are identical to Apemen (qv).



THE SUFIRIAD

Minor demons motivated by the spirits of long-dead priests, the Sufiriad could perhaps be thought of as a snow-dwelling variety of Spectre. They are not, in fact, undead - merely invisible monsters energized with exotic sorcery. The position of a Sufiriad can be determined by the terrible screeching, moaning wail it makes, and the swirling whirlwind in which it is cloaked. The Sufiriad have no weapons with which to smite their foes. They attack instead by moving right up to a character and imploding their freezing whirlwind upon him. The character suffers 1d10HP damage

(subtracting his Armour Factor from this, if any), and must roll equal to or less than his Strength on d20 or die! Even if he survives, the scream the monster emits during this attack has a 10% chance of shattering the victim's eardrums.

Fire (as, for instance, of a Dragonbreath spell) scores + 2 HP damage against the Sufiriad, but direct-attack magic of any kind is useless.

The Sufiriad constantly sweep and glide through the broken, snow-choked ruins of their ancient temples. Their task is to guard these ruins, and they never move far from them.

Those able to see beyond the visible spectrum will find the appearance of these creatures macabre and disturbing: an ultraviolet, ophidian body and a head, wreathed in cold white fire, resembling a horned but human skull.

Whirlwind (see above for details)

DEFENCE 0 Armour Factor 5

EVASION 4 Movement: 10m

Health Points 5d10 + 5 Rank-equivalent: 10th

TIGERS (Sabre Tooth)

These great cats range across the plains of warm southern lands and stalk prey through humid jungles. They eschew temperate climes, though a snow-dwelling variety has been sighted by arctic adventurers.

The Sabre-Tooth is a skilled hunter, surprising its prey on 1 - 4 on d6. It can leap up to 8m to attack, giving vent to a bloodcurdling roar as it does so. All who hear this must roll their rank or less on d10 or be rooted to the spot for the first Round of combat (and thus have a DEFENCE of 0 against the Tiger's first attack).

ATTACK 19 Bite (d8, 7 points) or Claws (d12, 6 points)

DEFENCE 5 Armour Factor 1

MAGICAL DEFENCE 2

Movement: 10m(30)m

EVASION 6

Health Points 2d6 + 18

Rank-equivalent: 6th

TROLLS

Trolls are tall, gaunt creatures of morbid character. Though unable to use sorcery, they share a distant supernatural ancestry with Goblins and are quite



resistant to magic. The common abode of Trolls is fenland or marsh, where they supplement a diet of raw toads and muddy eels with the warm flesh of unfortunate travellers.

Glimpsed capering madly along a distant ridge, or loping sullenly in lonely places after the sun has set, a Troll could almost be mistaken for a wiry man. At close quarters, however, this resemblance disappears: Trolls have wrinkled grey-white skin, slimy and

scabrous. Blank eyes stare from the Troll's awful face and an odour of spilled blood wafts from its snaggle-toothed maw. Some Trolls, furthermore, may have two or even three heads, and these heads will chatter horribly to one another as the creature wanders the night in search of prey.

Trolls do not venture abroad during the day, as the light of the sun would quickly transform them into lumps of stone. A Troll will either find some shadowy lair in which to pass the daylight hours or, failing this, will simply squirm into a muddy river-bank hole.

Trolls cannot be harmed by non-metallic weapons such as cudgels or staves. Their rubbery hide turns blows from these weapons aside - though iron and steel arms cut through the loathsome flesh readily enough.

ATTACK 18 Talons (d6 + 1, 5 points)

DEFENCE 10 Armour Factor 2

MAGICAL DEFENCE 11 Movement: 10m(20m)

EVASION 4

Health Points 1d6 + 15 Rank-equivalent: 5th

VOLUCRETHS

Volucreths are a fearsome race believed to inhabit a jungle-cloaked land deep in the tropics. They make slaves of Humans, and this is one reason why they sometimes make forays into the lands of men (the other reason being plunder). Fortunately, Volucreths never stray into the colder climes of the north, requiring the sustaining heat of the tropics and sub-tropics to survive.

Any Volucreth encountered is likely to have some adventuring experience, otherwise it would not have ventured beyond its native territories. Little is known of Volucreth civilization, but about 90% of those encountered seem to belong to a warrior caste which, in humanoid terms, closely approximates to Barbarian



in fighting skill. *The* remaining 10% are observers (priests? nobles?) who display little or no combat abilities. Some have been known to use Mystic powers, though sometimes these work in ways inexplicable to Human or Elven Mystics.

Ah enraged Volucreth is a terrible creature to behold. Its powerful sinews swell and its iridescent silvery plumage bristles to display a glorious pattern of reds, greens and blues. Volucreths usually stand somewhat over 2m in height, and in the throes of battle-rage they can appear disconcertingly larger than a man.

Volucreths of the aforementioned warrior-caste caparison themselves in war-harness of leather sewn with metal discs. Their favoured weapon is the two-handed sword, which they wield with skill and strength. Volucreths have been seen with great bows across their backs; their arrows are a metre long, but they appear never to use these (or any other missile weapon) in combat.

The stats given here are for an average Volucreth warrior of 1st rank. Higher skill-levels and other Professions can be extrapolated.

ATTACK 16 Two-handed Sword (d10+ 1, 6 points)

DEFENCE 7 Armour Factor 3 (harness gives 2, +1 for plumage/scales)

MAGICAL DEFENCE 2 Movement: 10m(20m)
EVASIONS

Health Points 1d6 + 10

WILD BOARS

Though these powerful animals are not normally aggressive, they can be more ferocious than Wolves when aroused. The tusks of a Boar can inflict grievous wounds, but nevertheless hunting these beasts is a popular sport for Knights.

ATTACK 17	Gore (d6 + 1, 6 points)
DEFENCE 3	Armour Factor 1
MAGICAL DEFENCE 0	Movement: 8m(20m)
EVASION 3	
<i>Health Points</i> 2d6 + 11	Rank-equivalent: 3rd

WOLVES

Wolves will be encountered in forested areas, usually in packs. They generally prefer to go for wounded or solitary prey, but they will also attack small parties who settle down in the woods for the night. The keen senses of a Wolf make it impossible to surprise these creatures.

ATTACK 15	Fangs (d4, 5 points)
DEFENCE 3	Armour Factor 0
MAGICAL DEFENCE 1	Movement: 12m(25m)
EVASION 3	
<i>Health Points</i> 1d6 + 4	Rank-equivalent: 1st

The Undead

The Undead are beings who have died but who continue to 'live on', after a fashion, because their life force (and sometimes their physical form) is replaced by necromantic sorcery. Undead creatures are not subject to poison, disease or spells which only affect the living. They are creatures of the gloom; all Undead can see in darkness, and most abhor the light of day.

GHOULS

Ghouls are transformed Humans (or, sometimes, Dwarves or Elves) who have entered a twilight existence between life and death as a result of their warped appetites - they gorge themselves on the rotting flesh of corpses. Ghouls present a ghastly sight to

those who encounter them: shrivelled forms loping from the shadows, their olive-hued flesh puckered and leprous, yellow eyes glinting with the fever-light of insane hunger, mouths gaping to reveal the chipped uneven fangs with which they rend their prey. . . Any NPC (non-player character) below 3rd rank encountering a Ghoul must roll his *Intelligence* or less on 1d20 or else flee in panic.

Ghouls fight with a berserk fury, using whatever weapons they may have gathered from their tomb-robbing forays. Their lair, if it can be found (it will often be a ruined mausoleum or abandoned cottage), may contain rich treasures, for Ghouls love to hoard their spoils.

ATTACK 17 Damage depends on weapon used

DEFENCE 9 Armour Factor depends on type
 worn (usually none)

MAGICAL DEFENCE 7 Movement: 12m(25m)

EVASION 4

HealthPoints 1d6 + 10 Rank-equivalent: 4th

MUMMIES

The embalmed bodies of those long dead are sometimes encountered stalking the passages of their ancient tombs. They usually fight with spears, or with swords and shields, and are often clad in ceremonial armour. Having rather dessicated bodies, Mummies are vulnerable to fire. If a Mummy is struck with a flaming torch, a Dragonbreath spell or other type of fire-attack, there is a 20% chance that it will catch alight. The Mummy will then lose 1d4 HP per Combat Round until it can extinguish the flames (it rolls d6 at the end of each Round, and succeeds in putting out the flames on a roll of 5 or 6).

Although these are the combat statistics for a 'typical' Mummy, more powerful ones have been



known - particularly in the oldest and grandest tombs.

ATTACK 18 Damage depends on weapon used
DEFENCE 12 Armour Factor depends on type
 worn, + 1 for leathery skin
MAGICAL DEFENCE 9 Movement: 10m(15m)
EVASION 4
Health Points 4d6 + 5 Rank-equivalent: 6th

Special attack: When a Mummy is 'slain', it has one chance to afflict the character who destroyed it with a Doom, a type of curse with a MAGICAL ATTACK of 18. If the Doom takes hold, the character will die horribly within one month unless he can get the curse lifted. (This requires a *Dispel Magic* of at least 6 Magic Points intensity.)

SKELETONS

Animated Skeletons are sometimes used as servants by reclusive and powerful wizards who distrust human vassals. Skeletons usually fight with swords and, although they occasionally use shields, are rarely equipped with armour. They are rather feeble fighters, relying on tenacity and weight of numbers to overcome their opponents.

Stabbing weapons, such as spears and daggers, and arrows may easily pass between the bony ribs of a Skeleton without effect. Count a Skeleton as having an effective Armour Factor of 2 against such attacks. Skeletons take only half damage from fire-based attacks.

ATTACK 11 Damage depends on weapon used
DEFENCE 5 Armour Factor 0 (except as
 indicated above)
MAGICAL DEFENCE 3 Movement: 10m(20m)
EVASION 3
Health Points 1d6 + 1 Rank-equivalent: 1st

SPECTRES

Spectres are the non-corporeal undead remnants of strong-willed persons whose lives were twisted by dark hateful passions. Their gliding, translucent forms are often mistaken for Ghosts, but in fact they are far more dangerous. If a Spectre surprises a party of adventurers (4 chances in 6 of this, as the monster is apt to drift straight out of a stone wall!), everyone in the party is subject to a *fright attack* - like a Ghost's, but with a fright attack strength of 1d6. The Spectre will then close with the party to combat them physically. Its dead white hands are potent with destructive energy. Since the Spectre is itself ethereal, however, it is difficult to harm; non-magical weapons do not affect it, and neither do physical spells (like Dragonbreath or Shadowbolt).

ATTACK 19 Touch (d12, 5 points)

DEFENCE 12 Armour Factor 0 (but immune to non-magical weapons)

MAGICAL DEFENCE 11 Movement: 12m

EVASION 4

Health Points 4d6 + 4

Rank-equivalent: 8th

VAMPIRES

Vampires are the class of undead most difficult to distinguish from living beings. They stalk the night in search of blood, but are rendered powerless by sunlight and so must return to their crypts by day.

Vampires retain the skills, memories, intelligence and rank that they had in life. All Vampires have superhuman strength, and add 2 to their **Armour Bypass Rolls** and to the damage they inflict with a weapon. After defeating its opponents, a Vampire will attempt to drain their blood. Then, satiated, it returns to its tomb, there to lie torpid for 2-8 hours.

Some Vampires adopt a more subtle approach to

their prey, using their mesmeric ability. A Vampire can use its mesmeric power against any victim of lower rank than itself. The Vampire must engage its intended victim in conversation for at least thirty seconds, and the two must be within 8m of one another throughout this time. The Vampire first determines the strength of its mesmerism by rolling 3d6 and adding its rank to the number rolled. After subtracting the victim's rank, the final total is the number that the Vampire must equal or be less than on 2d10 in order to succeed. A mesmerized victim will stand passive until killed or until the Vampire departs.

Vampires have partial immunity to nonmagical weapons. Such a weapon will inflict only half the usual damage on a Vampire - so a sword, for example, causes the creature a 2HP wound. Magical weapons, Shadowbolt spells, etc, score full damage. A wounded Vampire must have fresh blood to heal itself. Two pints will act on the Vampire like a Lesser Healing spell, four pints are equivalent to a Greater Healing, and draining all a victim's blood will restore the Vampire to full health. Even a powerless Vampire (ie, one at 0 Health Points or under) can be restored if fresh blood is made to gush over its body; the monster is only permanently destroyed if a stake is driven through its heart, its head is cut off with a sword that has been blessed, and the remains are then burned to ashes.

Apart from vulnerability to the light of day, a Vampire has three major weaknesses. Adventurers would do well to take note of these. Fresh garlic flowers exude a scent which is repugnant to the Vampire, causing it to deduct 1 point from its ATTACK for the first 1-6 Combat Rounds against a character so protected. Presenting a cross to a Vampire will cause it to flinch back, giving the character an opportunity to escape. If the character continues to present the cross for thirty seconds, he can attempt to drive the Vampire away. This attempt is resolved exactly like the Vampire's own mesmerism attack, but in reverse



- moreover, Sorcerers roll only 1d6 plus rank for the strength of the attack. If the attempt to drive off the Vampire is successful, it will depart by any available escape route. If the attempt fails, or if the Vampire has no means of getting away, it will dash the cross aside in a berserk rage. The third of the Vampire's vulnerabilities is to pure running water; it cannot pass through running water, though it may travel across by boat or bridge. Stagnant water presents no obstacle.

The victim of a Vampire will sometimes rise from the dead as a Vampire himself. This costs the first Vampire a part of its 'life' force - represented by the loss of 2d100 experience points. The new Vampire will be subservient (not necessarily loyal) to the one who 'created' it.

About 90% of all Vampires are 'ranked' - ie, belong to one of the adventuring Professions. Of these, 40% were and are Knights, 30% Sorcerers, 5% Mystics and 15% Barbarians. It is difficult to give the mortal statistics of a 'typical' Vampire because the creature might be of any rank. In brief, the changes that ensue on passing to the vampiric state are:

Strength increases to 19

Reflexes increase to 18

Health Points increase by 4d4

MAGICAL DEFENCE increases by 1

For a 1st rank Vampire Knight, this yields:

ATTACK 16 Sword (d8 + 2, 6 points)

DEFENCE 10

MAGICAL DEFENCE 4

EVASIONS

Health Points $1d6 + 7 + 4d4$ (average: 21)

Lastly, the traditional shape-changing powers are available to Vampires of higher rank. A 4th rank Vampire can transform itself into a bat; at 6th rank, the transformation can also be into the shape of a wolf; when the Vampire reaches 8th rank, it can change into

a mist and seep through narrow cracks. Whenever a Vampire transforms itself, it loses 1 *Health Point*.

WIGHTS

Wights are ancient undead, greatly feared because of their passionless evil and strange magical powers. They are the shamans and wizard-kings of a bygone age, and dwell in the bowels of their lonely burial-mounds. Transformed and sustained by their own necromantic magic, Wights appear sallowish and dessicated, sunken eyes glittering with an eldritch light. Wights occasionally go clad in antique ring mail; but they really have little need of armour. Though they can be harmed by enchanted weapons or those of solid silver, normal weapons will score half-damage for one blow only and then shatter as though from centuries of rust.

Much of a Wight's former power is attenuated by the effort of maintaining its macabre unliving state, but the creature is still capable of formidable magic. It has the spellcasting ability of a 5th rank Mystic and the following special powers (usable once per day):

Portal (the Sorcerer spell of that name)

Mephitic Breath - a black, noxious vapour roils from the Wight's mouth. Any character within 5m who fails to roll *Reflexes* or less on d20 breathes this in, and is then subject to a normal strength poison. This poison causes its victims to die and rot away within moments.

Apparitions - the Wight matches its MAGICAL ATTACK against the MAGICAL DEFENCE scores of 1-4 characters within 10m. Any character affected sees hideous apparitions from his worst nightmare lurking at the edge of his vision. He must try to roll his rank or less on did each Round; if he fails, he is paralyzed with terror and can do nothing that Round. A Spell Expiry Roll applies; this is

sidered to be a 7 MP spell with respect to *Dispel Magic*.

Raise Fog (the Sorcerer spell of that name)

Once expended, the Wight's magical powers return at moonrise. Gaunt and awful in their rotting tabards, Wights venture forth from their barrows at night, or under cover of the freezing fog they can summon up from the bleak moors, but they cannot tolerate the direct light of day.

Rather than striking with its weapon (usually a two-handed sword), a Wight will sometimes attempt to physically touch an opponent. This subjects the character to a numbing sorcery, for the Wight's touch is chill and deadly. No Armour Bypass Roll is needed for the touch - the Wight merely matches its MAGICAL ATTACK against the victim's MAGICAL DEFENCE and, if this attack takes effect, the latter loses 3-13 (roll 2d6+1) Strength points. When a character's Strength reaches 2 he falls helpless, too weak to move. The Wight will seek to slay him then, and, given time to work its exotic magic, can raise the body as a Zombie. If the Wight is destroyed before this, however, its victim's Strength can be restored by taking him out into the sunlight.

ATTACK 17 Damage depends on weapon used

DEFENCE 10 Armour Factor depends on type
worn (and see above)

MAGICAL ATTACK 20 Movement: 12m

MAGICAL DEFENCE 10

EVASIONS

Health Points 1d6 + 15 Rank-equivalent: 7th

WRAITHS

As far as most people are concerned, 'wraith' is just another word for a Ghost. A monk named Ecgric, composing his Entire Compendium of Creatures Malign &

Mischievous, uses the term in a precise way, however. He writes that a Wraith is 'the riven remnant of a hoary dead wiht'. The creature he describes is the thing that results when a Ghost haunts a place that is steeped in powerful sorcery. Gradually, over the course of millennia, the Ghost absorbs the magical energy from the very air and stones around it; in the process it forms a partially substantial 'body', and thus passes from the truly dead state of a Ghost to the undead existence of a Wraith.

Wraiths appear as wild ragged figures, shadowy and dim within a wreath of colourless cold fire. They stalk their secluded haunts without a sound, seeking prey with the desperate eagerness of a tortured animal. When they come out of the night, upon straggling wayfarers or those who dare to camp in their dank ruins, it is without warning. All who behold the Wraith at that moment are subject to a 1d8 *fright attack*. It then closes with a victim (selected at random) and, standing before him, begins a deathly shriek. At first its thin jaws seem to gape noiselessly, but then a distant keening becomes audible. The Wraith is building up for a Death spell against its chosen victim, and each Combat Round that it delays accumulates + 1d10 MAGICAL ATTACK. After three Rounds (the maximum the Wraith can delay before unleashing the hex) it will thus cast its Death spell with a MAGICAL ATTACK of 3-30. If its spell fails, the Wraith will depart; if it succeeds, the victim is slain (like a Dishearten, except that his soul is devoured by the Wraith and can never be restored to life in this world) and the monster fixes upon another.

This terrible hex is the only way in which a Wraith can harm its prey. It can itself only be affected by magical weaponry or by a *Hold Off* The Dead or Banish spell.

DEFENCE 4 Armour Factor 0 (but immune to nonmagical weapons)



MAGICAL ATTACK 1d10

MAGICAL DEFENCE 11

EVASION 4

Health Points 1d20

Combat Round attack
is delayed

Movement: 15m

Rank-equivalent: 5th

ZOMBIES

Perhaps the most gruesome of all the Undead, these are the true 'walking corpses' of legend and nightmare. Zombies are apt to evoke a shudder in even the bravest fighter as he gazes on their haunted faces. They are usually to be encountered in deserted places - shambling out of graveyard mists, perhaps, or wandering between the broken stones of an ancient henge - doomed to follow the curse or command of a pitiless necromancer.

The Zombie is a poor but persistent fighter. It will take a lot of hacking before it goes down, and the intelligent adventurer will capitalize on its sluggish reactions (roll 1d6 for a Zombie's *Reflexes*) and slow speed.

ATTACK 10 Damage depends on weapon used
 (with Strength 16)

DEFENCE 4 Armour Factor 0

MAGICAL DEFENCE 1 Movement: 6m

EVASION 1

Health Points $2d6 + 13^*$ Rank-equivalent: 1st

(*This HP score is for a freshly created Zombie.
Decomposition and the wounds sustained in various
encounters gradually take their toll; roll *Health Points*
for a randomly encountered Zombie on $3d6 + 7$)

CHAPTER

8

Travel &
Encounters



How are the characters and creatures of the last chapter encountered? In the musty depths of dungeons, most often, but also in mists, moonlight and thunderstorm - and even (in the wild and forsaken places of the world) by the light of day.

The DRAGON WARRIORS world is a lot like our own during the Middle Ages. Common people do not travel much. A villager might live his whole life without ever going more than a day's journey from his home. Lords travel widely with their men-at-arms, patrolling the manors of their fiefs, and others such as minstrels and friars may wander far and wide. But almost everybody avoids the desolate tracts of moorland and forest ('the waste') where unearthly creatures stalk.

Almost everybody. These are just the kind of places where adventurers will often be found. After all, it stands to reason that any place worth pillaging must be some way from civilization - the more accessible dungeons would have been plundered of their treasure long ago. Therefore it is likely that the player-characters will begin many of their adventures with a journey across country (or even over the sea) to reach the locale where most of the action will take place.

You will begin with a rough map of where the adventure locale (dungeon, ruin, etc) is situated. The following table shows how long the characters will take to get there. You may decide to skip through the journey and get on with the adventure you have planned. ('Okay, you leave the village where you've been staying. You pass through forest and low hills and arrive at a ruined tower after four days.') Alternatively, you could provide an appetizer to the main adventure by giving the characters some encounters en route.

Outdoor Travel

Terrain	Distance covered in one day
Open country	on foot - 25 miles
	on horseback - 40 miles

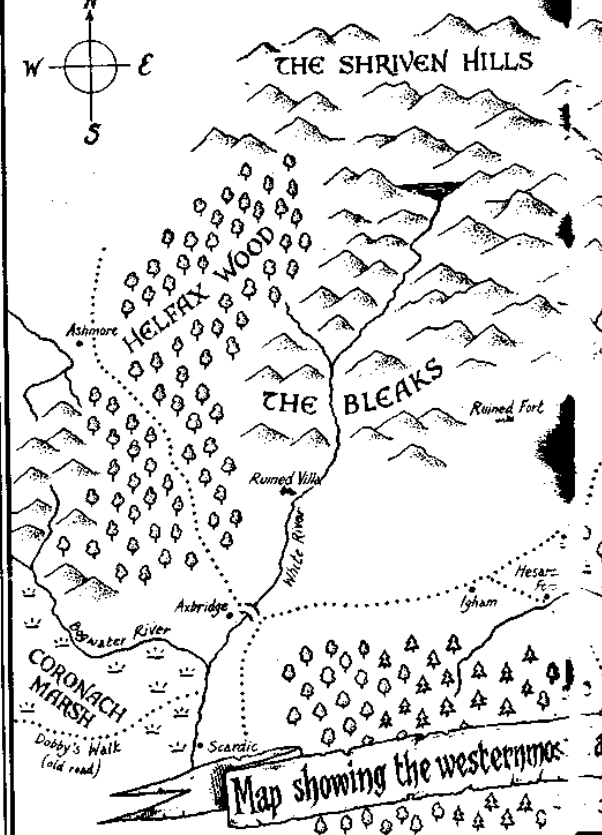
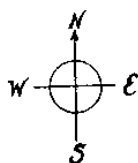
Forest	on foot - 15 miles on horseback - 20 miles
Hills	on foot - 20 miles on horseback - 25 miles
Swamp	on foot - 10 miles on horseback - 10 miles
Arctic	on foot - 5 miles on horseback - 10 miles on sled - 20 miles
Desert	on foot - 15 miles on horse/camel - 30 miles
River	by boat - 40 miles

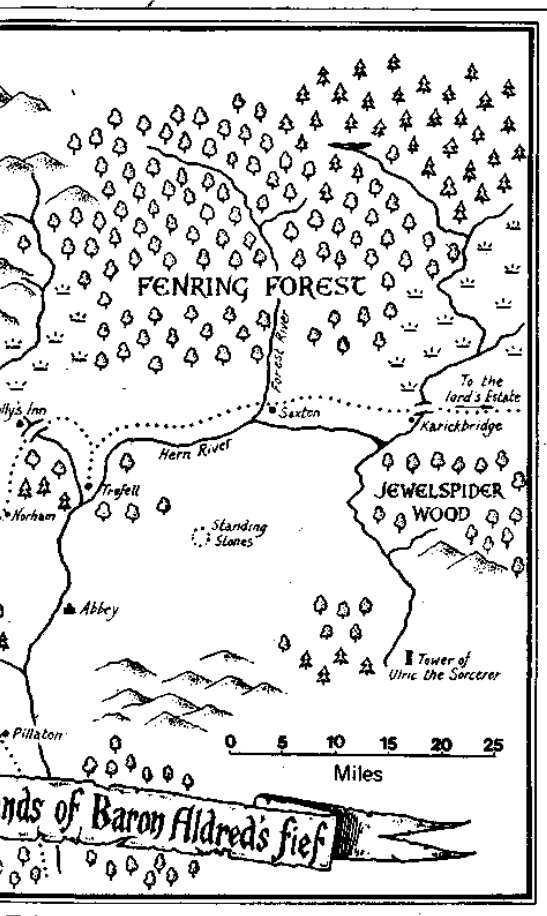
The tables on pages 136-141 are used to generate 'random encounters' for the journey. A chance of encounter is given for each terrain type; you check for this twice each day, at dawn and dusk. If an encounter is indicated, it will occur at some random time in the following twelve hours. Adventurers always take turns standing guard when camping out for the night!

The tables allow for a percentile dice roll to determine what creature is encountered. You can use this method when you feel your imagination is flagging - just roll the dice and see what comes up. (Always be prepared to disregard the result and reroll, though, if you think the first encounter that comes up would be too tough for your players.) Alternatively, you may decide just to select something from the tables that you think will provide an interesting encounter.

Suppose we consider an example based around the introduction to *The King Under The Forest*, the DRAGONWARRIORS adventure scenario in this book. The player-characters start in a village called Axbridge, where they meet the parish priest who is to embroil them in the adventure. A map shows the countryside round about.

The characters set off on their adventure one morning. They will be passing through open country at first. The GamesMaster makes a secret roll of the dice; no





encounter is indicated for the first day (although we may assume that they espy a few peasants tilling the fields near the village, or out gathering firewood). At dusk they are passing Igham and decide to find shelter there for the night. A few copper pennies secure a bed of straw for the night and, with a roof over their heads, no night-time encounter is rolled for.

They are up with cock-crow, hoping to put eerie Norham Wood behind them by the evening. The GM decides not to roll for an encounter today - any delay might force them to spend the next night in the open, for they have a long day's travel ahead, and he has no wish to see them weakened and hurt before the main adventure has begun. Unaware of this leniency on the part of their GM, the players hurry north and over the river, reaching the village of Trefell shortly after dark.

Realizing that the game will be all-action once they get to Fenring Forest, the GM decides to introduce a little 'light relief' - and at the same time give the players a chance to act their roles. They find that the honest peasants of Trefell mistake them for thieving brigands! Doors are barred in their faces, and for a while it seems they will get no lodging this night. The situation is only aggravated by the hot-tempered Barbarian, Carl, who soon resorts to bellowed threats as he pounds the flimsy door of a terrified cottager. Eventually the others calm him down, however, and Bretwald manages to convince the village priest that they are honest wayfarers. They spend the night inside the church, and again no encounter roll applies.

They take breakfast with the priest and then depart intending to set a leisurely pace to the next village on the road. Unbeknown to any of them, the GM's dice have decreed an encounter.

The GM's first d100 roll on the Open Country table is 99. A Vampire! Hardly plausible in broad daylight, so he rolls again. A 26 - a band of brigands. He toys with the idea and then discards it. There will be mayhem aplenty when they reach the forest. An encounter with

a certain whimsy to it would be appropriate. A flash of inspiration gives the GM what he wants: "Shortly after noon, as you sit by the roadside for lunch and a short rest, you see a grandly caparisoned group approaching from the east. As they draw near, you see a naughty noblewoman on a snow-white charger. Seven armoured Knights ride with her. You stand and bow, but she does not deign to acknowledge you. The Knights stare only at her, enraptured, as though drained of any will of their own. Once this strange entourage has passed, Bretwald turns to you and says with hushed tones, 'I believe that was the Lady Samana, a fay enchantress. Tales of her bewitching evil have spread far and wide. Those poor, spellbound wretches are the Knights who have sought to vanquish her through the years. She holds their souls in a silver chalice, so it's told.' He hastily packs up his gear and gestures for you to hurry away from here." A cold shiver goes up the players' spines, and the GM smiles. This episode has not merely built up an eerie atmosphere; he can develop it into a recurrent plot theme for later adventures. The player-characters may eventually try to take on Samana themselves - though such a time must, for these 1st rank characters, be far in the future. Subdued and thoughtful, they trudge on towards Saxton...

A night in Saxton holds no terrors, so we rejoin them on the morrow. For reasons explained in the scenario, they must reach the forest at nightfall, so they rise late and do not leave the village until mid-afternoon. The GM decides not to make a daytime encounter roll. As the sun sets, they draw close to the edge of Fenring Forest. Three and a half days of game-time (and about twenty minutes of actual playing-time) have elapsed since they left Axbridge. The players are now comfortable in their 'character roles'; they are beginning to see what it is that makes fantasy role-playing different from any other game. The party light lanterns and advance into the dark forest. The GM rolls to see if

there will be an encounter tonight. Their adventure has begun.

Open Country

Terrain Type: Rural areas, moorland

Chance of Encounter: 50%

Creature(s) Encountered:

d100 roll Encounter

Humans -

01-05 Adventurers (2-8)

06-10 Peasants (2-12}

11-13 Minstrels (1 -10)

14-18 Lazars(1-10)

19-22 Monks &/or Pilgrims (1-12)

23-28 Outlaws (2-12)

29-33 Lord/Lady with retinue of 2-12
 Knights

34-37 Merchants (1-6)

38-46 Bull or Stag

47-54 Horses

55-65 Goblins (1-3)

66-70 Hobgoblin (20% chance of 1-3 Goblin
 attendants)

71-74 Ogre

75-80 Trolls (1-3)

81-85 Wild Boar

86-87 Basilisk

88-90 Gargoyle

91-95 Volucres (2 - 8; warmer climates only,
 otherwise reroll)

Undead

96-97 Ghouls (1-3)

98 Spectre

99 Vampires (1 - 2)

00 Wight

Forest

Terrain Type: Woods, thick forest, jungle

Chance of Encounter: 35%

Creature(s) Encountered:

<i>d100 roll</i>	<i>Encounter</i>
01-07	Wolves (3 -18)
08-12	Wild Boar
13-16	Bears (1-3)
17-21	Stag
22-24	Bats (4 -24)
25-26	Basilisk
27-28	Death's Head
	Elves -
29-48	Normal elven community (3 - 30)
49-50	Elven adventurers (1 -6)
51-53	Giant Spider
54-55	Gnome
56-58	Goblins (1-6)
59-61	Hobgoblins (1-3)
	Humans -
62-63	Human adventurers (2-8)
64-70	Peasants (3 -18)
71-73	Outlaws (3 -12)
74	Friar
75-76	Ogre
77-78	Python (in warm climate only)
79-80	Pazuzus (1-4)
81-84	Tiger (in warm climate only)
	Undead -
85-86	Skeletons (2 -12)
87	Spectre
88	Vampire
89-92	Halflings(1-8)
93	Air Elemental
94-95	Gargoyles (1-3)
96	Ghost
97-99	Gorgon
00	Dragon

Hills

Terrain Type: Downs, craggy fells, mountains

Chance of Encounter: 20%

Creature(s) Encountered:

<i>d100 roll</i>	<i>Encounter</i>
01-07	Bats (4-24)
08-10	Basilisk
11-13	Death's Head
	Dwarves -
14-33	Normal Dwarven settlement (4 - 40)
34-43	Dwarven fortress (several hundred individuals)
44-45	Dwarven adventurers (3-12)
46 - 48	Earth Elemental
49-50	Ghost
51-57	Goblins (1-10)
58-60	Manticore
61-64	Ogre
	Humans -
65	Hermit (often a Mystic)
66-69	Outlaws (3-18)
70-71	Human adventurers (2 - 8)
72-78	Orcs (4-24)
79-80	Pazuzus(1-3)
81-84	Trolls (1-3)
	Undead -
85-88	Skeletons (3-18)
89	Spectre
90	Wight
91-93	Gargoyles (1-3)
94-97	Apemen(2-12)
98 - 99	Gorgon
00	Dragon

Swamp

Terrain Type: Marshland, fens

Chance of Encounter: 15%

Creature(s) Encountered:

d100 roll Encounter

01-07	Giant Rats (3 -12)
08-10	Death's Heads (1-3)
11-15	Crocodile (in warm climates only)
16-19	Giant Spider
20-22	Gorgon
23-30	Hobgoblin
31-35	Obsidiaks(1-4)
36-37	Pazuzus(1-3)
38-45	Trolls (1-6)
46-54	Wild Boar
55-57	Water Elemental
	Humans -
58-60	Adventurers (2-8)
61 - 79	Peasants
80-85	Outlaws
86	Ghost
	Undead -
87-89	Ghouls (1-4)
90	Spectre
91-94	Zombies (2-8)
95 - 99	Marsh Beast
00	Dragon

Arctic

Terrain Type: Frozen wasteland, tundra

Chance of Encounter: 5%

Creature(s) Encountered:

d100 roll Encounter

01-06	Frost Giants (3-12)
07-22	Elk (1 - 3 bulls with females and young)

23-38	Wolves (2-16)
39-53	Bears (1-4)
54-59	Tigers (1 - 2)
60-66	Snow Apes (2 - 20)
67	The Sufiriad (1-6)
	Undead -
68-71	Skeletons (2-12)
72-73	Zombies (2-12)
74-78	Manticore
79-80	Ghosts (1-3)
81-91	Humans -
	Fishermen/Hunters (2-12)
	Hermit
92-96	Adventurers - may be Humans, Elves or Dwarves (2-12)
97-99	Death's Heads (1-8)
00	Dragon

Desert

Terrain Type: Tropical desert and semi-desert

Chance of Encounter: 5%

Creature(s) Encountered:

d100 roll Encounter

	Humans -
01-38	Nomads (5-60)
39-44	Adventurers (2-8)
45-52	Merchant caravan (3-30)
53-55	Pilgrims (4-40)
56-62	Manticore
63 - 70	Obsidiaks (1-4)
71-80	Pazuzu(2-8)
81-84	Fire Elemental
	Undead -
85-87	Ghouls (1-4)
88-90	Skeletons (2-8)
91	Vampires (1-3)

92-93	Volucraths(3-12)
94-95	Ghost
96-98	Giant Scorpion
99-00	Dragon

One feature of travel which cannot be covered in the encounter table is the disputation. This occurs when a powerful character - most often a Knight, but in a few instances a Sorcerer - sets up a pavilion at a cross-roads or ford and challenges all comers to single combat. This occurs only quite rarely, but it is nevertheless a feature of travel on the roads which may lead to an entertaining sequence.

A Knight who is disputing another's right to pass will be of 4th to 6th rank. (Lower ranks are too weak for so bold a stance; higher ranks have better things to do.) He will challenge only other Knights, though he'll not refuse combat with a Barbarian. When the duel is between two Knights, neither will purposely attempt to slay the other. If one is losing, he may surrender without dishonour. A disputing Knight who wounds another he has challenged is obliged to feed him and tend his wounds before allowing him on his way. Barbarians are excluded from this gentlemanly conduct, however; the Barbarian who meets a disputing Knight in combat must expect to fight to the death.

When the disputing character is a Sorcerer, only combats with other Sorcerers are sought. Characters of other Professions will not be challenged. The disputation will often take the form of scholarly debate and a comparison of spell-expertise. Only if this eminently reasonable interlude is refused will the disputing Sorcerer resort to combat.

Honour and reputation are the main motives for a disputation, but the character also gets the chance to improve his skill. A Knight who bests another in the 'friendly combat' described gets experience points - but only half what he would get normally, because the risk is less than it would be under true 'combat

conditions'. In a real grudge-fight with a Barbarian, where either combatant might die, full experience points are awarded.

The intellectual disputation of the Sorcerer provides some experience also, but only 1 experience point for an encounter with a character of higher rank. A discussion with a Sorcerer of equal or lower rank than one's own has but a 20% chance of yielding an experience point. A Sorcerer can only gainfully dispute once with any given Sorcerer he encounters; two Sorcerers who go on disputing with one another day in and day out will never go up in rank!

In the rare cases when a disputation between Sorcerers turns into a violent exchange of spells, they will battle to the death. Sorcerers have no concept of Knightly honour. In such a duel, the victor of course gets full experience points for vanquishing his opponent.

Hazardous though the untamed countryside of the Dragon Warriors world can be, it is nothing to the mortal dangers to be faced in the magic-laden underworlds. Underworlds (a term used to include any labyrinth, catacomb or dungeon inhabited by monsters and things of the occult) are the 'high risk' areas where an adventurer gets down to the gruelling business of fighting the creatures of evil and darkness and wresting from them their ancient treasures.

Any underworld should really be designed to take account of the characters' particular skills and adventuring tastes. If the players have predominantly chosen to be Barbarians, for example, you will doubtless arrange fewer fights with Undead than if they had chosen to play Sorcerers. Similarly, you will not have a group of four 1st rank player-characters ambushed in an underworld corridor by a Dragon. Encounters in an underworld happen more often than out-of-doors (the encounter check is made every thirty minutes of game-time), so you must be very careful not to make them too

powerful. Even if the characters managed to survive one imbalanced encounter, the effects of several in a row would soon spell their doom.

Underworld

Description: Ruins, dungeons, ancient temples, tombs

Chance of Encounter: 15%, check every *half hour*

Creature(s) Encountered:

d100 roll Encounter

01-05 Basilisk

06-10 Bats (2-20)

11 Dragon

12-15 Dwarven adventurers (3-9)

16 - 20 Elven adventurers (1-8)

21-36 Human adventurers (2 - 8)

37-40 Gargoyles (1-3)

41-43 Ghost

44-49 Giant Rats (2-16)

50-54 Giant Spider

55-58 Gorgons(1-S)

59-63 Goblins (1-6)

64-66 Hobgoblins (1-2, with 0-5 Goblin
 attendants)

67-70 Manticores(1-2)

71-73 Ogre

74-80 Obsidiaks (1-6)

81-87 Orcs (3-12)

Undead -

88-89 Ghouls (1-3)

90 Mummies (1-2)

91 Spectres (1-2)

92-94 Skeletons (3-18)

95 Vampires (1-3)

96 Wights (1-3)

97 Wraiths (1-2)

98-99 Zombies (2-12)

00 Special (a unique monster of the GM's
 own devising)





At the end of this chapter is an introductory adventure scenario. When you have been GamesMastering DRAGON WARRIORS for a while, you will be devising scenarios of your own. But this one is specially written to be easy to GamesMaster. Read through it now, quite carefully, and try to visualize the scenes. It is like the storyboard for a film, but not yet populated by the principal characters (your players). Once you have looked through the scenario, get a group of players together and take them through it.

This is really the only way to learn how to be a GamesMaster. Practical experience. A book can no more explain how to GM than it could tell you how to hang-glide or to play the violin. We have only a few tips and suggestions to offer the prospective GM. Skim through these and you are ready to begin.

Non-player characters

Apart from the players themselves, every character in your DRAGON WARRIORS world is an NPC (Non-Player Character). You play the roles of all the NPCs. In the space of a few minutes' gaming, you may be called upon to portray a whole gamut of roles - a

whingeing beggar who invents a string of 'rumours' in exchange for the players' hard-won silver, the honest townsfolk who offer them a reward to dispatch some local menace, the dour forester who shows them the way to a hidden and haunted dungeon, the wily warlock who inhabits it.. .

In a bad game, all these NPCs are just 'cardboard characters' with no reality of their own. In a good game, you will really make them come to life. The players should respond to NPCs as they would to one another. For your DRAGON WARRIORS world to work, your NPCs should be like real people.

Relationships with NPCs also provide you with a credible excuse for getting the player-characters embroiled in an adventure. The hackneyed device of terrified villagers offering twenty/thirty/forty Florins if the characters get rid of the Orcs/Goblins/Trolls wears thin after a while. If the players are friendly with an NPC, they have a very good reason for stepping in to get him out of trouble. A player-character applied to join the lord's retinue and was sponsored by an NPC Knight. The player felt obliged to help when, months later, the NPC was accused of plotting against the lord.

The other side of the coin is to have an NPC villain - the mainstay of many a campaign. One such fellow began as a hireling, but betrayed his employers (the player-characters) and ran off with the treasure. Those that got out of the underworld alive swore vengeance, and later undertook several adventures which offered no material gain, in the hope of catching up with him.

File cards are an excellent way of keeping track of your major NPCs. On one side you can make a few notes about the character - where he lives, what he owns, his personality and his combat stats (if he belongs to an adventuring Profession). On the other side, make notes concerning his relationship with the player-characters and other NPCs. Major NPCs for whom you will eventually have file cards will probably

include: the local lord and several of his principal Knights, the local high-ranking Sorcerer, three or four citizens of the town where the player-characters are living, the Abbot and a few brothers of the nearest monastery, the leader of a local outlaw band, and any NPC adventurers who habituate the area.

Hired help

There is no reason why a party should consist entirely of player-characters. They might hire some NPC adventurers to increase the strength of the group; even a hired peasant can be useful for carrying torches bags of treasure and so forth.

Bearers

Peasants who are too infirm or lazy to work in the field will sometimes agree to accompany the characters on an adventure and carry their lanterns and equipment. There are usually two or three such individuals in any village, and they will work for about fifteen copper Pennies a day. A sum of about twenty Florins is usually left with the bearer's family, for them to retain a compensation if the player-characters do not bring him back alive. Bearers never join a combat; if the party encounters a particularly horrible monster, bearers may drop what they are carrying and flee.

Hirelings

Hirelings fall into two groups. Some are adventurers themselves - Knights or Barbarians of low (usually 1st) rank. The majority are just young hotbloods with no special fighting skills (ie, ATTACK 11, DEFENCE 5 1d6 + 3 Health Points; see Chapter Seven). Adventurers will charge ten Florins a day to join in an adventure; untrained hotbloods expect to be paid 2-8 Florins (roll 2d4) a day.

NPC adventurers who join the party will gain

experience points just as the player-characters do, of course. Hotbloods are not awarded experience points. However, if they continue to adventure with the player-characters and survive six underworld expeditions, they will become Knights of the 1st rank.

The availability and type of hirelings depends on where the player-characters are looking:

Village	30% chance of 1-4 hotbloods; 10% chance of 1-2 1st rank Knights or Barbarians. Check each month.
Roadside inn	40% chance of 1-3 hotbloods; 15% chance of 1-4 1st rank Knights or Barbarians. Check each week.
Town	25% chance of 1-10 hotbloods; 15% chance of 1-4 1st rank Knights or Barbarians. Check each month.
Castle	30% chance of 1-4 hotbloods; 30% chance of 1-6 1st rank Knights. Check each week.

(Hotbloods usually possess just leather armour and a simple weapon such as a flail. Adventurers will have the usual equipment.)

Fellow adventurers

Fellow adventurers are NPCs who join the player-characters' party on an equal footing. Sometimes they are not habitual adventurers, just normal men whom the players have a good reason for including in the share-out. (Bretwald, the cleric in *The King under the Forest*, is an example.) More often, they will be adventurers of the player-characters' own rank.

Locating fellow adventurers is never a matter of just rolling the dice for availability. If your players need a 4th rank Sorcerer for a specific adventure, insist that they provide some coherent plan of how they will go about finding one. Even if they find the man they need, he may be reluctant to join them - act his part, make

them convince you that joining their party will be worth his while.

For your convenience in preparing NPC adventurers for the player-characters to meet, and also as a guide to the relative powers and abilities of different ranks the following tables give the stats for average characters in each Profession.

Stats for an average Knight



<i>Rank</i>	<i>Abilities</i>			
1st	ATTACK	13		Health Points 11
	DEFENCE	7	MAGICAL DEFENCE 3	EVASION 4
2nd	ATTACK	14		Health Points 12
	DEFENCE	8	MAGICAL DEFENCE 4	EVASION 4
3rd	ATTACK	15		Health Points 13
	DEFENCE	9	MAGICAL DEFENCE 5	EVASION 4
4th	ATTACK	16		Health Points 14
	DEFENCE	10	MAGICAL DEFENCE 6	EVASION 4
5th	ATTACK	17		Health Points 15
	DEFENCE	11	MAGICAL DEFENCE 7	EVASION 5
6th	ATTACK	18		Health Points 16
	DEFENCE	12	MAGICAL DEFENCE 8	EVASION 5
7th	ATTACK	19		Health Points 17
	DEFENCE	13	MAGICAL DEFENCE 9	EVASION 5
8th	ATTACK	20		Health Points 18
	DEFENCE	14	MAGICAL DEFENCE 10	EVASION 5
9th	ATTACK	21		Health Points 19
	DEFENCE	15	MAGICAL DEFENCE 11	EVASION 6
10th	ATTACK	22		Health Points 20
	DEFENCE	16	MAGICAL DEFENCE 12	EVASION 6
11th	ATTACK	23		Health Points 21
	DEFENCE	17	MAGICAL DEFENCE 13	EVASION 6
12th	ATTACK	24		Health Points 22
	DEFENCE	18	MAGICAL DEFENCE 14	EVASION 6

Stats for an average Barbarian



<i>Rank</i>	<i>Abilities</i>			
1st	ATTACK	14		Health Points 13
	DEFENCE	6	MAGICAL DEFENCE 3	EVASION 5
2nd	ATTACK	15		Health Points 14
	DEFENCE	7	MAGICAL DEFENCE 4	EVASION 5

3rd	ATTACK 16 DEFENCE 8	MAGICAL DEFENCE 5	Health Points 15 EVASIONS
4th	ATTACK 17 DEFENCE 9	MAGICAL DEFENCE 6	Health Points 16 EVASIONS
5th	ATTACK 18 DEFENCE 10	MAGICAL DEFENCE 7	Health Points 17 EVASION 6
6th	ATTACK 19 DEFENCE 11	MAGICAL DEFENCE 8	Health Points 18 EVASIONS
7th	ATTACK 20 DEFENCE 12	MAGICAL DEFENCE 9	Health Points 19 EVASION 6
8th	ATTACK 21 DEFENCE 13	MAGICAL DEFENCE 10	Health Points 20 EVASION 6
9th	ATTACK 22 DEFENCE 14	MAGICAL DEFENCE 11	Health Points 21 EVASION 7
10th	ATTACK 23 DEFENCE 15	MAGICAL DEFENCE 12	Health Points 22 EVASION 7
11th	ATTACK 24 DEFENCE 16	MAGICAL DEFENCE 13	Health Points 23 EVASION 7
12th	ATTACK 25 DEFENCE 17	MAGICAL DEFENCE 14	Health Points 24 EVASION 7

Stats for an average Sorcerer



Rank	Abilities		
1st	ATTACK 11 DEFENCE 5	MAGICAL ATTACK 15 MAGICAL DEFENCE 5 Magic Points 4	Health Points 8 EVASION 3
2nd	ATTACK 11 DEFENCE 5	MAGICAL ATTACK 16 MAGICAL DEFENCE 6 Magic Points 8	Health Points 9 EVASION 3
3rd	ATTACK 11 DEFENCE 5	MAGICAL ATTACK 17 MAGICAL DEFENCE 7 Magic Points 12	Health Points 9 EVASION 3
4th	ATTACK 12 DEFENCE 6	MAGICAL ATTACK 18 MAGICAL DEFENCE 8 Magic Points 15	Health Points 10 EVASION 3
5th	ATTACK 12 DEFENCE 6	MAGICAL ATTACK 19 MAGICAL DEFENCE 9 Magic Points 19	Health Points 10 EVASION 4
6th	ATTACK 12 DEFENCE 6	MAGICAL ATTACK 20 MAGICAL DEFENCE 10 Magic Points 23	Health Points 11 EVASION 4
7th	ATTACK 13 DEFENCE 7	MAGICAL ATTACK 22 MAGICAL DEFENCE 12 Magic Points 25	Health Points 11 EVASION 4

8th	ATTACK 13 DEFENCE 7	MAGICAL ATTACK 23 MAGICAL DEFENCE 13 Magic Points 28	Health Points 1-2 EVASION 4
9th	ATTACK 13 DEFENCE 7	MAGICAL ATTACK 24 MAGICAL DEFENCE 14 Magic Points 31	Health Points 12 EVASIONS
10th	ATTACK 14 DEFENCE 8	MAGICAL ATTACK 25 MAGICAL DEFENCE 15 Magic Points 35	Health Points 13 EVASIONS
11th	ATTACK 14 DEFENCE 8	MAGICAL ATTACK 26 MAGICAL DEFENCE 16 Magic Points 39	Health Points 13 EVASIONS
12th	ATTACK 14 DEFENCE 8	MAGICAL ATTACK 28 MAGICAL DEFENCE 18 Magic Points 43	Health Points 14 EVASIONS

Stats for an average Mystic



<i>Rank</i>	<i>Abilities</i>		
1st	ATTACK 12 DEFENCE 6	MAGICAL ATTACK 14 MAGICAL DEFENCE 4	Health Points 9 EVASION 3
2nd	ATTACK 12 DEFENCE 6	MAGICAL ATTACK 15 MAGICAL DEFENCE 5	Health Points 10 EVASION 3
3rd	ATTACK 13 DEFENCE 7	MAGICAL ATTACK 16 MAGICAL DEFENCE 6	Health Points 10 EVASION 3
4th	ATTACK 13 DEFENCE 7	MAGICAL ATTACK 17 MAGICAL DEFENCE 7	Health Points 11 EVASION 3
5th	ATTACK 14 DEFENCE 8	MAGICAL ATTACK 18 MAGICAL DEFENCE 8	Health Points 11 EVASION 4
6th	ATTACK 14 DEFENCE 8	MAGICAL ATTACK 19 MAGICAL DEFENCE 9	Health Points 12 EVASION 4
7th	ATTACK 15 DEFENCE 9	MAGICAL ATTACK 20 MAGICAL DEFENCE 11	Health Points 12 EVASION 4
8th	ATTACK 15 DEFENCE 9	MAGICAL ATTACK 21 MAGICAL DEFENCE 12	Health Points 13 EVASION 4
9th	ATTACK 16 DEFENCE 10	MAGICAL ATTACK 22 MAGICAL DEFENCE 13	Health Points 13 EVASION 5
10th	ATTACK 16 DEFENCE 10	MAGICAL ATTACK 23 MAGICAL DEFENCE 14	Health Points 14 EVASION 5
11th	ATTACK 17 DEFENCE 11	MAGICAL ATTACK 24 MAGICAL DEFENCE 15	Health Points 14 EVASION 5
12th	ATTACK 17 DEFENCE 11	MAGICAL ATTACK 25 MAGICAL DEFENCE 17	Health Points 15 EVASION 5

The campaign setting

Our own DRAGON WARRIORS world is set in an indistinct land and place, with perhaps a strong flavour of late Dark Ages and early Medieval Europe. This is the setting used for The King Under the Forest, as well as the adventure scenarios in the other DRAGON WARRIORS books. But this is only one possible background for your adventures. History and literature provide hundreds of others that you and your players might prefer.

Death

The fact that he may one day be killed is something that every adventurer must learn to accept. The game would be no fun without the possibility of dying. In the DRAGON WARRIORS world, death can sometimes be reversed by magic. High-ranking characters may come to see it as one of the hazards of the job, in fact! For those with access to the mightier spells, death is a serious setback but not the end of the world.

But miracles cost money - far more than player-characters will have at the start of the campaign. For them, fatality is final; if a player's character gets killed, he must roll up another. This is just what the player of a solo gamebook does, of course. But DRAGON WARRIORS is a *multi-player* game. Time does not turn back to the start of the adventure simply because one of the characters has been killed. The others will wish to go on with their adventure - so how does the player who has lost his character rejoin the game?

Suppose you are playing The King Under The Forest, the introductory scenario in this book, and one of the player-characters is killed in the very first encounter, with some wolves. (We should add that this is very unlikely to happen! But as an example -) One way you could deal with this is to make the player concerned

your 'assistant GM' for the rest of the game, and have him help you plan the monsters' attacks on the party. His new character makes his debut at the start of the next game. Of course, the drawback here is that all the other characters get experience points and treasure from the adventure, but when the new character joins their group he will have only the initial gear.

Another way of dealing with the problem is to have the surviving characters return immediately to the nearest village, where they conveniently encounter and immediately befriend the new character. Sometimes a GM will stretch credibility even further - "After the fight, you discover that Balin is dead. Suddenly a tall Knight steps from the trees and asks if you need any help. - Okay, Bob, this is your new character. .." If you are inventive, you may find some clever ways to introduce new characters mid-adventure. Try not to make it too contrived - this is a fantasy game, but it should still be realistic!

For the very first adventure, we recommend that you have the player-characters accompanied by two or three NPC adventurers - 1st rank hirelings. Fill in Character Sheets for these NPCs before the adventure, and if any player-character gets killed, hand the player one of the Character Sheets. This is his new character.

Game-time

Game-time is not real time. The twenty Combat Rounds that the player-characters spend fighting off a pack of wolves represent two minutes of time in the game world, but the dice rolling and note-keeping involved might take nearly a quarter of an hour of real time. When the player-characters stop for the night at an inn, you will probably skip through the ten hours or more (game-time) that they are there in a few seconds of real time.

Part of the GamesMaster's job is to estimate how

much game-time is passing. Suppose the characters, wending their way through a wood, come to a river which they must cross. They set about collecting wood to build a raft. An estimate of two hours or so to gather the wood, cut it and lash the raft together is not unreasonable. Other tasks might vary from a few minutes (eg, finding a jeweller in a large town) to days or weeks (finding a 6th rank Sorcerer to join them on a quest).

Your estimates of game-time do not have to be completely accurate, so long as they are believable. Don't ask your players to accept that it takes them half an hour to unpack their adventuring equipment, or thirty seconds to scale a castle wall!

You will also need to keep a record of the seasonal flow of game-time. You might begin your campaign in early autumn - both in the game and in real life, say. A few weeks later, the player-characters could have gone through many months of adventuring (particularly if they have done a lot of travelling) and be in the middle of winter! Keep a game-time calender, and cross off the days and weeks as they pass.

During an adventure

Following a few simple rules will make your task as GamesMaster a lot easier:

1. Continually check the characters' *battle* order. Make sure the battle order is consistent with where they are - eight people can't walk abreast in a 3m wide corridor.
2. When the characters encounter a monster, remember to check for surprise.
3. You will need to roll *Reflexes* for the monster(s) so you know when it/they get to act each Combat Round. When dealing with a large group of monsters, don't roll a separate *Reflexes* score for each monster; this involves too much book-keeping. A single 3d6 roll gives the *Reflexes* of every monster in the group.

4. Consider how the monsters would go about attacking the player-characters. Intelligent monsters should act intelligently. Imagine that you are the monster - what would you do?
5. Make sure you see all your players' dice rolls. Make sure they see none of yours.

THE KING UNDER THE FOREST

General note: A simple underworld scenario to introduce beginners to the game.

Overview of the adventure: The characters meet for the first time in a small village called Axbridge. The local priest, Bretwald, enlists their company in an adventure. He claims to know the location of the tomb of Vallandar, once king of this land. The characters must venture into Fenring Forest to reach the tomb where Vallandar and his treasures lie.

GM: Sections of this scenario which may be paraphrased or read out to the players are in italics. The remaining material, which includes all monster scores and explanatory details, is for your eyes only.

I. Setting the scene

You have all recently arrived in the village of Axbridge. Some of you travelled here from the north, through Helfax Wood; some of you came through the Coronach Marshes, along the mysterious raised dyke called Dobby's Walk

You are strangers here, and you have spent the past few days getting the lie of the land. The villagers tell you that their Lord is Baron Aldred,

whose castle is many days' ride away. Axbridge is the most westerly village of his fief; travellers pass through fairly regularly, so the villagers are better informed than most. They know that the fiefs of surly Baron Grisaille and Montombre, nicknamed 'the Elfin Earl', lie to the south. They are ruthless lords, said to be no friends of Aldred.

Harvest-time is close, and the villagers are working long hours in the fields. Most of your information comes from Odo, a crippled old man who whiles away the day on a seat under the apple tree on the village green. He claims to have adventured a little in his younger days, and seems pleased to let you stay at his house in return for a Florin or two every few days.

GM: Odo has in fact never adventured in his life. The player-characters may suspect this, but Odo does not mind. He just enjoys spinning yarns. The longer they stay at his house, the more fanciful his stories will become. If they relate any of their own adventures to Odo, they will eventually hear them recycled as episodes from his youth!

II. The adventure begins

You have not helped bring in the harvest, but that doesn't stop you joining in the festivities when, a few days later, the last corn is cut. Cider is drunk and a service performed by the village priest, Bretwald. After the service, as the autumn evening turns to night, the villagers dance merrily in the churchyard.

Bretwald joins you. "Many of these rites are pagan, of course," he says with a wry smile, "but it does no good to tell them that." He rubs his back. "Bringing home the harvest has been hard work for us all. I have a cask of cog wine inside - come, join me for a drink."

In Bretwald's house you can still hear the sounds of revelry outside, but muffled now. The last rays of sunlight are fading and he brings a lamp and places it on the table. He unfurls a parchment - it seems to be a map, and there is something written below it in a script you do not recognize.

"Have you heard of Vallandar?" asks Bretwald. "Rex quondam rexque futurus. He is said to have been king of this land long ago. His reign was just and pious, great warriors bowed to be his vassals. But his evil half-brother Morgrin hated him for his goodness, betrayed him to his enemies, wrought a war in which Vallandar's kingdom was laid waste. The legends say that Vallandar met Morgrin in the final battle and struck him down with a single blow, but Morgrin had laid a spell upon his sword and it dealt the king a grievous wound as it fell from the traitor's dead hand.

"Mathor, the king's wizard, found his dying lord on the battlefield and took him in his arms, carrying him to a secret crypt that he had built. There he placed Vallandar, with his twelve bravest knights and all the treasures of his kingdom, to await the day when he was needed again to drive injustice from these shores.

"A pretty story, to be sure. I believe there was indeed a powerful warlord called Vallandar - or Valdyne, or Klavayn; accounts differ. This document was given to me by a monk years ago; he could not read the language. I was a friar in Cornumbria in my youth, and I learned a little of this script there. It tells where Vallandar is buried" - he stabs his finger down on the parchment - "in Fenring Forest, three days hence!"

GM: The player-characters might reasonably ask why, if has had this map for several years, Bretwald

has not made an expedition before now. In fact he has, and he will freely tell them about it -

"About a year ago I found a suitable band of adventurers - at least, I thought they were suitable. Agnar Wolfeye and his men turned out to be the most bloodthirsty cutthroats one could hope not to meet? We entered Fenring Forest, and while we were searching for the exact location of the tomb, one of Agnar's ruffians spied an Elf nearby. The damned fool shot it with his crossbow.

"That was the start of our troubles. The next day two of the men took sick, poisoned by bad water from a spring. A man we sent out scouting failed to return. At dawn we awoke to find his severed head set on a pole by the camp fire!

"Most of the men were for turning back then, but Agnar was a mad dog and I - for my sins, I was too proud and greedy to abandon the search. We went deeper into the forest, keeping our scouts closer now. At last one of them called out to us - 'Here! I've found it! Here!' We rushed through the trees, and came into the clearing where the colossal stone portal of the tomb stands. But the man who had called out was lashed upside-down to a frame, and Elves stood all around with bows.

"Agnar bellowed crazily and charged them, swinging his axe. A tall faerie lord strode forward, spoke a word. Agnar fell dead in his tracks. Then the Elf-lord came to me, and I held my cross in trembling hands. I looked right into his pale cold eyes. He said, 'You are not one of them. You did not desire this madness, and we shall spare you our retribution. Go now; take my cloak and the wolves shall let you pass.' Sure enough, he gave me the cloak from his shoulders. I could see a circle of red-eyed wolves about the clearing now.

Agnar's men were pleading with me to help them, but I could do nothing. I went to the edge of the clearing, and though the wolves snarled they parted to let me go. I walked at first, then began to run. Behind me, the men began to scream. As God is my witness, they deserved their fate - but I covered my ears as I ran.

"It was bitter to know I had found the tomb and lost it. Then a wily thought came to me. I snagged the Elf-lord's cloak on a briar and began to unravel it as I went. When I reached the forest's edge I had used up all the thread. I went quickly to Saxton and lay in a fever there three days. When I went back, I could not find the thread, though I had marked the tree where I had wound the end of it. Abbot Adrian, whom I later consulted in a circumspect manner, was of the opinion that a fine faerie thread might only show in strong moonlight, for the Elves make garments to keep themselves hidden. I believe him to be a considerable authority in such matters. The first full moon of Michaelmas falls twelve days from now, so if you wish to join me we shall depart in just over a week."

GM: What Bretwald has told them is substantially true. Before setting out, they may wish to make some definite deal as to how the treasure will be shared. Bretwald, for a man who has had years to scheme, has thought very little about this. His own vision is of a treasure so vast that the only limit will be how much each can carry. He also feels that each character should give him one tenth of what they receive from the adventure, because he is the instigator of the entire plan.

Some devious player-characters would attempt to steal poor Bretwald's map. Such thievery would not pay off - it is written in Lughwyd, a language they cannot speak nor read.

III. Getting there

GM: The village of Saxton, which lies very close to where Bretwald hopes to pick up the thread, is three days from Axbridge on foot. You are recommended to give the characters no dangerous encounters en route. Novice GMs should refer to Chapter Eight for an example of how this journey might be handled.

They should reach Fenring Forest after nightfall. The thread is easily found, tied to a marked tree a mile or so west of the Forest River. It is visible as a glimmering line, like spider silk, shining in the moonlight.

Following the thread, it will take them all night to reach the clearing where Vallandar's tomb is to be found. You could roll to see if they have an encounter during the night; the chance of this is 35% (ie, a roll of 01-35 on d100). Any encounter at this stage should preferably be with non-fantastic creatures, and relatively light. A small pack of Wolves (say one Wolf per character) would do fine:

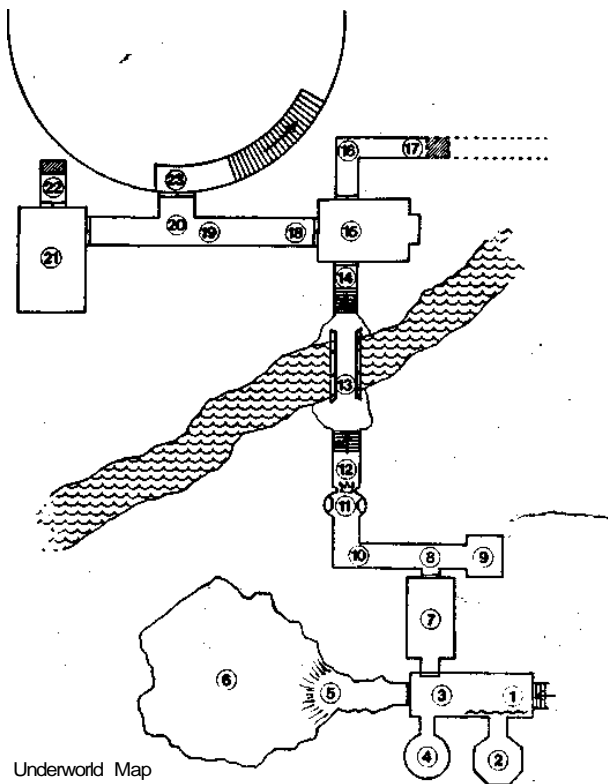
WOLVES

ATTACK 15	Fangs (d4, 5 points)
DEFENCE 3	Armour Factor 0
MAGICAL DEFENCE 1	Movement: 12m
EVASION 3	per Combat
	Round (25m/CR
	at a run)

Reflexes of this pack: 14

Health Points (use only as many Wolves as there are characters in the party):

First WOLF	5 HP
Second WOLF	5 HP
Third WOLF	6 HP
Fourth WOLF	6 HP
Fifth WOLF	7 HP
Sixth WOLF	8 HP
Seventh WOLF	9 HP
Eighth WOLF	10 HP



IV. The underworld

It is dawn as you enter the clearing Bretwald has told you about. In the side of a grassy bank, entwined with the roots of an old tree, stands a massive door of stone. Tall letters are carved across the face of it. Bretwald picks moss from them with a knife before murmuring, "Here lies Vallandar, who was and will again be King."

GM: It will take several hours to excavate the portal, and the characters would now be very tired.. They should take several hours' sleep before going down into the underworld. If they do not, each character takes a temporary 1 point penalty to ATTACK, DEFENCE and EVASION and halves his *Reflexes*. It is not advisable to go adventuring when one is worn out!

When they are fully rested, Bretwald will produce a pickaxe and three shovels and set them to work on the portal. With four of them working, it will not take long to get the portal open. If anyone complains, Bretwald comments that it is no harder than working in the fields!

Bretwald is not an adventurer, and he will not fight at any point unless it is to save his life. His stats are those of any normal human (ATTACK 11, DEFENCE 5, etc). He wears hardened leather armour and carries a shield. He has a flail at his belt and also a knife, though he will not use the latter in combat. His most useful function will be to carry a lantern.

Remember that, except where otherwise stated, the underworld is not illuminated. The characters can see only as far as their lantern-beams.

From this point, sections of the text are numbered. This refers to the numbering on the underworld map. The characters will not necessarily visit the rooms in this numbered order, of course. The first time they visit each location you can read out the description in italics. If they later come back for another look, you

will have to alter the description to take account of what they did the first time. (Eg, if they burned the tapestry you would omit it from your description when they came back that way.)

1. Entrance corridor

Finally you pull the huge doors open, to reveal steps leading down into the darkness. You light your lanterns and descend.

You find yourselves at the eastern end of a long gothic-arched corridor about 4m wide. A faded tapestry hangs along the wall to your left. It depicts a host of warriors locked in gory battle.

GM: The tapestry is magical, but this magic will not show itself until they have advanced further along the corridor (see 3, below).

2. The map room

GM: Note that the tunnel leading to this room is concealed by the tapestry. The characters will only find it if they say they are looking behind the tapestry (or if they tear it down).

You enter on octagonal room about 5m across. The floor is extraordinary - it seems to be made of smooth polished quartz, and below it you can see a curious design of greens and blues overlaid with a scattering of glowing red symbols.

Against the south wall is a heavy oak chest.

GM: The 'design' is actually an accurate map of the entire country, created for Vallandar by his court sorcerer, Mathor. Never having seen such a map, the characters would have little chance of recognizing what it is.

The chest is not locked. However, the moment a character opens it a jet of green vapour issues from the hasp. The character in question must roll under his Reflexes score on d20. If he makes this roll he manages

not to breathe any of the vapour in, but if he fails then he will be afflicted with acute paranoia. You should take him to one side and tell him that his comrades are closing in on him with swords drawn! If the player refuses to rise to the bait, his character will shake off the feeling of paranoia and see that the others are not really attacking him at all. If he believes what you have told him, he will fight his own friends for six Combat Rounds before the vapour's effect wears off.

Within the chest are two hundred silver coins and an empty leather bag secured with a cord of twined red hair.

3. Tapestry magic

You are approaching the end of the corridor. Double doors lie ahead - of black wood bound with verdigris-stained copper. There is a smaller door in the north wall, and a passage leading off to the south.

GM: If they did not previously cut down or destroy the tapestry, strange things begin to happen:

Before you reach the doors, a metal portcullis drops down to block your way. A harsh clang makes you turn - another portcullis has fallen across the foot of the stairway.

The tapestry flutters, though there is no breeze. Even as you watch, five of the warriors become solid and step into the corridor behind you. They wear strange sculpted armour, still in the faded hue of the tapestry, and their faces are the colour of old cloth. But their wide-bladed short swords appear all too real.

GM: TAPESTRY WARRIORS Rank Equivalent: 2nd

ATTACK 14 Short swords (d8, 3 points)

DEFENCES Armour Factor 4

MAGICAL DEFENCE 5 Movement: 10m/
EVASION 4 . Combat Round

Reflexes: all 12

Health Points:

First WARRIOR	9 HP
Second WARRIOR	10 HP
Third WARRIOR	10 HP
Fourth WARRIOR	10 HP
Fifth WARRIOR	11 HP

The Tapestry Warriors fight soundlessly. If slain, they disappear and return to their places in the tapestry, where they will be seen to have any wounds the characters inflicted on them.

If the tapestry is set alight or ripped down, the Warriors will instantly disappear with a ghostly howl.

Once the Warriors are disposed of, the characters will have no difficulty lifting either portcullis to be on their way.

4. A hovering wand

The passage brings you to a small circular chamber with no other exits. The wall is covered with markings that follow some unfathomable geometric principle. A wand hangs in the air in the middle of the chamber. It is rotating about its centre, at a rate of roughly one revolution a second. One end of the wand glows a dull red, the other sparkles with blue-white light. The central section is black and unreflective.

GM: There are two things to consider if anyone tries to seize the wand. First, which hand is he using? Unless he says otherwise, he must be assumed to have used his sword hand. Second, where is he attempting to grasp the wand; is it the blue-white, the black or the red section? If he does not specify, roll randomly for this.

If the character wishes to grasp a specific section of the wand, refer to his *Reflexes* score. If he has *Reflexes* of 14 or more, he succeeds automatically. If his *Reflexes* score is 13 or below, he must roll less than this score on d20 to grip the wand by the section he

specifies. Failure means that he has seized a randomly-determined part of the wand.

The red end is burning hot and the blue-white end is icy cold. Holding the wand by either will sear the character's hand - he loses 1 Health Point and, if it is his sword hand, 1 point from ATTACK and DEFENCE for the rest of the adventure.

Once someone has grasped it firmly, the wand stops hovering. It is a Wand of Fire and Ice, and the safe area to hold it is the black central section. By mental command, the wielder can cause the red end to emit a blast of heat or the blue end to produce a wave of cold. The character who holds the wand will somehow know this (but his companions won't, unless he chooses to tell them; you should pass him this information on a note).

Both the heat- and cold-effects may be dodged, having a SPEED of 10 (see Chapter Four). The heat blast will inflict 5d6 HP damage on any creature which fails to evade it; a creature in armour may subtract its Armour Factor from this damage, however. The pulse of coldness inflicts only 4d6 HP damage, but armour (of whatever sort) will reduce the damage taken by only 2 points.

Each use of the wand expends a 'charge'. It has only three charges, so it can be used only three times. You will have to keep track of how often the character uses it.

Once the power of the wand becomes known, Bretwald (if he has not been killed by the Tapestry Warriors) will caution against using it rashly. As it turns out, this is wise counsel indeed - there are points later in the adventure where all may be lost if they no longer have this wand.

5. A steep climb

*You walk along a roughly hewn passageway.
Soon you see a wall of rock towering ahead of you.
A glimmer of golden light filters down from above.
Will you climb, or turn back?*

GM: The climb has a difficulty factor of 13. This means that any character with *Reflexes* of at least 13 can make it without difficulty. Other characters must roll d20 and score under their *Reflexes* to make the climb safely. A character who fails this roll will fall at a randomly-determined point in the climb. The distance to the top is 10m, so roll d10 for anyone who fails the roll to see how far he drops.

A character who falls may if he wishes (and if he survives!) attempt the climb again.

If one person can get to the top and secure a rope, other characters make the climb at difficulty factor 6.

6. The wizard's cave

GM: You should relate the following only to those who actually make the climb. Any players whose characters remain at the bottom will have to go into another room.

At last you reach the top and haul yourselves up into a vast cavern. Stalactites sparkle in light which seems to come from all around. Your hearts skip a beat as you behold, curled atop an enormous mound of treasure, the long sinuous form of a huge red Dragon! Luckily for you, it is sleeping; wisps of blue smoke curl gently up from its black nostrils. Near it, contained within a red pentacle inscribed on the cavern floor, is a stout old oak whose branches reach up to the shadows 'beyond the magic light.

GM: At this point, take the player whose character has the highest *Psychic Talent* score to one side. Tell him/her the following: (NB: If you are using *Dragon Warriors 2: The Way of Wizardry* and there are *Mystics* and *Sorcerers* in the party, this should be addressed to them.)

Just for a moment, as you reached the top, you fancied you saw a figure: a wild bearded man two

metres in height, dressed in ragged furs, holding aloft an ebony staff. But then, when you look again, it is the oak tree you see standing there. It must have been a trick of the light. . .

GM: The oak is the dormant form of Mathor, Vallandar's court sorcerer. He will not awaken until his liege does (see 23). The pentacle prevents anyone or anything from touching the oak; the pentacle is strongly magical and cannot be erased.

The Dragon opens one lazy eye if the characters approach its treasure. A couple of paces more and a red tongue flickers between its sharp teeth. Then it speaks. (You should portray the Dragon as solemn, droll or jocular, according to the style you favour for your GamesMastering. Bilbo's conversation with Smaug in *The Hobbit* gives a fine account of how a Dragon might speak.)

The Dragon's name is Fengel. It is Mathor's servant, bound by his magic, but out of pride will maintain it is his friend. It will be very flattered if anyone remarks on the magnificence of its treasure. If any character mistakes this hoard for 'the treasures of the kingdom', Fengel will correct him haughtily, announcing that those treasures are in the chamber of the dead king, unguarded, and anyone may take them.

This brings the conversation neatly around to the question of whether anyone may take any of this treasure. Fengel is loath to part with even the merest trinket, though he will finally consent to a riddling contest. For each riddle the characters get right they can take a gold coin (larger than their modern Crown, and worth about forty-five Florins). Once they fail to answer a riddle, they must go away and leave Fengel to sleep.

Typical riddles that Fengel will ask are:

*I watched an army gathering supplies
Over miles of countryside,
No homestead did they pillage,*

No blade of grass was broken. (Answer: a swarm of bees)

Across the seas

Up to the sky

All through the land

Unseen by eye

(Answer: the wind)

As Jong as six men,

As strong as six men.

One man may carry it,

Six men cannot stand it up. (Answer: a rope)

It eats everything but is always famished

And when it drinks, it dies. (Answer: fire)

Fengel knows the history of each coin in his hoard, and will muse sadly at his bereavement each time the characters take one.

If the characters try to snatch up a handful of treasure and run, Fengel will wait until they are at the lip of the cliff and then breathe a jet of flame (SPEED 16, Strikes 2-12 characters; anyone failing to dodge takes $2d6 + 12$ HP damage, less Armour Factor). If anyone survives that he will let them go. A 'handful' of Fengel's treasure will be worth $10d6 \times 1d20$ Florins.

7. The north wind's hall

You swing back the heavy door of a Jong hall. At the north end, your lantern-light falls upon a podium of grey marble carved to resemble a bulbous-cheeked face blowing at you. A silver goblet rests on the podium. Beyond, another door leads deeper into the underworld.

GM: As the characters walk towards the podium, a fierce gale springs up and shrieks along the hall, forcing them back. Even by dragging themselves along the wall, the strongest characters can get no further than halfway.

If they hold up the bag from the chest in room 2, the

wind will be drawn within and disappear at once. The cord must then be tied to hold the wind within.

If the bag is opened at any later time in this adventure or a subsequent one, the wind will immediately return to this hall by the shortest possible route, bowling over any character in its path and blowing him along for 2-8 metres. This means that if the characters reopen the bag when they get back to Axbridge, for example, anyone standing north-east of the bag (ie, directly between it and the location of this underworld) will be knocked down.

The silver goblet is worth about 60 Florins. Its real value to the characters, however, is likely to lie in its usefulness later in the adventure [see 11, below].

8. A choice of ways

You are in a 3m wide corridor running east and west. To the east, the corridor opens out into a room after only a few metres. To the west, you can just make out that the corridor turns to head north after some 15m.

9. The spider's web

You can see that a bronze helmet lies on a wooden table against the far wall of the room. As you step through the archway into the room, your ankles become entangled in a web of fine strong strands.

GM: The Giant Spider that lives *in* this room quickly descends on its web to attack its prey. Only the characters in the front row of the battle order will be caught in the web. The other characters will not be able to attack the Spider because their trapped colleagues are in the way.

GIANT SPIDER

ATTACK 15 Bite (d6, 3 points and paralyzing venom)

DEFENCE 2 Armour Factor 1

MAGICAL DEFENCE 4 Movement: 15m
(20m)

EVASION 4 Reflexes: 14

Health Points 11

(See the Monsters chapter for details of the web.)
If reduced to 3 HP or less, the Spider will scuttle back to its lair above the rafters.

If the players defeat it and reach the helmet, give this description:

It is a strange ornate helmet, curiously free of corrosion. The oddest thing about it is that the visor consists of a large flat mirror!

If anyone puts it on:

From the inside, you find that you can see through the mirrored visor. However, it is like peering through smoked glass, and you can see objects only as dark silhouettes.

Any character wearing the helmet takes a combat penalty of - 1 from ATTACK and - 2 from DEFENCE, to represent his impaired vision. The helmet might thus strike the characters as rather useless, but it may prove to be a valuable asset when they come up against the Gorgon (see 19).

10, A trap

As you approach the bend in the corridor, a flagstone gives slightly under your feet. There is an ominous click.

Suddenly a massive gleaming axe-blade swings out of the side wall—

GM: The axe swings across the corridor, so it could strike any or all of the characters at the front of the party. It has a SPEED of 13; match this against each character's EVASION as explained in Chapter Four.



Each character that it hits will absorb some momentum from the swing, so (from right to left across the front row) the first character is struck with an **Armour Bypass Roll** of $d8 + 2$ and takes 8 HP damage if it gets past his armour; the second character (if it hits more than one) is struck with an **Armour Bypass Roll** of $d8 + 1$ and takes 7 HP damage; the third character is struck a normal axe blow - $d8$ for **Armour Bypass** and 6 HP if it gets past his armour.

After one swing, the axe resets itself in the wall. The characters will have to remember to avoid the loose flagstone when they come back this way, or they will trigger the trap again.

11. Barrier of light

The way on is blocked by a flickering barrier of violet light that shimmers in the air between two baroquely carved pillars on either side of the passage. Through the shimmering, you can just barely discern the outlines of the corridor as it continues north.

Just in front of this barrier, set back in alcoves to your left and right, are two fountains, in the western alcove, a chalky grey liquid issues from a snarling stone face and runs down into the fountain beneath. The eastern fountain is filled by a purple liquid that bubbles from a face sculpted in an expression of fear.

GM: The barrier is magical. A character who walks through it is subject to a MAGICAL ATTACK of 18, matched against his MAGICAL DEFENCE (see Chapter Four). If the attack works, the character will be afflicted with an unreasoning fear. For the rest of the adventure, his ATTACK score is decreased by 1 point and his DEFENCE score increases by 1. Also, any time the party encounter a monster, the character has a 25% chance of being so overwhelmed by his fear that he will merely cower with his hands over his head until

the monster has been slain or driven off. (Encourage any player whose character is affected by this barrier to role-play as though he genuinely is frightened.) The effect wears off as soon as the character leaves this underworld.

The grey fluid in the western fountain has a curious effect on anyone who drinks it. The character's flesh will become stony and grey. For the rest of the adventure, until he leaves the underworld, he adds 2 points to his Armour Factor. However, he is slower in this stone-flesh form: his *Reflexes* and movement rate are halved.

The purple liquid in the eastern fountain has even stranger properties. As long as it remains within the alcove, it is a powerful acid that will dissolve anything except gold and silver. If a character tries to drink directly from the fountain he will be badly burned (1d4 HP damage; if he put his hands in he permanently loses 1 from ATTACK; if his face, he loses 1d8 Looks). The characters can, however, use the silver goblet from the north wind's hall to scoop up some of the liquid. Once the liquid is removed from the fountain it loses its acidity, so characters can drink it from the goblet without injury. It has the effect of making a character immune to the effect of the magic barrier.

Once a character has drunk the liquid of one of the fountains he can gain no benefit from the other. Each character will have to settle either for immunity to the flickering barrier or for becoming stone-flesh for a while.

These liquids only possess their magical properties in this underworld. Any removed from the underworld will become just stagnant water.

12. Underground river

Passing through the barrier of flight, you continue north along the corridor. The sound of a surging underground river echoes from the darkness ahead.



Be/ore long you come to a short flight *of* steps. At the bottom you see a stone quay beside the rushing black waters. A rickety plank bridge leads across to another quay on the *far* side.

A figure of rose-coloured rock stands between the steps and the bridge. It looks like an uncompleted statue - the upper torso, arms and head are perfectly sculpted, but the lower body is a single lump *of* unworked stone. With a harsh grating noise it slowly *flexes* its massive sinews. Its long talons are knives of flint.

GM: Having no legs, the Living Statue cannot move from where it stands on the quay. The characters might try to rush past it, but it will get to strike at two of them as they do so (one with each claw). Characters who are trying to parry as they run past get only half their usual DEFENCE against the monster.

LIVING STATUE Rank Equivalent: 10th

ATTACK 22 Claw (d10 + 2, 8 points)*

DEFENCE 14 Armour Factor 7

MAGICAL DEFENCE 12 Movement: 0

EVASION 0 Reflexes: 16

Health Points 30

*It is ambidextrous and strikes with both claws, at full ATTACK, every Combat Round.

If they try to fight it out with the Living Statue they will probably soon find that most of their blows slide harmlessly off its granite hide. It is quite easily vanquished, though, if they use the Wand of Fire and Ice. The expansion and contraction due to the use of heat and then cold in quick succession will shatter its stone body into rubble! (Note also that, having no legs, it cannot evade the Wand's blasts.)

If the characters defeat it and think to search amid the broken chunks, they will soon find an enchanted shortsword that had been left in a cavity under its

base. A character fighting with this shortsword rolls $d8 + 1$ for Armour Bypass rolls, adds 1 point to both ATTACK and DEFENCE, and inflicts 4 HP damage on an opponent with each successful hit. (Note also that there are some monsters - eg Spectres - that can only be harmed by enchanted weapons.)

13. A flimsy bridge

GM: The bridge is very fragile. If any character who has been transformed to stone-flesh (by the grey fluid at 11) steps upon it, he will go right through the planks and plunge into the river. This means death for the character concerned, for he will sink like a stone and drown.

The Wand of Fire and Ice is useful again here. A blast of its frigid cold will freeze a path across the river which even the heaviest of stone-fleshed characters can lumber across in safety.

14. Short passage

You climb a short stairway like the one on the south bank of the river. You are standing in front of a small black door. There is a strong feeling of peace and serenity here.

15. The chapel

You enter a low-ceilinged chamber hung with sombre drapes. A flickering sanctuary lamp burns on an altar stone in an alcove in the east wall. A large crucifix hangs above this. There are double doors in the west wall and another small door, like the one you have entered by, directly opposite you.

GM: A character afflicted by fear (having passed through the magical light at 11) may be cured of this by kneeling in prayer before the altar. There is no way of knowing this in advance, of course; you should not tell them unless someone announces that he is praying.

The benefit applies only to one who prays without thought of gain: a character who suddenly becomes pious when he sees the advantage will stay terrified!

16. Long passage

A narrow passage leads north for a short distance and then turns to the east. Looking along it, you see that the first ten metres or so are not illuminated, but from that point onwards bright red lamps hang from the ceiling. The passage extends as far east as you can see.

17. Nagging doubts?

You continue until you have almost reached the first of the lamps. There is something odd here - the lamps seem to dim slightly as you approach, and become redder.

GM: In fact the lamps have not changed at all - they merely seem dimmer in contrast with the light of the character's lanterns. The passage from this point on does not exist. It, and the red lamps that hang along it, are an illusion cast by Mathor the wizard. If the characters shutter their lanterns, they will see that the red lights shed no light at all westwards (ie, before the illusion begins) - so a character could bring his face to within inches of the first illusory lamp and yet his companions would be unable to make him out in the darkness.

If the characters do not detect the illusion, and press onwards, the entire corridor from this point will disappear. (Illusions vanish when touched.) The character at the front of the party will suddenly find himself at the end of the passage - about to step into a yawning pit which was previously covered over by the illusion! The character must roll under his Reflexes on d20 to catch hold of the person behind before he falls into the pit. The pit is 10m deep, and the climb out has a difficulty factor of 11.

18. Light ahead

Beyond the double doors lies a 3m wide corridor which leads west. A little over 15m away from where you are standing, it is joined by another corridor leading north. The east-west corridor is gloomy, illuminated only by the murky light of your lanterns. But you can see bright light flooding from the northern branch.

19. A lady in waiting

You walk towards the T-junction. In the bright bar of light thrown across the corridor from the northern branch, you now notice a looming shadow. Someone is waiting just around the next corner. You pause and hold your breath as you study the outline of the shadow. Could it be a robed woman with an elaborate coiffure? A soft, evil hissing reaches your ears. . .

GM: Presumably few players will miss the hint that a Gorgon is waiting to ambush them. As they step close to the T-junction she will suddenly advance to block their path and stare the foremost character full in the face.

GORGON

ATTACK 16 Sword (d8, 4 points) and 1-3

DEFENCE 10 Tresses (d4, 1 point and
venom)

Armour Factor 0

MAGICAL DEFENCE 9 Movement: 10m/CR

EVASION 4 Reflexes: 8

Health Points 10

See Chapter Seven for details of the Gorgon's petrifying gaze. If you do not possess **Dragon Warriors Book Two**, assume that this particular Gorgon has no sorcerous powers apart from her gaze.

If the leading character is wearing the bronze helmet from the spider's lair (room 9), the Gorgon

will get a nasty surprise as she sees her gaze reflected back at her! On a roll of 2-10 on 2d10 she will turn herself to stone. If not, she will close her eyes and fight the characters blind (i.e. at -4 attack and -8 defence) rather than risk seeing her own face a second time.

20. At the junction

The northern branch of the corridor, where the Gorgon was lying in wait, extends only a few metres and then ends in stout oak doors bound with iron. The light comes from a glowing crystal globe hanging from the ceiling.

Shining your lanterns west, you discover that the transverse corridor also ends in double doors after another eight or ten metres.

21. A stout coffer

On the other side of the doors lies a dusty room with a mouldering reek in the air. Suddenly a host of grinning Skeletons hurl themselves forward from the shadowy corners of the room.

GM: This encounter is likely to be bothersome rather than fatal.

SKELETONS

ATTACK 11 Swords (d8, 4 points)

DEFENCE 5 Armour Factor 0 (but 2 vs thrusting weapons)

MAGICAL DEFENCE 3 Movement: 10m/CR
EVASION 3 (20m/CR running)

Reflexes: all 12

Health Points:

First SKELETON	4 HP
Second SKELETON	2 HP
Third SKELETON	2 HP
Fourth SKELETON	3 HP
Fifth SKELETON	4 HP

Sixth SKELETON 3 HP
Seventh SKELETON 7 HP

These Skeletons have shields, so remember to check each time one is struck to see if the shield stops the blow.

GM: If the characters defeat the Skeletons:

You now notice a huge wooden treasure-chest by the south wall. It is sealed with a gilded padlock bigger than a man's fist. Then you notice something gleaming in the lantern-light: a key, hanging from a chain around one of the Skeletons' necks.

GM: The key unlocks the chest, sure enough. Within they will find a quiver full of arrows, a gold robe-clasp, two stoppered stone jars, a parchment case, a large silver sceptre and an ivory crucifix.

The moment a character touches any of the items, a tremendous force will throw them all back across the room and the chest will slam shut. No one is hurt, but the chest is now locked again and the key is nowhere to be found. The item that was touched is lying on the floor beside the chest. The chest is too big for them to budge, so this single item is all they will ever get out of it.

In detail, the items are:

Six magic arrows	The character who uses one of these adds 1 to his ATTACK, Armour Bypass Roll and the damage inflicted if the arrow hits. In the terminology of Chapter Three, they are (d6+1, 5 points) weapons.
Healing Potion	A wounded character who drinks this regains 7 <i>Health Points</i> , up to the limit of his normal HP score.
Elixir Vitae	Poured between the lips of a corpse (who must not have been

dead more than a month), this potion will restore him to life! The resurrected character permanently loses 1d3 Health Points and 1 point from each of his characteristics (Strength, Looks, etc).

A gold clasp

Worth 120 Florins.

An ivory crucifix

This is a reliquary containing the ashes of Saint Leon, an indefatigable opponent of evil. The character who wears it gets a bonus of + 2 to ATTACK when fighting Undead, and is unaffected by the *fright* attack of Ghosts and Spectres.

A scroll in a case

Only a 4th rank Sorcerer could understand what is written on this scroll, though any Sorcerer could recite it and thus release the Shadowbolt spell it contains.

A silver sceptre

Worth 150 Florins, and also useful as a mace for smiting Wights.

22. Short walk and long drop

This narrow passage goes north a short distance and ends in a pit. Looking down, you see only stygian darkness which the light of your lamps does nothing to dispel. Iron rungs set in the wall of the pit form a ladder of sorts.

GM: If they drop a coin down (remember that somebody has to deduct it from their cash reserves!) it takes six heartbeats to reach the bottom.

If any character tries climbing down, you should emphasize to him how eerie and dank the pit seems. He can see almost nothing, and his friends' voices echo distantly from above. A character gripped by the

magical fear-effect (see 11) could not bring himself to climb down under any circumstances; you should not have to remind the player of this if he is role-playing properly.

The climb is not at all dangerous, in fact. The bottom is vile and slimy, but if the character does not mind this and searches for a minute or two he will find a dagger. When this is taken up into the light it is discovered to have five gems encrusted along the hilt. It is worth 400 Florins.

23. The High King's Hall

You find yourselves on a balcony overlooking a vast circular hall full of shadows. You cannot see the far wall or the soaring roof above.

In the centre of the chamber, within a pillar of green light that streams down out of the darkness, waits a tall man on horseback. Both horse and rider wear great plates of decorated armour. Their heads are bowed as though in slumber, and on the man's brow you see a golden crown.

Around Vallandar, twelve mighty swords stand balanced upon their points in a perfect circle.

Off to your right, stone steps sweep down to the floor of the hall. At the foot of the steps, your Janters pick out the shining surface of a massive gold casket.

Will you go down - ?

GM: The Spectre of Morgrin, Vallandar's evil half-brother, lurks in this hall. As the characters descend, this is what they see:

Tatters of deepest shadow flit from the furthest recesses of the hall, clustering and coalescing on the steps in front of you. Two darkly glittering eyes fix upon you as a manlike form takes shape. The sense of abiding malevolence descends like a pall. The figure drifts up towards you. Its body and fluttering robes are murky and indistinct, but

you see its white hands and hate-filled visage with a terrible clarity. It reaches back and seems to draw a spectral sword from the empty air.



GM: The characters have two Combat Rounds before Morgrin reaches them, and if any of them have magic arrows they would be wise to loose them off. Morgrin can only be harmed by enchanted weapons; even the Wand of Fire and Ice (if it isn't used up by now) will not hurt him.

Characters already suffering from magically induced fear are now subject to a 1d6/right attack (roll 1d6, subtract the character's rank, and roll the result or less on 2d10 to kill him).

MORGRIN	Rank Equivalent: 8th
ATTACK 19	'Sword' (d12, 5 points)
DEFENCE 12	Armour Factor 0 (immune to non-magical weapons)
MAGICAL DEFENCE 11	Movement: 12m/CR
EVASION 4	Reflexes: 17
<i>Health Points</i> 14	

The characters will be in single file on the steps, so this is a bad place to stand and fight. Apart from the magical shortsword (from the Living Statue at 12) and the magical arrows (from the coffer at 21), the only other weapons they could use to fight Morgrin are the swords that stand in a circle around the king. Of course, to get these swords they will have to reach the floor of the hall - possibly by climbing down on a rope while someone tries to keep Morgrin busy.

They do not have to battle Morgrin, of course. They could just flee. If Bretwald is still with them, they will have to drag him kicking and screaming. He has sought this tomb for so many years that even Morgrin's Spectre will not drive him back now!

Any character who reaches the circle of swords can take one. Having taken one, he will not be able to move any of the others. There is no sign of any support keeping them miraculously balanced on their points - it is more of Mathor's wizardry. Having taken one of the swords, a character leaves behind him the shadow

that he cast at the moment he touched the hilt. This shadow will remain unless the character replaces the sword in its position in the circle.

What does this portend? In fact it is a sign that a character who takes one of the swords becomes Vallandar's vassal. When the land has need of him and he arises from his slumber, Vallandar will call upon those who took and wielded these swords. Living or dead, they will come to be his knights. (Unless you favour an apocalyptic theme, this will probably not occur in the lifetime of your campaign.)

The swords are magical in that they inflict full damage on undead monsters such as Spectres. At first they confer no combat bonuses on the character who wields them, but they will gradually acquire enchantment whenever the character performs a truly selfless and honourable deed (in your view, not the player's!). In every adventure that the wielder behaves honourably, the sword gains a magical 'plus', until it is eventually + 3, the maximum. (Magical sword rules are covered in **Dragon Warriors 2: The Way of Wizardry**.) Moreover, the character who possesses one of these swords will never lose it. Even if apparently gone forever - dropped into a volcano, eaten by a whale, etc - it will mysteriously return to the character in the space of a few days.

Assuming that Morgrin is somehow disposed of, the characters will doubtless turn their avaricious attention to the gold casket they noticed earlier. This is what they find when they open it:

You lift the heavy lid of the casket, expecting to find wealth that transcends greed. Is this the unimaginable wealth of the realm spoken of in legend? Eagerly you peer inside -

You find a silver crown, a handful of grain, a simple ploughshare, a wooden cross and a leatherbound book.

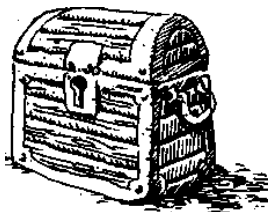
GM: Bretwald, if he has survived the adventure, will

understand. "The treasures of Vallandar's realm!" he groans. "The King, the Land, the People, the Faith and the Law..'" He weeps.

If irredeemably mercenary, the characters could take the silver crown. It would fetch about 90 Florins. The book of laws is quite a treasure. A gift could be made of it to a monastery, and the characters could expect much goodwill in return.

The gold casket itself is much too heavy to lift, and too solid for the characters to break up. They must be content with what they have already.

It hardly need be added that it is not possible to reach the king himself. Should any character try to do so, the column of blue light will fling him across the hall with a crackling energy blast which inflicts 1d4 HP damage.



V. After the adventure

Bretwald, if he lived through it all, returns to his position as priest of Axbridge - a sadder, wiser and somewhat richer man.

Characters who survived should have reaped rich benefits. Award each character 7 experience points, in addition to points awarded during the game for overcoming monsters. You and your players should now have a thorough grounding in the basic DRAGON WARRIORSrules.

Lastly, none of the characters who took part in this adventure will ever be able to find the underworld again. This is part of Mathor's magic, that no man can enter Vallandar's tomb more than once. If not for the treasure they carried out with them, and the first battle-scars they now bear, the characters might think the whole adventure had been but a dream!





Most of this book has been addressed to the prospective DRAGON WARRIORS GamesMaster, but we end with some tips for the players.

Role-Playing

Newcomers to fantasy role-playing ('FRP') usually spend their first few games immersed in the wondrous new world that it opens up. For a while, they find it enough merely to 'pretend themselves' into adventures where they can creep nervously down the winding black tunnels of the Ogre's lair and seek vast wealth in the cobweb-draped vaults of the Vampire's crypt.

But eventually you will probably begin to consider other aspects of the GM's fantasy world. What is daily life like, in between adventures? Who are the local lords, and what are the political intrigues between them? Most importantly, what is 'your' (ie, your character's) attitude to the world around him? Why did he become an adventurer rather than, for instance, a blacksmith? Questions like this are the starting point for the true role-playing.

Playing a role. This is what makes FRP really special, what makes an FRP adventure far more exciting than any solo gamebook could be. You should

choose a personality for your character - which need not be anything like your own personality. During an adventure, try to act in a way that reflects the role you have chosen.

Start by thinking a little about your character's past life. Is he an impoverished nobleman, perhaps? He should demand some deference from the other player-characters, and moan bitterly if he has to borrow money from them to support his doubtless extravagant tastes. Or the character might be an ex-soldier, just back from the Crusades. Maybe he finds the unprofessional approach of his fellow adventurers to be annoyingly amateurish. His conversation could be a string of military cliches and anecdotes. A roving Barbarian could find civilization hard to understand. A scholarly Sorcerer might go off on an expedition just to collect ancient *objets d'art*. Gold and silver mean nothing to him. He has no interest in the tactics of adventuring, so he would leave the warriors in the party to decide on any battle plans.

Consider also 'your' attitude to the rest of the party. Without a doubt you will eventually meet - or even play - the cowardly villain who covets treasure so much that he runs off with the loot while his comrades are battling the monster. Less familiar is the brave adventurer who will risk his own life to delay a foe while his friends retreat. Our own campaign includes the tale of Dagronelt the Harpist, who befriended an NPC (a 'non-player character' operated by the GM) and then experienced a conflict of loyalties when the other player-characters fought the NPC in question.

Unlike some FRP games, DRAGON WARRIORS has no dice rolls or tables for working out a player-character's background. This is something that the player should really work out for himself. (Subject to the GM's approval. You cannot simply decide that your character is heir to the kingdom!) There is no need to develop an entire life history at the start of your first game, though. Sometimes a character will take on a

persona of his own after you have played him a few times, and you and the GM can add events or details to his background later on.

Strategy

An adventure almost always begins with the GM briefing the players - on the most basic level, something like: "You're in a village on the edge of Gloaming Moor and the innkeeper tells you that a murderous Ogre frequents the area. The villagers will pay forty silvers if you find his lair and put an end to him."

Before rushing into danger, you will probably want to find out as much as you can. In the example above close questioning of some of the villagers might lead you to suspect that it is no mere Ogre that has been troubling them, but something much more horrible. Bodies drained of blood have been found. This 'Ogre' is best tackled with the aid of crucifix and garlic! The GM will not spoon feed you with the information you need. If you neglect essential groundwork and forward planning, your adventure may be doomed before you set out.

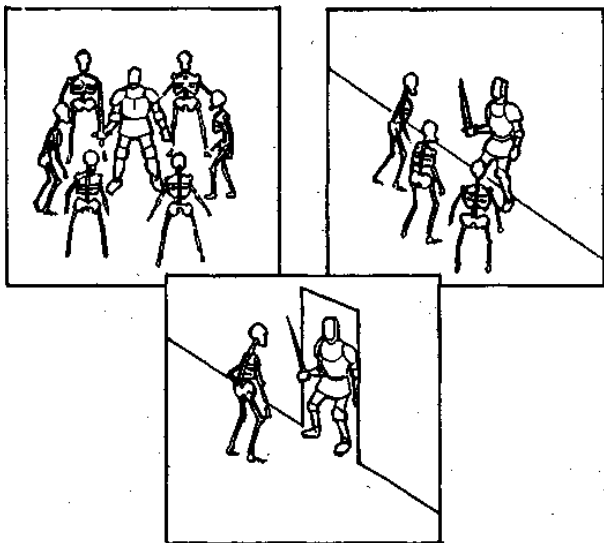
Always begin an adventure by considering your strategy. If the job is to get the baron's daughter back from the dungeon of the mad 12th rank Sorcerer, you will presumably spend the adventure searching an underworld for the girl - and then get out quick. The GM might well make the Sorcerer a totally unbeatable foe, relying on you to have the good sense to avoid him.

Keep your strategy flexible. The planning you do at the start of an adventure cannot take account of the full facts. The GM may throw in something unexpected at any time ("You mean the baron's daughter's in love with the crazy wizard! ?") and you will have to think on your feet. The whole point of an adventure is very often that things are not what they seem.

Adventuring tactics

The deployment of your party as you travel cross-country or explore an underworld is called your battle order. The battle order must be varied according to circumstances, the general aim being to put yourselves in a position of advantage at the expense of the creatures or characters you are fighting.

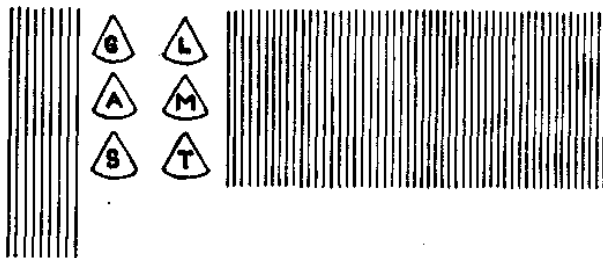
Consider a lone Knight who enters a subterranean temple and is attacked by six Skeletons. The worst thing he could do would be to stand in the centre of the chamber. The Skeletons would be able to form a circle around him, and he would have zero DEFENCE against the three behind him. A marginally better tactic would be to back up to a wall so that none of the Skeletons could come at him from the rear. Now he has only to fight them three at a time. The very best manoeuvre is to retreat into a narrow doorway so that only one Skeleton can attack at a time.



That example is a little unrealistic, for how many adventurers wander into danger on their own? But it illustrated the important point that tactics make a significant difference to your chances of victory.

A more extended example will show how a party might handle tactical arrangements throughout an adventure. Six adventurers have entered a castle known to be the hideout of some fifteen or twenty Orcs. They have heard that the original lord of the castle was a great warrior and that he was buried - along with several magical weapons he had acquired - in a secret chamber below the castle. They intend to have those weapons.

The party consists of three Knights (Goriel, Sagris and Turquin), one Barbarian (Lars), one Sorcerer (Anarchos) and one Mystic (Merek).



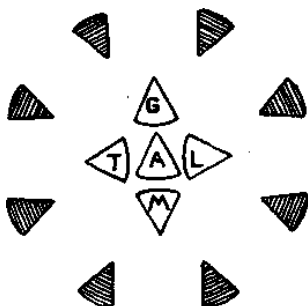
Situation A

They are advancing along a 3m-wide corridor in the castle. Trouble could come from either direction, so the least well armoured members of the party (Anarchos and Merek) are protected by being in the middle. These two aim to avoid melee, so they are carrying the lanterns.

The four warriors all carry loaded cross-bows. If they spot any Orcs, their plan is for the front row to fall prone and shoot, the second row to crouch, and the third row to shoot from standing position. They expect

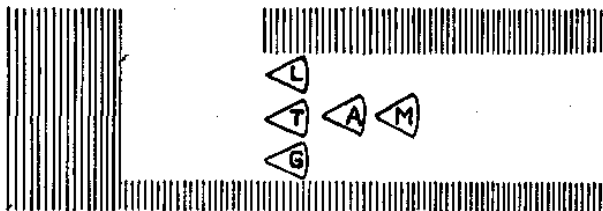
to encounter Orc sentries individually or in pairs, and reckon on a four-quarrel volley being enough to take these out before they can alert the other Orcs.

Situation B



A short time later, the party have met and killed a few Orcs, but lost Sagris when a hidden trapdoor flipped open under him. Now they are in the inner courtyard of the castle. Anarchos, in the centre, holds a shield above his head in case Orcish archers start sniping from the battlements.

Suddenly a host of Orcs - a dozen or more - burst from archways around the courtyard. The characters draw swords and form a ring around Anarchos. This ensures that the Orcs can only engage them at two-to-one odds, and allows Anarchos to cast healing spells on anyone who gets wounded.



Situation C

It is much later. Our adventurers have cleared out most of the Orcs and are now in the catacombs below the castle. The passageways here twist and turn frequently, so the crossbows are not as suitable as they were in the long corridors of the castle.

They anticipate that the previous lord of the castle may be undead, and roaming about. The battle order is now adapted to deal with a single adversary. The two Knights and the Barbarian take the front row, all armed with spears. Anarchos carries a lantern as before. Merek brings up the rear, guarding the Sorcerer's back. (In case they missed a couple of Orcs - they don't want their top magic-user suddenly chopped from behind!)

NPC Adventurers

If you think your party is not powerful enough to handle an adventure (and the GM may well drop some heavy hints if this is so), you can try to recruit extra members.

Hirelings work for cash - a guaranteed sum, agreed before the adventure.' They will usually be content with that, but if you stumble upon an unexpectedly large haul and neglect to offer them so much as a bonus then they may cause trouble. Hirelings always have a strong regard for their own safety. Since they have no particular vested interest in the outcome of your adventure, they will desert if the going gets tough.

Fellow adventurers work on the same basis as player-characters. They join the adventure and take a share of any treasure found. The exact share depends on how powerful they are; if they are the same rank as the player-characters, they will naturally expect equal footing. They are usually more trustworthy than hirelings, and may have strong ideas of their own about the way the party is organized.

Your GM will tell you if there are any NPCs interested in joining your party, and the terms they will settle for.

Gaming accessories

The first FRP game was released about ten years ago, and there is now a host of accessories for the FRP hobbyist.

Cardboard counters are one method of showing the position of characters and monsters during a combat. It cannot be denied that miniature *figurines* - metal or plastic models of adventurers and monsters, usually 25mm high - are much more colourful, though often expensive. There are several companies who specialize in such figurines, the largest in the UK being Citadel Miniatures of Nottinghamshire.

Floor plans are cardboard chambers and passage ways that can be fitted together to build up a plan in any underworld the player-characters are exploring. These plans are to the same scale as the figurine (1:72).

Game magazines have grown up around the FT hobby. The longest-established UK magazine is *White Dwarf*, which features articles and scenarios for a number of different FRP games every issue. *IMAGINE™* magazine tends to focus primarily on the products of TSR Inc (who publish it), but also has main articles of a general nature - how to role-play NPCs, design fantasy towns, etc. These magazines are available from most newsagents, and by looking through the ads inside you will find all of the accessories you might need for your games.

If you do not possess a twenty-sided die, the wheel on the next page can be used to make a spinneret for generating random numbers in the ranges 1-10, 1-20, and 1-100.

First, remove the page from the book and paste it on to a piece of stiff card.

Next you will need a washer and a split pin which is narrow enough to fit through the washer. Glue the washer over the centre of the wheel.

When the glue is dry, punch a hole in the middle of the wheel, inside the washer. Cut out the pointer and use the split pin to pivot it through the hole in the wheel.

Numbers are 'rolled' as follows:

d20 use the outer ring

d10 use the inner ring; count '0' as '10'

d100 use the inner ring, spinning twice;
the first number gives 'tens' and the second gives 'ones'. A spin of '0' and '8' then becomes 08 - ie, 8. Double '0' counts as 100.

CHARACTER SHEET

Character's Name

Profession

Rank

Strength =

Reflexes =

Intelligence =

Psychic Talent =

Looks =

Health Points

normal score:

current score:

ATTACK =

DEFENCE =

MAGICAL DEFENCE =

EVASION =

Armour

type worn:

Armour Factor:

Equipment

Weapons

Cash

Gold Crowns:

Silver Florins:

Copper Pennies:

