

CADAVER DRACONIS



An unofficial expansion for the Dragon Warriors Game

CAD AVER DRA CONIS

cadaver draconis; n. Being a nutritious if slightly stale miscellany of entirely unofficial and discarded addenda for the Dragon Warriors RPG.

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All of this cut material has not been lost or forgotten, basically because in our humble opinion it is pretty darn good. Good enough, in fact, to justify publication.

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Long may your Dragon Warriors prosper!

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By

*Rhain Bedwyr, Shaun Hately, Damian May,
Ben Monroe, Jon Reed, & Kieren Turley*

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CADAVER DRACONIS

To Dave Morris and Oliver Johnson for giving us this game to play with
and to James Wallis for bringing it back.

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FOREWORD

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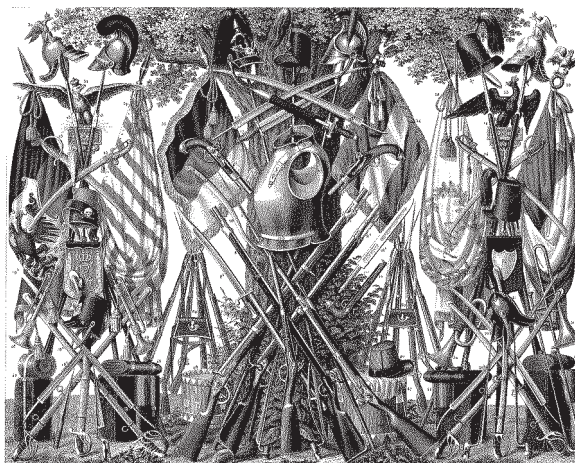
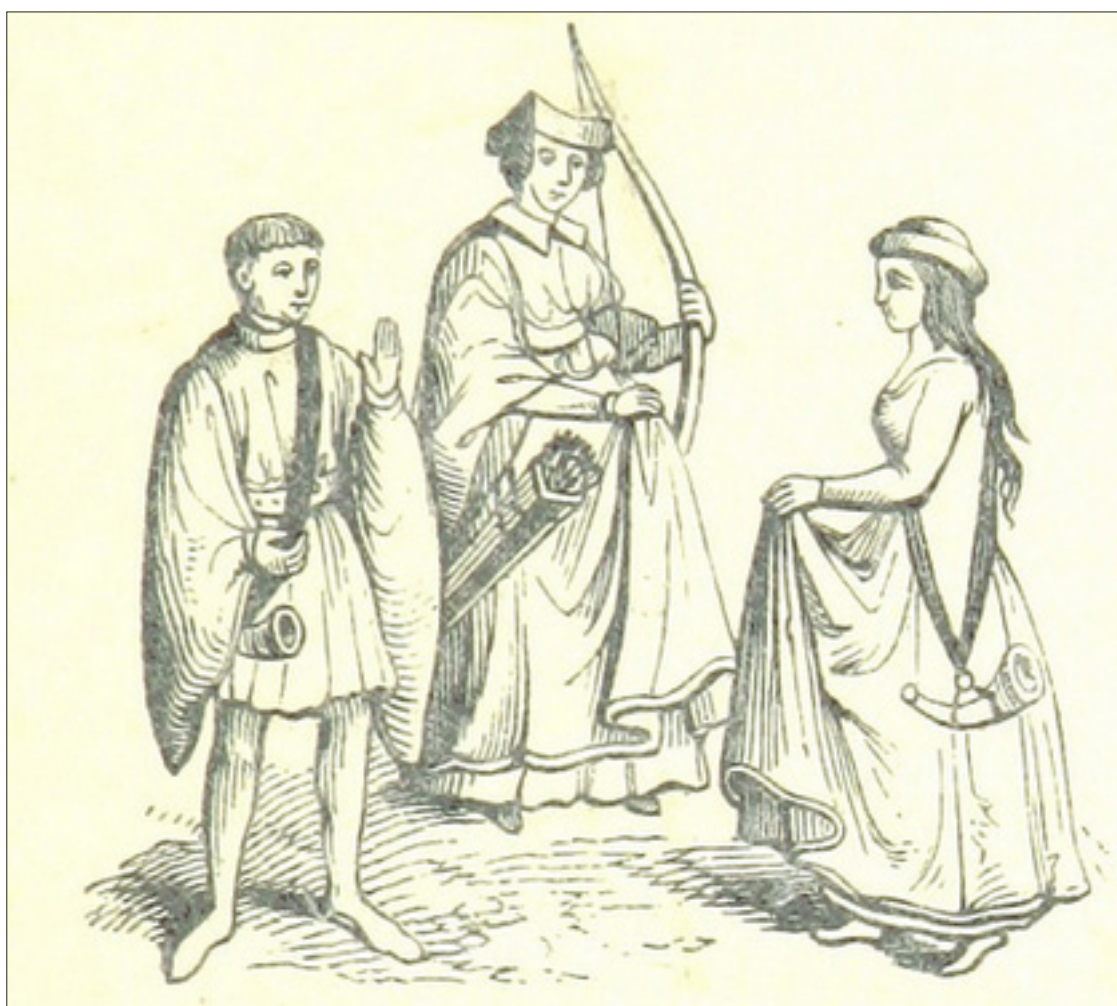


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CHAPTER 1:

INTRODUCTION

This book should be used as an entirely optional grab-bag of unofficial fan-written rules and setting material for the Dragon Warriors RPG and the Lands of Legend. To get the most value out of this book, it is recommended that you buy a copy of both the *Dragon Warriors Rulebook* and the *Dragon Warriors Players Guide*.

The rest of this book is comprised of four broad sections, the first of which is the real meat of this tome and completely dedicated to the Paths mechanic. The second section describes a range of different regional skills for Barbarians of different regions, while the third section describes a couple of additional secondary skills for the Dragon Warriors games. The fourth section consists of a number of appendices to provide additional information and tables of use in your Dragon Warriors games.

PATHS TO POWER

Paths

The principle aim of the Paths system is to introduce a simple and optional method for customising a character's abilities within their Profession, while retaining the distinctly archetypal flavour of each profession.

Paths are specialist "kits" that represent a collection of background-based talents and skills. Paths often have minimum requirements in order for a character to qualify, and a Path does not necessarily begin at Rank 1—although they certainly can and in a very few cases must—instead, it is an entirely optional choice that can become available later in a Profession.

Taking a Path allows a character to immediately select a single Skill, or in some cases several, with additional Skills becoming available as Rank increases—providing that the minimum requirements for those talents are met. Some talents are only effective once, but some talents may be stacked for additional benefit.

Skills of the Mighty are interchangeable with their Path-based alternatives—in other words, where a character would normally gain a Skill of the Mighty, a talent from the Path may be chosen instead.

Even More Paths

While the previous chapter details Paths that formed a core component of the nascent Players Book, many other additional Paths remained entirely unused, and they never made it into the draft Players Book itself. This section depicts that varied assortment of highly mysterious, exotic and powerful Paths.

Paths of Paramount Power

Finally we have a small number of very unusual paths, that unless used with special care could seriously unbalance a typical Dragon Warriors campaign. They may still be useful as paths for NPCs, or for exceptional PCs in an unusual campaign, or perhaps a particular group of players and GM favour allowing such characters in a game. They are kept separate to make it clear to all concerned that special thought should be given before allowing these paths to be used in a game.

SKILLS

Regional Barbarian Skills

This section adds Skills to the Barbarian Profession based on the region she hails from, allowing a Barbarian character to remove levels of Armour Proficiency in order to purchase other Skills. This is intended to more fully realise the variety and scope of the backgrounds belonging to the Barbarian Profession.

Additional Secondary Skills

Later drafts of the Players Book introduced the concept of Secondary Skills. Two additional skills were proposed, principally for the martial Professions.



The skills are known as Martial Combat and Physical Endurance, and together they provide a means of influencing character attributes over time.

APPENDICES

Appendix 1: Revised NPC Weapons and Equipment Tables

In the original edition of the Dragon Warriors game, NPC Weapons and Equipment tables were included for only the original four character professions. With additional professions introduced in later books of the original game, and with even more introduced in the new edition, it was about time these tables were updated to include these new professions.

Appendix 2: Traps

This section describes a new set of rules that can be used to handle the detection and removal of traps in a Dragon Warriors campaign.

Appendix 3: New Weapons

This section details various tools and items found around a farm or building that can be used as a weapon in a pinch. In addition to full tables, it also details the Military Pick.

Appendix 4: Fashions of Legend

A detailed list and description of the fabrics, styles, and types of clothing worn in medieval times, and thus in the Lands of Legend.

Appendix 5: Expanded Equipment Lists

This gives a much larger range of goods and items that can be purchased in castles, cities, villages and towns in Legend. A full Armour and Weapons purchase list is included for convenience (refer to the relevant source books for weapon and armour stats).



CHAPTER 2: PATHS TO POWER

PATHS

Paths are a further development of the Profession-based Skill system and may not be suitable for all campaigns or interpretations of Dragon Warriors.

To walk a Path is to dedicate oneself to the pursuit of a calling and, while a hero may walk many different paths in a lifetime, she may only walk one at a time. One must dedicate oneself to a Path and adhere to its restrictions for a full year in order to benefit from what may be learnt.

Paths are grouped by their intended parent Profession, with each Path specifically evoking an aspect of that Profession. Some Paths could potentially suit more than one Profession, and in these cases guidance has been given as to whether a Path may be Open or Restricted. Open Paths are available to all Professions, while Restricted Paths are available only to the parent profession or perhaps a select group of Professions.

Some skills marked with an asterisk (*) may be taken a second time with the bonuses being cumulative or as described in the skill description.

An example of Path use follows below:

The Saga Of Egil Slagfridsson

Born a stout and burly warrior in the coastal village of his family in Northern Mercania, Egil Slagfridsson—a 1st Rank Barbarian—quickly matured and left to see the world beyond his homeland. He raided along the northern coast of Chaubrette and Kurland, and after some years he became a veteran Saltwater Sailor. By 4th Rank he had acquired the skills of Sea Legs and Swimming.

A short while later, Egil's ship was wrecked off the coast of Ellesland and he struggled ashore, eventually finding work as a guardsman for a local magistrate. Now at 5th Rank, he quickly tired of the sedentary life and signed on with a merchantman bound for Mercania.

Egil soon found that his return to his old life aboard ship agreed with him, and after a year of sailing he attained the ability of Navigator.

After another year of voyaging aboard coastal vessels, and a memorable encounter with the undead draugr known as Blue Men, he made his way back home—to find his holdings burned and his people scattered and fearful.

Egil had by this time reached 7th Rank. He gathered the remaining men of his clan and led a series of raids against the strange white-skinned men who had crossed the mountains out of Krarth and destroyed his people. He now embarked on the Path of a Chieftain.

After a year of reprisal raids the strangers were turned back, and Egil—who had gained the skills of Strike From Cover and Shield Wall—led a hardened force into the mountains to cut the head off the proverbial serpent that plagued his lands.

Many months on the trail served to harden his men and his mind, and finally Egil—at 8th Rank—led his men into the unnatural ice-rimmed cavern of the white men's king. His courageous leadership and might destroyed the dead king-thing and the wretches that were in thrall to it.

Many years later Jarl Egil Draugrdoom—now having reached 14th Rank and with a full complement of Chieftain Skills—led a coalition of Mercanian warriors east across the mountains and tore down the citadel of a tyrannical Magus. Egil carried the Magus's treasures back across the mountains and erected a hall of truly enormous proportions to hold them.

Just one day after he turned the ripe old age of 68 years, he was mauled by a jarv—a wolverine—that he had startled on his way between villages. He was unarmed, and the years had taken their toll, but even so he still lasted 12 hours in the snow with a severed tendon, before, in the end, the cold was too much for him to bear...



TABLE 1: ALPHABETICAL LISTING OF PATHS.

PATH	TYPE	PROFESSION	MINIMUM RANK REQUIRED	PRE-REQUISITE
Apostle / Missionary	Priestly	Priest	1st	
Chieftain	Barbarous	Barbarian	6th	Have at least 4 Characteristics above 10.
Commander	Knightly	Knight	6th	Int 9
Court Wizard	Sorcerous	Sorcerer	4th	Int 12. Member of a Noble Family.
Courtier	Knavish	Open	1st	Noble background
Crusader	Knightly	Knight	1st	Birthplace: Albion, Algandy, Amulia, Chaubrette, Kurland, New Selentine Empire
Cultist	Priestly	Open	1st	
Devil-Marked	Wærish	Knight, Barbarian	2nd	
Druid	Elemental	Elementalist	3rd	Str 9, Ref 9 ,Looks 9. Nation: Glissom, Cornumbria, Ereworn, scattered wilderness areas of Thuland, Algandy, Chaubrette, and Albion.
Entertainer	Knavish	Open	1st	Ref 11, Int 11
Exorcist	Priestly	Priest	4th	PT 13
Forester	Coursing	Open (Kn, Ba)	1st	Int 11, Str 11. Where a royal, chieftain or landholder needs a law enforcer or land manager.
Half-Jinn*	Paramount	Warlock	1st	Taken at Character creation. Minimum Score in all Abilities 9, Ta'ashim Lands , Cannot leave path.
Hedge Wizard	Sorcerous	Sorcerer	1st	
Hooded Man	Coursing	Hunter	4th	Ref 9, Int 9, PT 12
Huntsman	Coursing	Open	1st	Str 10, Ref 10
Irregular	Coursing	Open	1st	Str 9, Ref 9
Krathian Legionnaire	Other	Knight	3rd	PT 12, Nation: Krath (or surrounds)
Krathian Magi	Paramount	Sorcerer Demonologist	1st	Nation; Krath
Longbowman	Coursing	Hunter	1st	Str 12
Man-at-Arms	Knightly	Knight	1st only	Must be taken at Character creation.
Mountaineer	Other	Open	1st	Born and raised in mountainous regions
Necromancer	Elemental	Elementalist	1st	
Nomad	Barbarous	Open	1st	Raised from birth in a nomadic society
Path Walker	Mystical	Mystic	1st	Str 12, Ref 12
Questing Knight	Knightly	Knight	4th	Int 9, Birthplace usually Coradian lands.
River Dweller	Other	Open	1st	Born and raised in Cosh Goyopë, Trackless Ooze or similar region
Saltwater Sailor	Barbarous	Open	1st	Must be / have been a sailor on a vessel.
Sea-Witch	Other	Elementalist	1st	Thuland, Mercania
Selentine War Mage	Other	Sorcerer	5th	Int 13, Nation: Asmulia, New Selentine Empire, Tamor.



PATH	TYPE	PROFESSION	MINIMUM RANK REQUIRED	PRE-REQUISITE
Shaman	Priestly	Barbarian, Hunter, Knave, Priest	2nd	Remote lands. See Description.
Slayer*	Barbarous	Barbarian	1st	Str 12, Ref 9, Max Int 12. Cannot discard this path
Tamorian / Selentine Cataphract	Other	Knight	4th	Nation: Asmulia, Kurland, New Selentine Empire, Coradian lands.
Templar	Wærish	Warlock	3rd	Int 11, PT 9. Nation: Albion, Algandy, Chaubrette, Kurland, New Selentine Empire
Titan Blooded*	Paramount	Warlock	1st	Taken at character creation. All Attributes must be at least 10. Nation: Emphidor / Analika.
Trader	Knavish	Open	1st	
Völva	Other	Elementalist	3rd	Ref 13, PT 13. Nation: Mercania & Thuland
Wise Woman / Man	Mystical	Mystic	2nd	
Witch Hunter	Priestly	Priest	1st	Coradian / Selentine Lands
Zheniri Faris	Other	Knight	3rd	Ta'ashim Lands

* These paths can only be taken at Character Creation. Once taken, this path cannot be abandoned.
Note that you should read the Path description for further details on the Pre-requisites of the Path.

BARBAROUS PATHS

Saltwater Sailor

PROFESSION:

Open.

PREREQUISITES:

- *Minimum Rank:* 1st Rank.
- *Birthplace/Nationality:* Character is/has been a sailor on board a vessel; either his own or another's. This Path is especially common among Vasslavi sailors, Mercanian raiders, Thulish seamen, Azurian fisherfolk and other similar peoples.

TOLL

A Saltwater Sailor must spend at least two months out of every twelve aboard ship or be unable to advance in this Path.

DESCRIPTION

At home on the waves, plying the trade-routes, whaling or striking out for lands unknown, the Sailor knows that the sea is a harsh mistress and he respects her many moods and dangers.

The Sailor is a widely travelled individual and his comfort with ship-board life often stands in stark contrast to those of his companions, who may not be

used to the surface beneath them being in constant motion. The Sailor may be many things; fisherman, raider, merchant navy, marine or pirate, but no matter what other appellation he carries he is at home upon the water, and he has a great advantage over those who are not when in his chosen environment.

Whilst Sailors are drawn from four main cultures—the Vasslavi, Azurians, Mercanians and Thulanders—they are, of course, present in all the lands of Legend which bear coastlines. They walk lives separate from land-dwelling country-folk, often feeling a certain distinct kinship with other seamen even when seeking to end their lives or plunder their riches. Passionate and full of vigour, Sailors live life to the fullest; aware that at any time they may be drawn beneath the dark waves to join generations of their ancestors in the cold depths.

SKILL ATTAINMENT

The Sailor Path may be acquired at 1st Rank. New skills are acquired at one every 2nd Rank.

LIST OF SKILLS

Berserk Variants

This is as the Barbarian skill (see p.27 of the *Dragon Warriors Rulebook*). A Vasslavi in a berserk rage generally keeps one hand on their knife and



Cadaver Draconis

another on a flask of potent liquor. The Azurians call out pledges to ancient sea deities and, for some, Ta'ashim prayers at equal volume as they stride into battle, whilst Mercanians and Thulish Sailors follow the berserk way as did their ancestors before them. Further examples can be found later in this book in Chapter 3, under Regional Barbarian Skills. (see p.22 of this book).

Limitation: No purchase is required for Barbarians, and this skill is unavailable to other Professions.

From 1st Rank onwards

Climb*

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Sea Legs

The character may move about the deck and engage in activities such as combat without penalty, despite adverse weather or sea conditions.

Navigator - Sea

With access to an open sky, the character may determine a vessel's course and approximate location to within 50 miles. The GM assigns a difficulty factor to the task, depending on relevant factors, particularly the character's familiarity with the area, and makes an Attribute check against the Sailor's Intelligence.

Shipwright

The character is able to effect minor repairs whilst the ship is underway and major repairs while in dry dock. The repairs are 1 Ship Point per day at sea, and 3 Ship Points per day in dry dock if the required tools, materials, and manpower are available.

Read Weather

The character is able to determine future weather conditions out to 24 hours at 50% accuracy +5% per Rank.

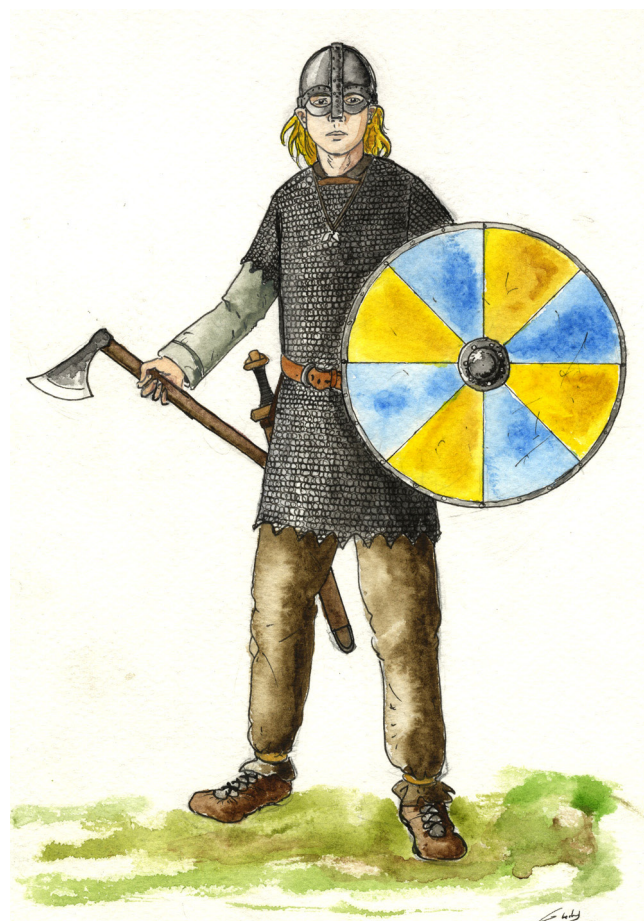
Swimming

The character may move through the water at walking pace for 10 x Strength minutes or at running pace for Strength minutes. They may float for Strength hours, or for Strength days if a flotation aid (e.g. a piece of flotsam) is available.

8th Rank

Ship Master

Any vessel a character commands or holds senior position on may travel 10% faster under sail or oar



and stands -10% chance of storm damage. The vessel is also only affected by under-manning when crew levels reach 35% of optimum rather than 50%.

"It's been said that the sea is a harsh mistress, but I've found her no harsher than any of the other mistresses I've known. If you treat her with love and respect, she's less likely to come up on you in anger, but you can never rely on her moods totally, and you can never ever take what she gives you for granted. But if you love her, you'll love her whatever she does to you and she'll take you in at the end no matter what. That makes her a cut above most of those I've known."

—Handon Bracestorm, once of Mercania, now of the Mergeld Sea.

"We had a young Mercanian lad called Erik serving as cabin boy during a trip down the Mungoda coast. Three days from port we had the misfortune to hit a storm sent right out of hell itself. I swear I could hear the screams of the damned in every squall. An hour after midnight with massive waves battering us from all sides the mainsail tore free of its bindings, threatening to pitch us all into the depths. The sea tore our three



bravest from the mast for daring to try furling the sail. The captain and I were lashed to the wheel trying to keep us from the rocks, but all the while knowing that that sail would be our death. It was after we lost the bosun to the mast that I saw Erik dash across the deck. He was hit square by two waves on his way to the mast. I was certain he was a dead man with each wave, but each time the water retreated he would still be there, clinging to some bit of the deck and making progress to the mainmast. The boy was like nothing I've ever seen, he practically ran up the rigging and bound the sail faster than a team of men on a fair day. The damnedest thing was the look on his face... all the time he was grinning from ear to ear like it was the most fun he'd ever had. Seawater for blood those Mercanians..."

—Rostro, First Mate on *"The Lonely Lady"*, a Ferromaine merchantman.

Nomad

PROFESSION:

Open.

PREREQUISITES:

- Minimum Rank : 1st Rank.
- Birthplace/Nationality: Raised from birth in a nomadic horse/camel-based society such as the Badawin, Opalari tribe folk, Zheniri Irregulars, Desert of Songs inhabitants, Nomad Khanates, some tribes of Northern Zheniri and Eastern portions of the Selentine Empire.

This Path may also be used to represent Reavers and other variations of land-bound raiders, with some adjustments by the GM.

TOLL

The Nomad must spend at least one day a week upon horse/camel back or one month per year amongst his people or be unable to advance in this path.

DESCRIPTION

The Nomad and their fellow tribesmen are fierce warriors, bound by familial honour and the tenets of their culture and beliefs. Their ferocity in battle is only surpassed by their tenacity and stamina. These horse-tribes are expert riders, capable of exceptional feats of horsemanship, endurance and skill.

Nomads are proud people, unbowed by their environment and ready to defend themselves and their people from all who would threaten them. Feuds between clans can last for many generations, but they

are quite happy to put such things aside to unite against an outside threat. The Nomad's mount is of vital importance to him whether it be the proud Zheniri stallion, the tough and stolid primeval Takhi horse of the Khanates, or the rugged and fearless camel of the Badawin. The animals provide meat, milk, blood, skins and the like for the family group, and a man without a mount is seen as weak and unworthy of his status.

The honour of the Nomad does not allow him to kill non-combatants (usually women and children), but taking them as his own after warfare is standard practise. In places where sickness or some other calamity has befallen the clans this restriction is sometimes ignored; the bloody feuds caused by such excesses are without end.

SKILL ATTAINMENT

The Nomad Path may be acquired at 1st Rank. Choose a new skill at 2nd Rank, then at every even Rank thereafter.

LIST OF SKILLS

Berserk Variants

Prerequisites: No purchase is required for Barbarians, and this skill is unavailable to other Professions.

The desert Nomad's berserk ability is a mechanical reflection of her intense religious fervour in battle.

For steppes/plains Nomads it applies to missile weapons only, and resembles a trance-like state where the target is concentrated on by ignoring everything else. She trusts to her mount to keep her from danger.

Environmental Hardiness

The Nomad is unaffected by extremes of temperature similar to their homeland, for a number of hours equal to their Strength. (e.g. a Nomad from the Desert of Songs may ignore the ill effects of high temperatures and has no need to strip down their armour, a native of the Gnawing Waste may similarly resist the effects of cold, etc.) The Nomad may also make rolls to resist disease as if he were 2 Ranks higher, and is immune to diseases found in his homeland.

Forage

This is as the Hunter Skill (See p.13 of the *Dragon Warriors Players Guide*).

Skills available from 3rd Rank

Unarmed Combat

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*). Steppes/Plains Nomads.





Wrestling is a highly valued skill amongst the Khanates and like peoples, bringing much honour to skilled combatants.

Horse/Camel Master

May move about on horse/camel-back using unadjusted Stealth score and may fight from horse/camel-back without penalty.

Navigator - Land

With access to an open sky the character may determine their course and approximate location to within 15 miles by rolling under their Intelligence score.

8th Rank

Bloodrage Variant

(Barbarian Profession only) Desert Nomad. This state is regarded as a state of transcendence where a desert Nomad becomes the holy embodiment of God's vengeance.

Master Bowman

(Barbarian Profession only) Steppes/Plains Nomads. (replaces Bloodrage). This is as the Knight skill (see p.27 of the *Dragon Warriors Rulebook*).

Herd/Flock Master

The character may approach and exhibit a measure of control over any single member or small (1-12 members) group of wild or domestic herbivores, such animals will not react with hostility or be frightened at the character's presence.

10th Rank

Scion of the Sand/Steppes

A number of men (up to 2x the Nomad's Rank) commanded by the Nomad are able to go 'berserk' even if they do not have a Profession. The Nomad's men, his mount and those of his men may travel up to +25% faster and for +50% longer without need for rest or recuperation.

"Give me a horse under me, a blade at my side, and good men of true unyielding courage at my back and I will rule the world or as much of it as I can cover in a lifetime. Those who stay in one place don't own it anymore than a scrubby bush owns the sand it clings too."

—Arakis Tanziana, born of the Steppes, of the Tribe of Mandagral.

"Don't dare to enter any place that a nomad tribe considers sacred. In my misspent youth I was part of a band who looted a lost Kaikuhuran temple in the depths of the Desert of Songs. We had no idea that the local nomad tribe held the place to be the home of their tribal Gods. Even worse we had no idea that the nomads counted six 'Sand Drinkers' amongst their number. What use six against our company of thirty men at arms hardened by war and death in the holy land? Ah, had I a hundred such men we could have stormed the gates of hell itself. I saw our leader, Durag, put no less than six bolts into one of the tribesmen... it didn't stop the nomad gutting him and riding away on his filthy, humped beast. The Sand Drinkers attacked us relentlessly for days, striking at noon when the sun was at its most terrible or in the darkest hours when we shivered and struggled against sleep. Their screaming battle-cry still serves as music for my darkest nightmares. Of the thirty able men we took into the Desert of Songs, only I lived, if you can call this living."

—Aeger the Handless, Beggar in the port city of Mantla.

Chieftain

PROFESSION:

Generally restricted to the Barbarian profession, although maybe available to the Hunter at GMs discretion.

PREREQUISITES:

- *Abilities:* At least 4 Characteristics at 10 or above
- *Minimum Rank:* 6th Rank.
- *Birthplace/Nationality:* Barbarian nations/lands.

TOLL

The Chieftain must always maintain himself as leader of his band. While he may seek advice from his fellows, he should not subject himself to another's rule for more than one month out of twelve or be unable to advance in this Path.

DESCRIPTION

The Chieftain is a leader of men; through a combination of wits, brawn, luck and canniness he has become chieftain of his people, their leader in both peacetime and wartime.

A Chieftain inspires his people in times of hardship, guides them in times of danger and leads them to war in times of conflict. Chieftains can find themselves cast in the role of Adventurer in a number of ways; they may have lost their position due to a younger rival and have no safe place amongst their people, they may be one of a number of rivals who lost out in the struggle to gain chief-hood, or they may no longer have a clan due to sickness, slavery or war. A number of the most famous mercenary captains had their origins in such circumstances.

A number of great heroes have been Chieftains set on a path of glory by the death, disenfranchisement or enslavement of their peoples; gathering to themselves other worthies they set out to deliver their people from bondage or enact revenge upon their slayers earning fame and fortune along the way.

A Chieftain's leadership style is more hands-on than his "civilised" compatriots, and if he wishes to keep his position he must constantly demonstrate that he is worthy of it.

SKILL ATTAINMENT

Two skills are attained at 6th Rank. Choose one skill per Rank thereafter.

LIST OF SKILLS

Hold The Line/Shield Wall!

The Chieftain bellows an order to all friendly characters within hearing range. +1 to Defence for all friendly characters who hear/understand it.

Duration: Expires either 1) after 5 Combat Rounds, or 2) the Chieftain is incapacitated.

Strike from Cover

Following in his ancestors' shadows the Chieftain silently leads his warriors to within striking distance of the enemy. As long as the warriors are able to remain within 100m of their enemy without being seen (i.e.

if the enemy does not make a successful Perception check) their initial assault will give the attackers one round of Surprise and +2 to their Attack.

Hit and Run

At his direction the Chieftain's warriors receive -2 to their Attack, but may move in and out of combat without penalty to their DEFENCE if their opponents strike at them in retreat.

Duration: Expires when another Chieftain Skill is used.

Ancestors' Favour

The Chieftain who has at least one allied Elementalist, Sorcerer, Mystic, Priest or Warlock at his side to declare the ancestors' favour may add +1 to his warriors Attack rolls. The number of warriors affected is 5 x the Chieftains Rank.

Duration: 1d8 + Chieftain's Rank + the ally's Rank rounds.

Inspirational Leadership

By personally leading his warriors into battle, the Chieftain increases the Morale of all friendly troops within sight of him. +1 to Morale roll and +1 to



Cadaver Draconis

Fright Attack roll for all friendly characters in visible range. All characters in an altered state of mind are unaffected (e.g. Barbarians in Berserk/Bloodrage).

Duration: Expires if the Chieftain is incapacitated.

Skills of the Mighty (8th Rank onwards)

Commanding Presence/Fear of the Blood-Letter

A Chieftain can utter powerfully persuasive spoken orders to any characters within close proximity. Any friendly characters of lesser Rank that hear the orders will feel compelled to obey whether by virtue of the Chieftain's sheer charisma or fear of the consequences of failure. Any neutral characters with an Intelligence score that is less than the Chieftain's Rank will also comply with the order.

Duration: Applies during the Combat Round that immediately follows a spoken order.

Stirring Speech/War Cry!

The greatest of war chiefs are known for their ability to instill their warriors with great courage and determination on the eve of battle. +1 to Hit Roll for all friendly characters in hearing range. This speech must be made up to five minutes immediately prior to the outbreak of combat with a known enemy force.

Duration: Expires either a) after 10 combat rounds, b) when the Chieftain is incapacitated or c) immediately after combat ends, whichever occurs sooner.

Formidable Reputation/Death Approaches

By fostering a fearsome reputation, Chieftains can critically weaken their enemies before a single spear is thrown. Prior to the commencement of combat, conduct a Morale check for all sentient enemy characters in visible range with a -1 modifier to the Morale roll. Once combat begins, then each enemy character that failed the Morale check will be Routed immediately after their first injury.

Scion of the Sand/Plains/Forest/Mountains

This is as the Nomad skill, Scion of the Sand/Steppes (see p.14 of this book).

10th Rank

High Chieftain

If more than one Chieftain is present then all Chieftains will defer to the High Chieftain and form an alliance with him, traditional enemies will do so reluctantly. Whilst unwounded the High Chieftain is automatically granted access to his allies stores, supplies, weapons, warriors etc. he may utilise them as

his own and the warriors of his allies also gain battlefield bonuses as his own men do. The High Chieftain gains a +1 modifier to all non-physical statistic checks made when consorting with Chieftains, Medicine Men and foreign nobles.

"Strength is the core of ruling. Bravery is the core of leadership. But all my men have both of those or they would not be my men. I am Chieftain because I must be better than them, and that is hard because I will not have men who could not replace me as my followers. All of you could challenge me. Most of you will never dare, but if you do—know that my love for you will not stop me killing you. I have to be the best or I have no right to rule."

—Jarl Egil Draugrdoom, Chieftain of Mercania.

"By the third month we had conquered the lands within easy march of Fort Beltanus and the Legatus was pushing us to move inland to suppress the Thulish, a particularly quarrelsome tribe that had murdered every emissary we had sent to them. Seven days out of Fort Beltanus our scouts encountered what we took to be the main settlement in a small valley. We moved to surround the barbarians, executing a perfect manoeuvre from Eriditus' Fourth Book of War. This was our first mistake."

"The Thulish chieftain was a cunning man; the settlement was nothing but dozens of hastily built huts with fires stoked by old men and cripples. And the valley it rested in? The thrice-cursed place was home to hellish maggots the size of a man's fist that burrowed into my men's flesh and devoured them from the inside out. The screams of terror echo in my ears to this day. To call what happened next a retreat would be a lie... we routed badly and fled to the valley mouth with all speed."

"In the mad panic to escape I was borne to the ground and twisted my ankle. Were it not for my loyal Optio, Quintus, I would have died there in that valley. Quintus half-carried me to the valley mouth, risking his own life to save mine. We crested the ridge that separated the valley from the forest below long after the rest of the Cohort... and as it happens we were lucky to do so. Spread out along the ridge I saw the corpses of my remaining men, their bodies riddled with the short javelins favoured by the Thulish."

"I scanned the tree line and spied a single man; bear-like in build and bold of stance. Gold gleamed at the man's neck and wrists. This was a man of power, the Thulish



chieftain, the architect of our doom. The Chieftain's face split in a wide grin when he saw myself and Quintus. Then he stepped back into the trees and vanished from view. The chieftain and his men had killed nearly five hundred battle-hardened legionnaires without a single casualty. By the time we made it back to Fort Beltanus there was nothing left of it but smouldering timbers and bleached bones. There is no doubt in my mind that this defeat influenced the decision to pull the legions out of Ellesland three years later."

—Centurion Gaius Tremonius, 7th Legion, 1st Cohort, Selentine Empire. Excerpt from his campaign diary.

Slayer

PROFESSION: Restricted to the Barbarian profession. Once joined, this Path cannot be discarded.

PREREQUISITES: -

- Abilities:* Minimum Strength of 12, Minimum Reflexes of 9, & Maximum Intelligence of 12
- *Minimum Rank* : 1 st Rank.
- *Birthplace/Nationality:* Any land.

TOLL

The Slayer is subject to Death Fury (see below).

DESCRIPTION

The Slayer is but a man, and yet he is also the perfect example of a pure killing machine. His single-minded determination to kill the enemy without fear or remorse is an awe-inspiring sight that commands an almost mystical level of respect from all those who witness his combat skills—even his enemies. Where lesser men might falter and hesitate, the Slayer can be depended on to be the first to attack and the last to retreat.

Slayers are cursed souls who from birth possess an almost total lack of fear. It is this psychological characteristic that is the source of their power. Unlike other Barbarians, Slayers are unable to utilise Berserk and Bloodrage skills; instead, their Berserker abilities are naturally channelled directly into sheer cold, prodigious killing ability.

From a young age, most would-be Slayers are poor at social skills and work hard at back-breaking manual

labour, never thinking to lie or cheat or steal. Later in life, they discover the one vocation that they truly excel at; fighting. Thereafter, Slayers are doomed to leave a bloody trail of death and destruction in their wake.

The world is a simple place for a Slayer; you are either his friend or you are his enemy... and a Slayer's enemy will quickly become a dead enemy. Conversely, a Slayer's bond of friendship is immensely strong. If his friends are in danger, a Slayer will travel the world to find and rescue them—regardless of any danger to himself. Likewise, his friends will do the same for him... usually because they owe their very lives to him.

However, the lot of a Slayer is fraught with peril, as only a very thin line separates the mind of a Slayer from that of a blood-crazed psychopath. Slayers must constantly struggle with their inner demons in order to prevent themselves from succumbing to evil and murdering innocents—friends, women and children alike.

BOWAIN THE AXEMAN

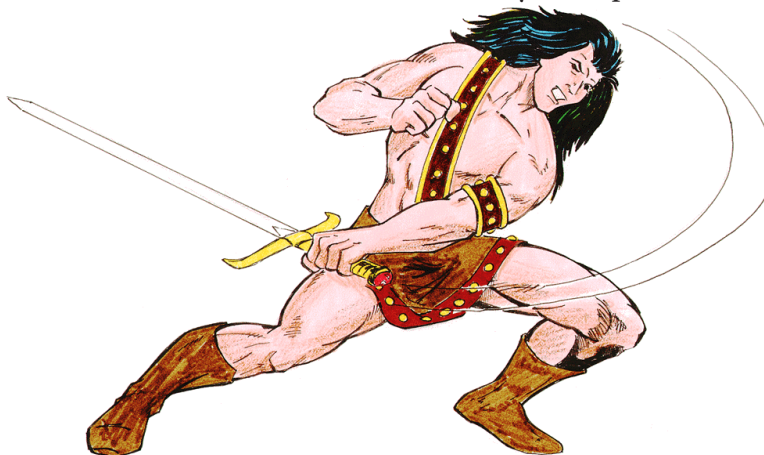
The folk-tales and ballads of Bowain the Axeman tell of a hero that seems truly larger than life. Among the litany of exploits that they attribute to Bowain,

the bards also claim that the Albish slayer was last sighted over twenty years ago at the Battle of Breylak, where an Albish vanguard defeated the final Mercanian invasion force to tread Albish soil. Indeed, so impressive are these stories that young folk

now denounce Bowain as merely a myth. And yet he is a very real man, who now lives out an isolated existence somewhere deep in the Pagan Mountains. Despite his advancing years, the old man is still a deadly warrior and one day he may return to save Albion once more...

SKILL ATTAINMENT

Skills are attained at 2nd Rank. Choose one Skill every three Ranks thereafter. Skills marked with an asterisk can be selected more than once, to a maximum of two times. The Slayer Path replaces all of a Barbarian's normal Skills and replaces any existing Path.



Cadaver Draconis

LIST OF SKILLS

Heavy Weapon Specialist

This skill allows the Slayer to specialise in either a Two-handed Axe or Two-handed Sword. He has +1 to Attack when using the chosen weapon.

Fearless Curse

The Slayer is afflicted by fearlessness. This grants +1 to Attack and -1 to Defence per every 2 Ranks, rounded down (for example, at 9th Rank it grants a +4 to Attack and -4 to Defence). The Slayer is immune to Morale checks and Fright Attacks. Permanent.

Unarmed Combat

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Iron Constitution

Increased endurance to physical pain. The Slayer is immune to knockouts in melee combat and remains conscious down to -2 Health Points. Can survive without food for 50% longer than a normal character.

Stone Fists*

This skill renders the Slayer able to punch enemies with extreme force. It grants +1 to Armour Bypass Roll and Damage in unarmed combat. Unarmoured enemies are immediately knocked-out to 0 HP if the Slayer rolls over the enemy's Strength on their Armour Bypass Roll.

Combat Instinct*

The Slayer instinctively knows what the enemy is about to do. This skill grants +1 to Defence and Evasion for 5 combat rounds. It is useable once per encounter.

Throw Heavy Weapon*

The Slayer can throw his weapon a distance of up to 10 meters. It adds -3 to Attack and Armour Bypass Rolls. if taken again add an additional 5m to the throwing range.

Skills of the Mighty (8th Rank onwards)

Blood Brothers*

Prerequisites: Combat Instinct

The Slayer inspires those around him to suppress their fears and kill the enemy. +1 to Morale for all friendly characters that can see the Slayer for the duration of the encounter. Useable once per day.

Executioner's Blade*

Prerequisites: Stone Fists

The Slayer delivers a devastating overhead smash to his opponent. +2 to Armour Bypass Rolls. One

combat round to recover, during which time the Slayer can only defend (at normal Defence). It is subject to Death Fury - see below.

Blade Tempest*

Prerequisites: Combat Instinct and Iron Constitution

Whirling his mighty blade above his head at speed, the Slayer's weapon emits a high-pitched whine as it cleaves great arcs through the air. Strikes all enemies in range with +3 to Attack and -3 to Defence for 5 combat rounds. It takes one combat round to put this skill into effect and one combat round to recover from its use, during which time the Slayer can only defend (at normal Defence). It is useable once every ten combat rounds. It is subject to Death Fury - see below.

Deathfury*

A player must perform one Death Fury check every time that their Slayer gains or boosts the Executioner's Blade or Blade Tempest skills.

If the player rolls over their character's Intelligence on 1d20 then the Slayer will succumb to their darkest urges and be transformed into a rampaging psychopath; a harbinger of death that lives only to kill others. Once this happens, any person that meets the Slayer—including the Slayer's friends—will be in grave mortal danger. For each new person/creature that the Slayer meets, the player will need to roll under their Intelligence on 1d20 to resist the immediate urge to kill.

Role playing this transformation to mass-murdering killer is not a task to be taken lightly. Afflicted players should consult their GM for further guidance. The only way back from this madness is the potent magical healing of a great Sorcerer. However, this task will be made especially difficult as the Slayer will not actually want to be healed—he will be far too busy killing people. Therefore, a descent into the Death Fury often marks the end of a Slayer as a player character—usually on the sword-point of a former friend...

"Think yersel' a big man do ye, laddie? A mighty warrior to take the head of old Bowain the Axeman, eh? Well, I've cleaved the shoulders of bigger foes than you boy... so many I lost count of 'em years ago. An' they all thought they was special afore I spilled their guts. So, time for one of us to die. An' I don't have time for it to be me."

—Bowain the Axeman.



"It is said that Death himself touches certain men born under his sign. These cursed souls are Death's own harbingers on this mortal plane, destined for no other purpose than to kill or be killed. I knew one of these men, a lonely killer called Argust. He grew up right here in the village but his childhood was brief; his parents were murdered by robber knights before his tenth year. 'Twas this terrible event that put Argust on the path he would walk for nearly two decades. A few days after the murders the shire reeve found the headless bodies of the robber knights strung up in that tree yonder. For the next two decades Argust became death's own shadow; the boughs of trees from here to the capital groaned under the weight of a hundred evil men. To the peasantry he was a hero, to the church and nobility a scourge from God himself."

—Gaston of Tremili, Chaubrettan Bard.

Knightly Paths

Commander

PROFESSION

Restricted to the Knight profession.

PREREQUISITES

- Abilities: Minimum Intelligence of 9
- Minimum Rank: 6
- Birthplace/Nationality: Any

TOLL

The Commander must remain practised in the drilling and leadership of fighting men and must spend at least two months out of every twelve in battle or drill leading a group (8 or more men) of warriors or be unable to advance further in this Path.

DESCRIPTION

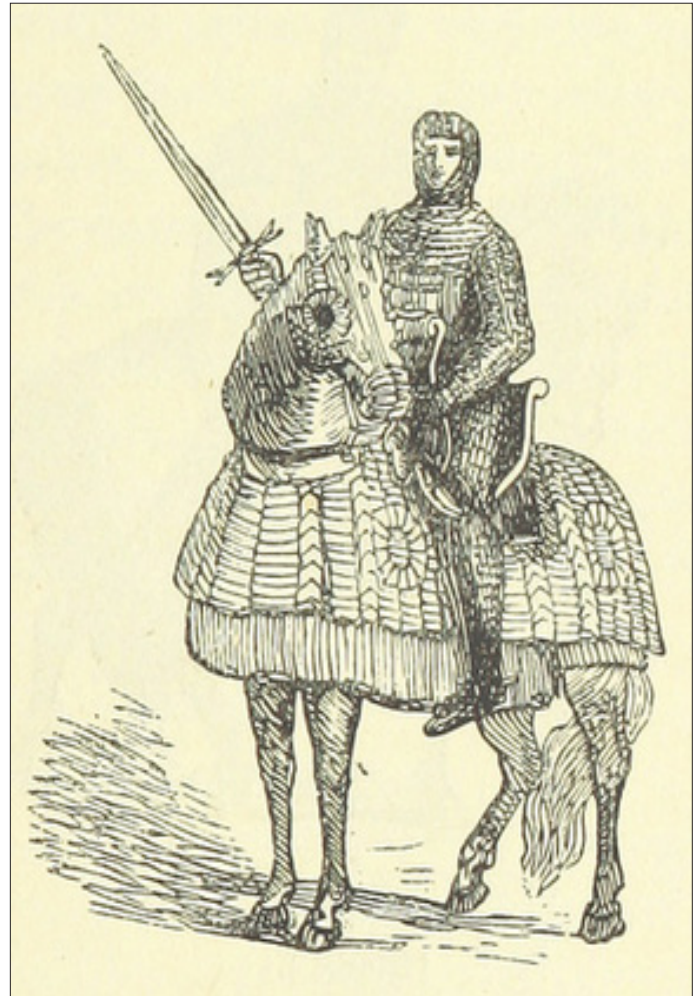
The Commander is a leader of fighting men; the charismatic heart of a group of Knights, Barbarians, Hunters or un-Ranked fighting men. Where the Commander leads his men will follow, whether through gruesome blood-soaked battlefields or storming the most forbidding of fortresses.

The application of leadership skills, teamwork and even sheer charisma is vital in turning a disorganised rabble into a formidable fighting force that can crush weaker foes. Commanders can enhance the fighting morale of soldiers by conditioning them with the enhanced discipline necessary to resist enemy attacks despite unfavourable odds.

If a Commander becomes incapacitated then it is likely that those under his command will lose heart, and he is often a sought out target upon the field of battle.

SKILL ATTAINMENT

All standard Skills and any one optional Skill are attained at 6th Rank. Choose one optional or advanced Skill per Rank thereafter. Skills marked with a boost level can be selected more than once, to a maximum of three times. The Commander Path replaces all of a Knight's normal Skills of the Mighty and replaces any existing Path.



LIST OF SKILLS

Silent Signal

The Commander and his soldiers can clearly communicate simple orders to any friendly characters within sight via hand signals. Commonly employed while setting a Prepared Ambush, this skill can also be used during the heat of battle or in the silence of a dawn raid.

Prepared Ambush

A carefully designed ambush uses the element of surprise to quickly overwhelm an enemy, leaving them shocked and disorganised. When the Commander orders the attack, all friendly characters gain one free Combat Round against the enemy.

Optional Skills

Hold The Line*

The Commander bellows an order to all friendly characters within hearing range. +1 to Defence for all friendly characters in visual range.

Duration: Expires after 5 Combat Rounds, or if the Commander is incapacitated before that.

Phased Movement

Prerequisites: Minimum Intelligence of 12

By combining high discipline with precision orders, the Commander can closely co-ordinate the movement of his troops, thus increasing their speed of attack and retreat. All friendly characters within hearing range may move into combat at half their normal movement rate and still attack. All friendly characters within hearing range may retreat at half their normal movement rate.

Duration: Expires if the Commander is incapacitated.

Coded Message

Prerequisites: Minimum Intelligence of 12

Enables a Commander to read and write secretly coded messages between his soldiers and superiors by dispatch riders or various other pre-arranged physical means, such as flag or fire signals. These covert messages can contain vital strategic intelligence that afford a critical advantage over the enemy.

Inspirational Leadership*

Prerequisites: Minimum Intelligence and Looks scores of 9

This is as the Chieftain skill (see p.15 of this book).

Skills of the Mighty (8th Rank onwards)

Commanding Presence

Prerequisites: Minimum Intelligence of 9 & Minimum Looks of 12

This is as the Chieftain skill (see p.16 of this book).

Stirring Speech*

Prerequisites: Inspirational Leadership and Commanding Presence

The greatest of military leaders are known for their ability to instill their troops with great courage and

determination on the eve of battle. +1 to Hit Roll for all friendly characters in hearing range. This speech must be made up to five minutes immediately prior to the outbreak of combat with a known enemy force.

Duration: Expires after 10 combat rounds or if the Commander is incapacitated before that, or at the end of combat if still in effect.

If taken a second time the effects last an additional 10 Combat Rounds.

Formidable Reputation*

Prerequisites: Commanding Presence

This is as the Chieftain skill (see p.16 of this book).

Master Tactician*

Prerequisites: Hold The Line and Phased Movement and Coded Message

The deadliest of Commanders can instinctively assess a battleground, discerning the optimum location in which to apply decisive force and overwhelm his foe. He can determine an enemy's most vulnerable weak-points and exploit them to the maximum. The Commander may request that the GM hand him a note summarising where the critical enemy vulnerabilities are located—this could be locations, troops or body parts for an individual foe. All friendly characters that are ordered to attack those weak-points gain +1 to their Hit Roll.

Commander-in-Chief

Prerequisites: Formidable Reputation

If more than one Commander is present in a group of friendly characters, then all Commanders will instantly defer to the Commander-in-Chief and form an alliance with him—though if they are of a higher social status than the Commander-in-Chief they will only do so reluctantly. The Commander-in-Chief is automatically entitled to enter the nobility and attend the Royal Courts of friendly countries. The Commander gains a +1 modifier to all non-physical statistic checks made when consorting with lords, nobles or high-born kings.

"The enemy is weak, foolish and afraid. Stand fast, my brave men, and we will give such an account of ourselves today that singers will tell our tale a hundred years hence. Stand with me and we will prevail—we will break the enemy as if they are but rotting leaves. Victory will be ours!"

—Baron Handal, Master Knight of the *First Defenders of Crescentium*.



“What ails ye you motherless sons of ogres? Gather your wits and show these Chaubrettan pigs what we do with fatted sows in Kurland!”

—Ulric Vassling, Kurlish border guard commander.

Crusader

PROFESSION

Restricted to the Knight Profession.

PREREQUISITES

- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Albion, Algandy, Asmulia, Chaubrette, Kurland, New Selentine Empire

TOLL

Crusaders must spend at least one hour per day in reflection and must never suffer the Church, her true servants or treasures to be abused, or the Crusader will be unable to advance further in this Path until retribution has been made.

DESCRIPTION

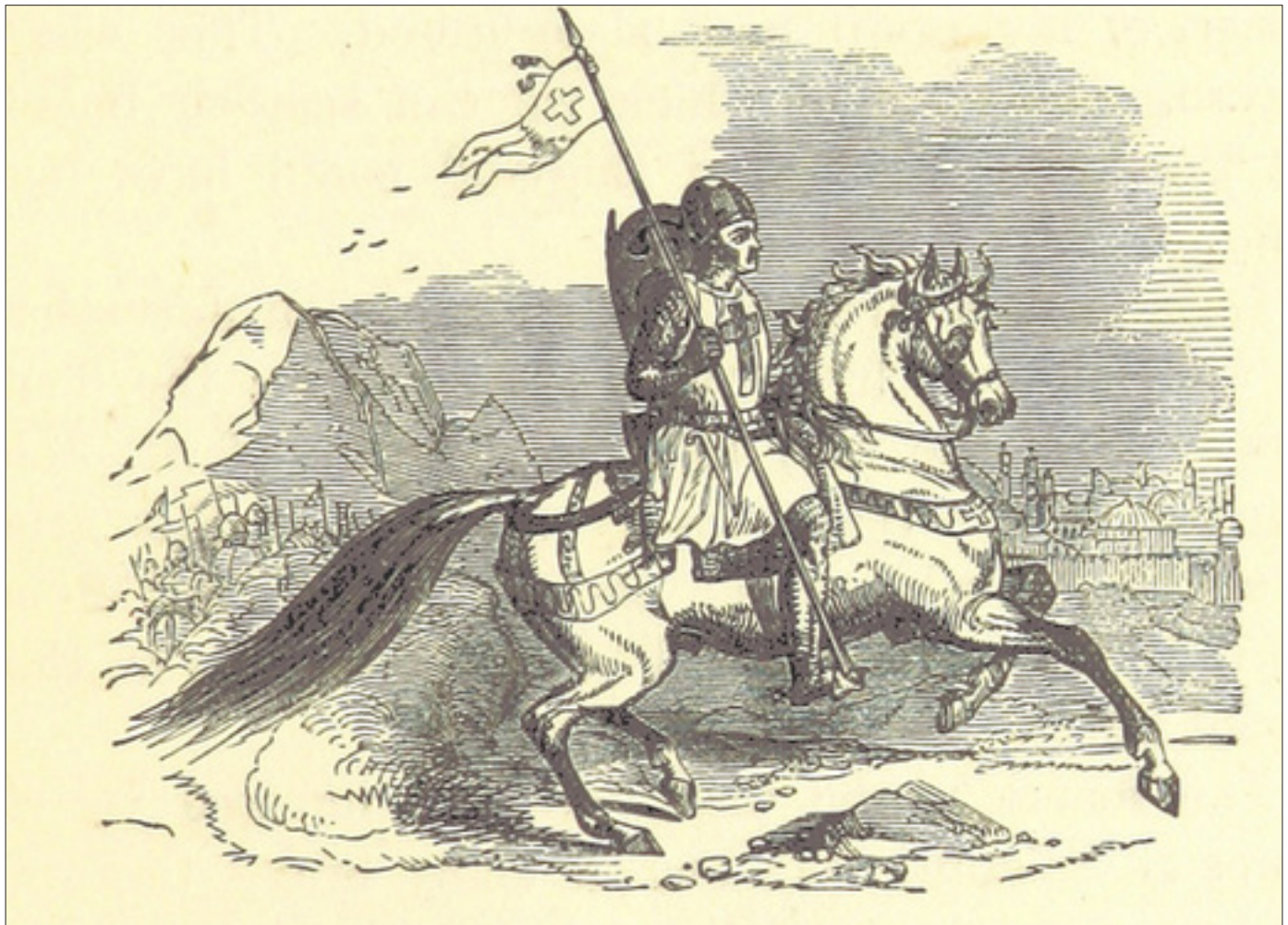
Waging war with burning holy fire in their hearts, many Crusaders are tainted by the zeal and fanaticism

that is the price they pay for their holy mission. The Crusaders are known by various terms—some not particularly affectionate—but in most ledgers they are recorded as the Militant Faithful or the Knights of Gatanades. Crusaders see themselves as undertaking a pilgrimage, at least at first, though in truth many fall by the wayside; neglecting their holy mission for the temptations of the flesh, the purse or simply losing themselves in the strangeness of the Ta’ashim lands.

Each Crusader swears a votus to be fulfilled on arriving in Ibrahim, and they are granted dispensation to have a cross sewn or otherwise displayed upon their tabards and shields. Many Crusaders, especially those of the stricter holy orders take other vows; of poverty, of silence and of penance.

SKILL ATTAINMENT

Choose two Skills at 1st Rank then one at 3rd and 6th Ranks, and one optional or advanced Skill at 8th Rank and every Rank thereafter, from either the Crusader or Knight core Skills lists. Skills marked with a boost level can be selected more than once, to a maximum of three times.



LIST OF SKILLS

Disciple of the Faith

Having given up their worldly goods, Crusaders may be assured of a gift of wholesome food and drink up to twice per day from believers of the True Faith. Also receives one other low-value but good-quality commodity such as a blanket, once per week.

Prayer

Quiet recital of scripture. Calms self. +1 to Morale for 5 Combat Rounds. Once per day.

Words of Comfort*

Short recital of scripture or soothing words of wisdom. Temporarily calms others for 5 combat rounds and +1 to Morale. If taken a second time the Skill provides an additional +1 to Morale.

Iron Fortitude

Prerequisites: Pious Devotion

Can perform an exhausting menial task—such as building a small defensive fortification—in just half the time of a normal character.

Blessed Constitution

Prerequisites: Pious Devotion

Increased endurance to physical deprivation. Remains conscious down to -2 Health Points. Can survive without food for 50% longer than a normal character.

Blade Blessing

Before battle, the Crusader can kneel in vigil over his weapon, asking for the Saviour's blessing upon it. This vigil must last for at least one hour and during that time the Crusader can take no other action. During the Crusader's next combat encounter there is a 10% chance per Rank that his blade will act as a +0 magical weapon (i.e. without additional bonuses but able to inflict damage on opponents that could normally only be harmed by an enchanted weapon). The weapon returns to its original status at the end of the encounter.

4th Rank

Divine Zeal

The Crusader suddenly has a fervent belief in the righteousness of his Crusade. +1 to Attack for 5 Combat Rounds. Useable once per day. If taken a second time the Skill provides an additional +1 to Attack.

Pious Devotion

After taking a moment to remind himself of his oaths and the holy cause he fights for, the Crusader receives +2 to Magical Defence to resist forms all forms of magical mind control and may add his Rank to the result of a Looks roll against him. Useable once per day, lasts for 1 hour.

Skills of the Mighty (8th Rank onwards)

Banner of His Word

Prerequisites: Words of Comfort

The Crusader may carry an icon of the Saviour as a flag and may use it to rally his companions and retainers in battle, allowing them to re-roll morale and fright attacks. UnRanked NPCs employed or commanded by the Crusader (i.e. Hot-bloods, etc.) can become 1st Rank Knights in half the usual time (see p.116 of the *Dragon Warriors Rulebook*). Useable once per encounter.

Protector of the Faith

Prerequisites: Pious Devotion

Having mastered the holy martial arts, the Crusader turns his mind to developing a true appreciation of the mysteries of his Lord and Saviour. He may select a single Optional Skill from the Priest Profession.

"My sword for the Father. My armour for the Saviour. My shield for the Holy Cross. My blood for the Pontiff. And my life for the Holy Land. Ours is the righteous war and the noblest of callings. Kill them all! Take no prisoners! The Saviour will claim his own at the gates of Heaven."

—Sir Ector of the Cross, Knight of Crescentium.

"I spent my first months in Ta'ashim lands neck deep in the blood of infidels. Twas a grim task, more suited to a butcher than a servant of God. I think I may have gone mad were it not for Friar Julian. He showed me that the duty of a man of the cloth is first to protect

God's people from the dark things that dwell in the shadows. Let the proud sons of Algandy and Chaubrette bathe in Ta'ashim blood... I will draw my blade only against the real demons that lurk in these strange lands."

—Quillion of Amata, Priest and Knight Capellar.



Questing Knight

PROFESSION

Restricted to the Knight Profession.

PREREQUISITES

- *Abilities*: Minimum Intelligence of 9
- *Minimum Rank*: 4th Rank.
- *Birthplace/Nationality*: Usually the Coradian lands, but similar individuals can exist in other cultures.

TOLL

None, at least at first....

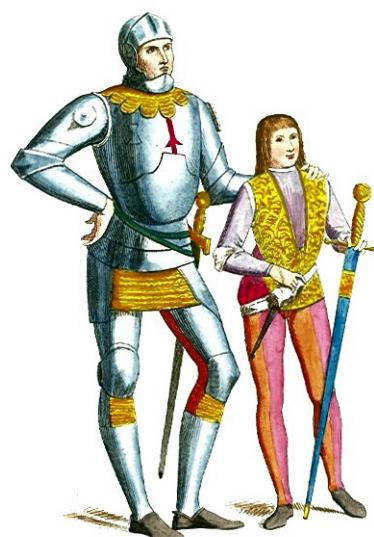
DESCRIPTION

Sworn to uphold the chivalrous code that is their calling, Questing Knights take solemn holy vows to protect those less fortunate and uphold the honour of the Saviour. They leave behind the relative safety of their holy order or their liege and roam the land in search of miscreants, robber knights or foul, unnatural creatures from the Pit. Questing Knights are bold and courageous champions of virtue... or at least, those are the idealistic notions which start them on their lonely journey.

Many of the richest high-born Questing Knights will insist on adopting a companion or squire on their travels, who will carry and clean the Knight's equipment and perform mundane tasks such as cooking food. Despite their company, Questing Knights still feel a large weight of loneliness on their shoulders, a burden of duty that they cannot share with their squire.

Questing Knights are capable of great heroism and will be the first to volunteer for an epic journey into the darkest peril. When the fate of a kingdom rests on the defeat of insurmountable evil, you will find a courageous Questing Knight pledged to vanquish the foe—even if that task may take years, perhaps decades to fulfil.

The lot of a Questing Knight is not often a happy one, however. As the years wear on and the Questing Knight faces danger after danger without reaching their ultimate goal, they will begin to doubt their self-worth and lose their sense of purpose, rendering them increasingly susceptible to madness. They may become tragic broken figures, wracked with guilt and bitterness at their self-sacrifice—their holy mission seemingly a lost and hopeless cause.



DON FERSANDO OF MANTLA

Wandering the fay-touched wilderness of Algandy may be found a self-styled paragon of the knightly ideal; a staunch defender of the weak and helpless against threats from murderous beasts, sorcery and unjust Lords. His epic exploits are many, as Algandian folk-tales will attest. His faithful companion on his lonely wanderings is a simple peasant by the name of Muneo, who Don Fersando refers to as his squire.

Folk-tales paint Don Fersando as a fearless champion who has triumphed on many suicidal expeditions into the lairs of evil creatures and wicked fay beings, though whether the reality matches these tall stories is a different matter altogether.

SKILL ATTAINMENT

Skills are first attained at 2nd Rank. Choose one additional Skill at 3rd and 6th Ranks, and another at 8th Rank and every Rank thereafter, from either the Questing Knight or Knight core Skills lists.

LIST OF SKILLS

Prayer

This is as the Crusader skill (see p.22 of this book).

Pious Devotion

This is as the Crusader skill (see p.22 of this book).

Divine Zeal*

This is as the Crusader skill (see p.22 of this book).

Chivalric Duty*

When acting in accordance with the oaths he has taken the Questing Knight is able to summon extra reserves of willpower to aid him in his struggle. The Questing Knight may temporarily add +1 to a single

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attribute for a single action; to lift a cart off an injured peasant, to catch a falling child, etc. Once per day.

Romantic Passion

The fires of the blood may aid a Questing Knight in his mission, but they are a double-edged sword which one must be wary of wielding. In matters of chivalry and his quest the Questing Knight may add +1 to any Looks rolls made, however to do so is to allow one's heart dominion over one's faith and for the remainder of the day those making Looks rolls against the Questing Knight will do so as if they possessed a Looks score of +1.

Faithful Ignorance*

The Questing Knight need know nothing more than what is needed to serve his lord, his lady and his quest. He is not presumptive in his knowledge and his curiosity is tightly bound. The Questing Knight may add +1 to Magical Defence if he subtracts -2 from his Perception. This is a permanent alteration and requires a solitary ritual to be performed for a full day of seclusion.

Serenity

Prerequisites: Pious Devotion

The Knight has adopted the holy virtue of Temperance and he is not subject to the surging tides of emotion that cloud the minds and hearts of others. The Questing Knight may add +1 to resist attempts to alter his emotions either by magical or conventional means. Once per day. If taken a second time the Knight's companions also receive +1 to resist similar blandishments whilst in his presence.

Skills of the Mighty (8th Rank onwards)

Holy Mission

Prerequisites: Divine Zeal

The Questing Knight will take a solemn vow to succeed in a noble challenge of epic proportions, with the fate of whole nations at stake. This takes the form of a bargain between a sponsor—perhaps a king or noble—and the Knight. In this state of intense psychological pressure, a Questing Knight who is undertaking a Holy Mission is at an elevated risk of permanent psychological damage, suffering a +1 modifier to all Insanity rolls and the rounding up of Madness rolls to the nearest even number (see p.24 of the *Dragon Warriors Rulebook*). The effects are as the Assassin skill Deathvow (see p.44 of the *Dragon*

Warriors Rulebook) with the exception that the Questing Knight must still eat and sleep as normal.

Shield of Faith

Prerequisites: Faithful Ignorance

The endless, fruitless questing eventually breaks the mind of the Questing Knight and leads him into a fantasy world of his own making; a tissue of delusions where donkeys take on the aspect of mighty steeds, peasants become soldiers and bar wenches are beautiful princesses. The Questing Knight thus assumes a heroic outlook without fear or doubt of any kind, and fixates solely on "the Quest". In this shattered mental state, the Questing Knight is immune to all forms of mind control and fear attacks, but suffers a +1 modifier to all Insanity rolls and the rounding up of Madness rolls to the nearest odd number (see p.124 of the *Dragon Warriors Rulebook*).

"Here me, oh Saviour. Long years have I wandered these accursed lands to prove my honour, slaying wicked demons and withstanding great hardships and temptation. I beseech thee Lord—for am I not worthy? Have I not proved my devotion? Lord, lead me to that which I seek!"

—Don Fersando of Mantla, Knight Errant.

"I left my home, my family, my friends, and all I still hold dear for this quest. And I'd do it again. And again. And again. It is... my duty."

—Francois Fountambard of Meore.

"I was camping near the village of Corin's Ford when I saw him. A wretched spectre, translucent to my eyes, and faced wracked with pain. To my eyes this was not a spirit bent on harm, but rather some poor wretch unable to find his final peace. I spoke with the spirit and learned he was the village miller, foully murdered by a lowly adventurer who coveted his wife. I brought swift justice to the matter... heed me squire, there is more than one way to set a ghost to rest."

—Lady Isolde of Tromlin, Questing Knight.

Man-At-Arms

PROFESSION

Restricted to the Knight Profession

PREREQUISITES

- *Minimum Rank:* Must be taken at 1st Rank only.
- *Birthplace/Nationality:* Any land.



TOLL

Unlike most Paths the path of Man-at-Arms must be taken at character creation, and may not be taken at a later date. If a Man-at-Arms is awarded or somehow inherits a knighthood they lose the ability to advance further on this Path. Knights who were Men-at-Arms retain knowledge of the Path Skills gained before they attained knighthood.

Men-at-Arms do not automatically gain those abilities that a typical Knight is blessed with; they do not possess the Ride Warhorse skill and do not receive the social benefits of knighthood.

They must also purchase the ability to wear Plate Armour as one level of the Skill, Armour Proficiency. The Plate Armour in their initial equipment is replaced by Mail Armour, though the difference in monetary value goes into their purse.

DESCRIPTION

Whether a sergeant-at-arms, an esquire or other stripe of nobility; Men-at-Arms answer the call to war. Whilst a Knight is by all measures a “man-at-arms”, a Man-at-Arms is not necessarily a Knight and it is from the Ranks of those armoured non-Knights that the followers of this Path are drawn.

Men-at-Arms are first and foremost professional soldiers, and whilst they may well be minor nobility they are not granted the rights and privileges that come with knighthood, possessing neither the lands, Rank or education of a true Knight.

Knowing little of courtly life, they must learn their profession through hard fought combat—usually on a blood-soaked battlefield—and will be treated as little more than serfs by most nobility.

SKILL ATTAINMENT

Skills are attained at 1st Rank. Choose one additional Skill at 3rd and 6th Ranks, and another Skill at 8th Rank and every Rank thereafter, from either the Man-At-Arms or Knight core Skills lists.

LIST OF SKILLS

Trade

Each Man-at-Arms begins with a basic trade which may be chosen or rolled randomly on the Background tables (see p.54 of the *Dragon Warriors Rulebook*).

Forgecraft

The character has the ability to effect repairs in arms and armour, which decreases repair times by 5% per Rank.

Weapon Focus

The Man-at-Arms spends additional time training with the weapons in a single Weapon Group (see p.38 of the *Dragon Warriors Rulebook*), learning how to use them with deadly accuracy. +1 to Attack for 5 combat rounds when using any weapon in the chosen group. Once per encounter.

Can be taken again for a different weapon group.

Move as One

When acting as part of a unit the entire unit uses the highest individual value for initiative, morale and movement. The members of the unit also receive only half the normal negative modifiers for being flanked or attacked from behind.

Combat Instinct

Instinctively knows what the enemy is about to do. +1 to Defence and Evasion for 5 combat rounds. Once per encounter.

Boosts: Additional +1 Defence per boost.

Unarmed Combat

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

United We Stand

The Man-at-Arms is able to bridge the divide between the nobles and peasants, forging loyal bonds with ordinary working men. Retainers

secured by Man-At-Arms cost half their usual price per day and make Morale and Fright checks as 1st Rank Knights. They may advance from Bearers to Hot-bloods and then 1st Rank Knights/Hunters.

Ride Warhorse

This is as the Knight skill (see p.26 of the *Dragon Warriors Rulebook*).

Dirty Fighting

The Man-at-Arms is adept at trickery to gain an advantage in a fight. The Man-at-Arms can, following a successful Attack roll, give up his normal attack in a round to cause one of the following effects to an opponent:

- Throw sand/dust in the opponent's eyes and



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Blind him for 1d4 rounds.

- Loosen the opponent's armour fastenings, to reduce his Armour Factor by 1.
- Knock an opponent prone.
- Manoeuvre an opponent into a position of tactical penalty. -1 Attack and Defence.
- Other effects which may be determined by clever players and GMs.

Smite

Prerequisites: Minimum Reflexes of 12

When the Man-at-Arms rolls a Critical Hit, in addition to the normal benefits, he can immediately take a second attack.

Armour Proficiency

Men-at-Arms must purchase this skill in order to wear non-enchanted Armours of Armour Factor 5 without penalty.

Skills of the Mighty (8th Rank onwards)

Weapon Mastery

Prerequisites: Weapon Focus & Combat Instinct

The Man-at-Arms is a master in the grim art of martial combat. Continuing his training with a weapon, they practically become an extension of himself. Additional +1 to Attack when using any weapon in the chosen group.

Can be taken again for a different weapon.

Commanding Presence

Prerequisites: United We Stand & Minimum Intelligence of 9

This is as the Chieftain skill (see p.16 of this book).

"No honour—except that of being an honest man. No glory—except that found in winning battles. No title—except that of being a Freeman. And I'll fight anyone who tries to tell me that I need any more of those things than I already have."

—Tomas of Broadacre, Veteran.

"I've served barons, abbots, merchants and magicians, but I've bent knee to none of them. I will fight their battles and train their men if they can offer me safe haven, wine, whores, and silver aplenty. They can have my loyalty but my honour, that they'll never buy."

—Gannut, Cornumbrian Captain

ELEMENTAL PATHS

Druid

PROFESSION

Restricted to the Elementalist Profession

PREREQUISITES

- *Abilities:* Minimum Strength of 9, Minimum Reflexes of 9, & Minimum Looks of 9
- *Minimum Rank:* 3rd Rank.
- *Birthplace/Nationality:* Mainly restricted to Glissom, Cornumbria and Ereworn and scattered wilderness areas of Thuland, Algandy, Chaubrette and Albion.

TOLL

A Druid must observe the solstices and the four Fire-Festivals of Imbolc, Beltane, Lammass and Samhain peculiar to his beliefs, if he is unable, for whatever reason, to do so he may not advance further in this Path until he makes amends the following year. He must also take no part in activities that further erode the old ways; whether advancing the cause of the 'True Faith', despoiling ancient sacred places or plundering his people's heritage.

DESCRIPTION

Druids are the ancient priest/magicians of the earlier inhabitants of Ellesland, Algandy and Chaubrette; members of their order still eke out a lonely existence in the forests and wild places of those lands to this day. Druids do not follow a central authority and their manner of dress varies from area to area; those who used to dwell on the mainland were said to wear long ivory robes, but those most commonly encountered in Ellesland run the gamut from dour rough-spun brown robes, brushed woolen tunics under a cloak of seabird feathers to the dark blue and silver trimmed robes of the high druids of Ereworn. Their strongest presence in this day and age is found in Glissom, where those aspected to Fire act as sacred priests of Brigantia (see p.11 of *Prince of Darkness*).

Druids preserve the legends and stories of their people through tale and song; they were once advisers to kings but now tend to keep to the shadows in all places of their former territories bar north-eastern Ellesland. The teachings of the druids of Ellesland (and perhaps their 'lost' mainland cousins) follow the idea of three sacred elements of Sky, Water and Earth,



which achieve fulfilment through a sacred flame. The majority of druids awaken to these three elements which they believe each consist of three subsidiary elements (though the identities of these subsidiaries tend to vary from location to location and conflict over doctrine regarding these sub-elements has caused not a little trouble over the centuries). In most areas those Druids who awaken to Fire often find themselves called to be rite masters and set as guardians over these sacred flames.

Whilst the dour solitary druid or group of sinister hermits are not without representation in Legend, many druids form circles of associates to assist them in their duties tending to the land and its peoples.

SKILL ATTAINMENT

Whilst one may begin their druidic training at 1st Rank they are not initiated into the inner mysteries until they have reached 3rd Rank.

Skills are gained at the rate of one every 2nd Rank from 3rd Rank onwards. eg. 3rd, 5th, 7th, 9th, 10th.

LIST OF SKILLS

Potion Brewer

A much restricted version of the Sorcerer skill *Alchemy* (see p.30 of the *Dragon Warriors Rulebook*), Druids may learn to prepare one potion per Rank. Starting at 1 when they gain the Potion Brewer Skill, then 1 per Rank thereafter. Potion recipe learned is of the player's choice.

Channelling

When gathered at an ancient site of power, Druids may channel the energies of the site in order to cast their magics; spells cast in this manner cost only half the normal Magic Point cost. GM discretion determines whether a site is suitable for channelling.

Ritual Magics

These magics are ancient and powerful, often requiring time and multiple participants to perform. 1 ritual is learnt each time the Skill is taken. Rituals enable those of lower Ranks to work together to

produce powerful magics if given the correct ritual items and time (Determined by the GM). Rituals rarely exist for spells below 7th Rank. Only one individual involved in the Ritual must know the Ritual Magic in question. For example, a coven of Balor Cultists uncover an ancient ritual to enact the spell *Give Up The Dead*; it requires 8 Ranks worth of Elementalists, 40 minutes (Rank of spell x 5 minutes), 8 jars of ground bone and 8 HPs worth of blood to be cast upon the earth.

Lawyer's Tongue*

Through hard won experience or tutelage the character is able to add +5% to the desired outcome of a criminal trial. (see p.194 of the *Dragon Warriors Rulebook*).

Herbalism

Herbalism allows the Druid to create, from ingredients gathered in her environment, a number of herbal remedies and potions. These differ from the potions created by other sorcerers in a number of ways. It takes a week of searching to gather the ingredients to create a herbal remedy, but with the ingredients on hand, the Druid can put together a remedy in minutes. Once created, they will not keep more than a week. These remedies are intended for

use at or near at the time they are created.

Healing Balm: This will restore 2 Health Points to the recipient. A person may only receive benefit from one use of healing balm per day (it is useful in bringing a person back from the brink of death and also as an aid to natural healing – the 2 Health Points gained are in addition to any gained by recuperation. If a healing balm is applied for two consecutive days, the character can be considered to have entered recuperation even if the four day period normally needed for that process to begin has elapsed.

Balm against disease: This remedy aids in the recovery of disease. If a person has failed the Strength saving throw needed to avoid contracting a disease that day (or which is needed to recover from the disease)



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he will gain a second saving throw by drinking this tea.

Balm against madness: In each week that this remedy is taken every day, a person suffering from madness has a 1 in 20 chance of recovery. In the case of intermediate madness, the cure may not become apparent until a triggering event occurs.

Read Weather

The character is able to determine future weather conditions out to 24 hours at 50% accuracy +5% per Rank.

Navigator - Land

This is as the Nomad skill (see p.14 of this book).

Musician*

Many druids possess a special talent for the musical arts, which permits them to influence their followers or onlookers via a Looks roll. This skill affords a +1 modifier to musical Looks rolls, and may affect an audience of up to ten times the Druid's Rank of people. This skill may be used to influence non-human, animal or supernatural individuals, at the GMs discretion.

Boosts: If taken a second time this Skill provides an additional +1 modifier

Talespinner*

A master storyteller can hold the rapt attention of their audience with dramatic myths and stories, and are able to pull others into the realms of the imagination with them. The audience must understand the druid's language. This skill affords a +1 modifier to conversational Looks rolls and may affect an audience of up to ten times the Druid's Rank of people. This skill may be used to influence non-human or supernatural individuals, at the GM's discretion.

Boosts: If taken a second time this Skill provides an additional +1 modifier

Divination

The Druid may only use this ability if he has access to the open night sky or to an animal or human whose entrails he can examine. (As the Sorcerer spell, see p.83 of the *Dragon Warriors Rulebook*).

Sacrificial Magic

This dark and ancient art involves the ritual sacrifice of an animal or human through the threefold death; Animals provide 1 Magic Point per Rank equivalent, humans provide 5 Magic Point per Rank.

"This was our land from the dawn of days. From the first moment a man knew he was a man. We are of this earth because we made of this earth. We live of these

waters because the waters of the rivers is the water in our blood. We look to the sky because in the sky is all knowledge and wisdom just out of our reach, but there for us to reach for. We need not label our faith as true... it simply is, always was, and always will be."

—Radivon Skyseer.

Necromancer

PROFESSION

Restricted to the Elementalist Profession

PREREQUISITES

- *Minimum Rank:* 1st Rank.
- *Birthplace/Nationality:* Any land.

TOLL

Necromancers are subject to *Aspects of the Dead*.

As the Necromancer gains in power the flow of deathly energies through his mortal frame begin to take their toll; for every three Ranks that a Necromancer gains he takes on an Aspect of the Dead, these aspects have only a cosmetic effect but will certainly affect social interactions that the Necromancer may engage in.

Examples of Aspects of the Dead: The Necromancer's skin becomes as cold as the grave, he takes on a deathly pallor and the ashen complexion of the dead, his voice becomes soft and sepulchral issuing from the air about the Elementalist rather than his throat, or a deathly chill mist hangs about him whenever he ventures out of doors. Others may be determined at the GM's discretion.

Because of the touch of the dark realms of the dead upon their magics, Necromancer spells are automatically aspected towards Darkness and act as the Darkness variants. A Necromancer must spend twice the normal Magic Point cost if he wishes to use the non-darkness version of the spell. (Note that whilst Darkness versions are often more powerful, many of them have aspects which one of good intentions may not wish to unleash on the world.) It is also because of this that they are unable to access the Raw Power ability of other Elementalists.

DESCRIPTION

Scorned in most of the Lands of Legend the practise of these magics is not the sole domain of black-hearted villains and fiends. The talents of those who traffic in souls are in demand by those common peoples and rural folk who rely on them to keep the hungry dead at bay or bring them word of their lost loves. Necromancy is the domain of those Elementalists



who walk a path apart from their brethren, breathing in the energy flows of the lands of the dead as their brethren breathe the energy of the living world.

Necromancers were sought out and performed their art with official sanction in ancient empires such as Emphidor and Kaikuhuru and they still work at least somewhat openly in the paternalistically termed 'barbarian' nations that surround the Coradian and Ta'ashim lands. There are even rumours of clergy practicing necromancy among certain sects of believers in both the 'True' and Ta'ashim faith, though it is unlikely that true Necromancers are concealed among them. The most dangerous places to be a Necromancer in Legend are Algandy and Zhenir, where even other

sorcerers and their ilk will turn them over to the religious authorities either through fear of their dark powers or in order to purchase leniency for themselves.

Whilst the priests, shamans and sorcerers of many cultures have truck with the dead, their interactions are limited to guiding them to their final rest, to summoning them to speak prophecy or to harness their base remains as servants or guardians. Only the Necromancer wields power over the immortal soul. The

manipulation of souls is a terrifying power to those who do not walk the dark paths of the Necromancer; they speak of foul and morbid rites in mouldering graveyards, desecration of mortal remains and the shackling of souls to the will of one who has given themselves fully over to darkness.... and amid the steaming jungles of Mungoda, the wastes of Krarth and other dark corners of Legend there are those who certainly fit this mold, but they are not the only practitioners of this most ancient of arts.

Whilst most Necromancers follow the teachings of the ancient ways based on what they are taught by their mentors, others have sought to record their art

and beliefs in more tangible form; scribing the secrets of the soul and the dead in tomes and on stone tablets. Some of these writings are whispered of in hushed tones amongst scholars and clergy alike, others such as The Ivory Stair and the Codex of Arimus are never mentioned without accompanying prayer; still others, such as the scriptures of the holy men of Batubatan, form the basis of funeral rites and teachings of the afterlife for an entire society.

SKILL ATTAINMENT

Gained at 1st Rank then 1 skill every 2nd Rank from then on.

LIST OF SKILLS



Necromancy*

Special *Case:*
Necromancy may be taken 4 times in total.

At the most basic level (minimum of 2nd Rank) the Necromancer may use his Magical Attack at a cost in Magic Points equal to the victim's Rank to disrupt the bond between soul and flesh momentarily; stunning them for 2 rounds.

At the next level (minimum of 4th Rank) the Necromancer may use his Magical Attack at a cost in Magic Points equal to the victim's Rank to extract a victim's soul

then temporarily bind it into a prepared ritual object; allowing the Necromancer to control the person's body and mind as if they were Enslaved (as per the Sorcerer spell) for an hour/Rank. The victim must be bound or otherwise restrained during the process which involves anointing with oils and a 10 minute ritual.

At the next level (minimum of 6th Rank) the Necromancer may use his Magical Attack at a cost in Magic Points equal to the victim's Rank to entrap their soul within an animal's body or human corpse for 1 day/Rank of the Necromancer. The original body acts as if Enslaved (see above) and the entrapped soul will often do anything to secure release from its prison.

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The victim must be bound or otherwise restrained during the process which involves anointing with oils and a 30 minute ritual.

At the final level (minimum of 8th Rank) the Necromancer may use his Magical Attack at a cost in Magic Points equal to the victim's Rank to permanently Enslave the soul itself (or until the Necromancer wills it otherwise or is killed) and it may be used as a ghostly spy/infiltrator or sealed within another body to control it on the Necromancer's behalf). The victim's body becomes a mindless slave, or may be used as a vessel to give 'life' to a summoned incorporeal undead. The victim must be bound or otherwise restrained during the process which involves anointing with oils and a 60 minute ritual.

Undead Lore

The Necromancer has knowledge of those strange and enigmatic beings that exist beyond life and death. He may roll under his Intelligence when he encounters such a being to see if he has learnt any of its powers or weaknesses. A roll of 1 indicates he has full and exhaustive knowledge, a 20 may lead to trouble. For example: 'My companions! Fear not this ragged form as it is but a witless remnant of the dead chieftain, and we may ignore it as we... Aaaargh! Aargh! Oh, God. Oh, God, Not my eyes... not my eyeesssssss!'

Summon the Dead

A Necromancer may draw down the shade of someone who has died. The shade's demeanour will depend on its former relationship to the Necromancer or his community. Shades are the beings known as Ghosts but due to the ritual nature of their calling they do not automatically inflict a Fright Attack, unless they become enraged.

Skills of the Mighty (8th Rank onwards)

Summon the Great Dead

Expending Magic Points equal to the Rank of the creature the Necromancer attempts to summon a dead or undead spirit of 5th-10th Rank equivalent, for example: a Wraith, Jumbee, or Spectre. The being will be neutrally disposed towards its summoner. Great Dead are often called upon to defend their ancestors, or answer questions of antiquity, and so forth.

10th Rank

Bind the Eternal

A Necromancer of this power may prepare a special container; such as a skull, ring, amulet or the like, and within it bind a summoned incorporeal undead for an amount of time. The being must resist the Necromancer's Magical Attack or be bound within the item. When the Necromancer does so he then rolls a d20 adding +1 to the roll for each Rank he holds above the being in question the roll indicates the number of years the being will be bound. A roll of 1 indicates the object has sundered and the undead is loose, a roll of 20 indicates the being is bound until released... perhaps forever. Powerful Necromancers may have entire 'libraries' of souls, which they may communicate with at will, the trapped beings are often eager to share what knowledge they possess for a promise of future freedom.

"Death is but a door and I hold the key to it. The key is such a burden but someone has to hold it. My forebears wrestled it from the Grinning Skull of Death Himself, or so the old lore says. Now we simply learn it and become wise in it, and use our lives to know death, so in our death, we can truly know what life is."

—Marcus Sanfarsis.

SORCEROUS PATHS

Court Wizard

PROFESSION

Restricted to Sorcer Profession, Rare amongst Elementalist, Mystic and Warlock.

PREREQUISITES

- *Abilities:* Minimum Intelligence of 12
- *Minimum Rank:* 4th Rank.
- *Birthplace/Nationality:* Any land.
- *Additional Requirements:* Member of a noble family.

TOLL

Court Wizards have few restrictions to advancement but they must take care not to besmirch or sully either their lord's or their own reputation through their actions or overt use of their power.

Court Wizards are skilled in spells which have leave no visible sign of their casting, but suffer in that they are unable to practise more blatant magics regularly. Court



Wizards receive +1 to their Magical Attack/Magical Defence or +1 Speed to subtle spells and -1 Magical Attack/Magical Defence or -1 Speed to more vulgar displays of sorcery. The GM should ask the Court Wizard's player to explain how they used a spell subtly in cases of any doubt and make a ruling - somebody who manages to pull off a subtle casting of Nova might well deserve some extra experience points.

DESCRIPTION

Rare and shrouded in mystery, Court Wizards tread a thin line between between honoured courtier and shunned heretic.

After serving in the role of page or assistant to a Court Wizard for a number of years a Sorcerer will often find that though he is fully trained and qualified, there is little option for advancement whilst the current Court Wizard remains.

And like sons who may be hungry for power, prospective Court Wizards are sometimes sent out into the world to 'find their way' rather than have them cause disruption; and during such times they may fall in with those rough folk known to commoners as Adventurers...

Court Wizards are trained in matters of protocol, court politics and in using their considerable powers in unique ways to assist their liege lord and his court. The Court Wizard may operate openly or as a sage advisor (see p.78-80 of the *Dragon Warriors Players Guide*); either way they are watched carefully by members of the clergy who may be present at court for signs of devil worship or idolatry.

Court Wizards must be masters of subtlety in order to be of service to their lords, at least early in their career, this is both to their advantage and to their lieges; for a Sorcerer who does not display his power is less likely to be seen as exerting an unnatural influence over the court, and a lord is less likely to be perceived as weak for relying on a Witch to support his power.

SKILL ATTAINMENT

Sorcerers are able to join the esteemed Ranks of the Court Wizard at 4th Rank.

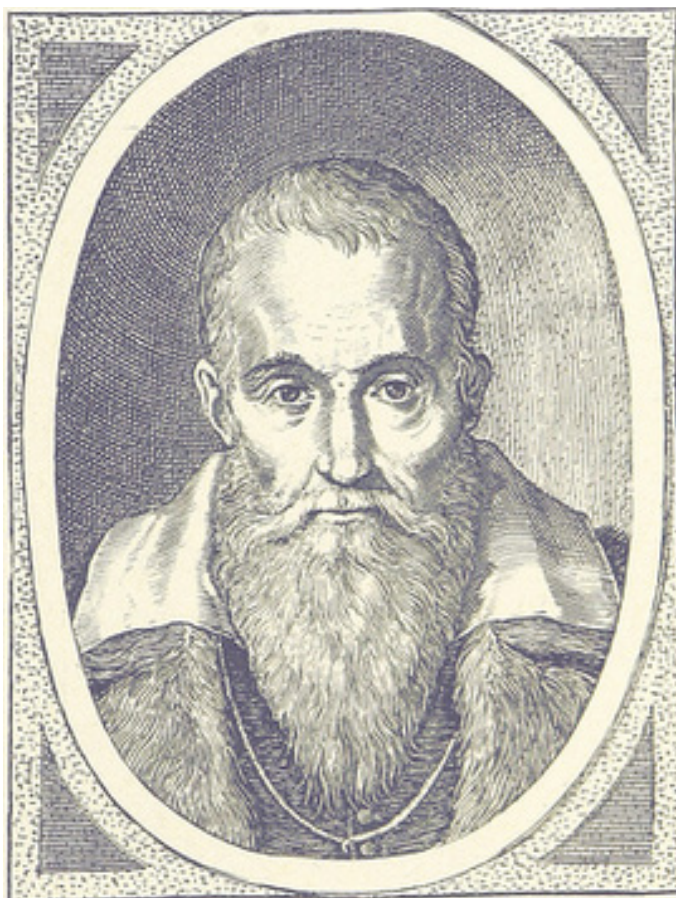
LIST OF SKILLS

Authority of the Court/King

The Court Wizard may use her standing in order to influence noblemen, other court officials, servants and the like. Adds +1 to the perceived Status of the user.

Memorise

This is as the Assassin skill (see p.44 of the *Dragon Warriors Rulebook*).



Espionage

The Court Wizard is a master of acquiring and funnelling information to interested parties. The Court Wizard may add + 2 to her Stealth for every 3 Ranks whenever attempting to acquire and transmit information. This applies also to messages written in cipher by the Court Wizard.

Diplomacy

Whether it is negotiating a trade treaty, cooling hot tempers in the sweat lodge or remembering the correct words of introduction when meeting with one of the fay some misty eve; Diplomacy is vital. The

Court Wizard is able to roll under the higher of her Intelligence or Looks—if the roll is successful she is able to manipulate the two parties to cease hostilities immediately. This returns the parties to a neutral footing; there is nothing to prevent the restart of hostilities if the differences cannot be resolved.

Lawyer's Tongue*

This is as the the Druid skill (see p.27 of this book).

Tutor

The Court Wizard is able to teach any languages, scripts and skills he knows to others capable of learning them at twice the normal rate.

Cadaver Draconis

Breadth of Knowledge

This is as the Priest skill (see p.17 of the *Dragon Warriors Players Guide*).

“My Lord, though your plan is undoubtedly brave, wise, and certain of success if carried out correctly, I think we need to ask ourselves—is it subtle? Is it as clever as we can make it? Perhaps with just a few modifications we can achieve even more. If you allow your humble servant to take your plan and make it work to the full extent of its capabilities...”

—Sister Kalista, of the Court of Earl Quadrille.

Hedge-Wizard

PROFESSION

Restricted to the Sorcerer Profession

PREREQUISITES

- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Any land.

DESCRIPTION

More rustic in bent than the traditional Sorcerer, these folk usually dwell in the wilderness, roaming the wild-lands along ancient paths or acting as a guardian or elder of a rural village. Hedge-wizards are called upon to play many roles to those who approach them be it priest, protector, witch, doctor, judge or even hero. The life of a Hedge-wizard is one of self sufficiency and only a rare few master the full range of spells available to the average Sorcerer; though the rustic skills they can master provide them with abilities unavailable to their more urbane fellows.

The practises of Hedge-wizards vary greatly with culture, geography and tradition, and it is unlikely that all the Skills below would be used by a single Hedge-wizard. The Hedge-wizard path can be used to represent many of the variant Sorcerers who occur in those societies considered ‘uncivilised’ by Coradian standards ie. Cornumbria, Minj, Mungoda etc.

TOLL

Because of the lack of dedicated laboratories and equipment, the creation of Potions, Scrolls, Artifice and the like takes double the usual amount of time.

Hedge-wizards only gain 4 spells per Rank, the spells gained may be chosen or rolled randomly at the GM’s discretion. Many of the Hedge-wizard’s spells are slightly different from the normal Sorcerer’s spells; e.g. Wolfcall may summon a different type of wild

canine or predator, or a protective spell may take the form of a green mist or a ghostly warrior’s shield.

They are especially likely to have regional spells (see p.82 of the *Dragon Warriors Players Guide*).

SKILL ATTAINMENT

Skills are first gained at 1st Rank. A new skill is then gained at every 2nd Rank thereafter.

LIST OF SKILLS

Forage

This is as the Hunter skill (see p.13 of the *Dragon Warriors Players Guide*).

Herbalism

This is as the Druid skill (see p.27 of this book).

Summon the Dead

This is as the Necromancer skill (see p.27 of this book).

Summon Minor Gods

Expending Magic Points equal to the Rank equivalent of the creature the Hedge-wizard attempts to summon a nature or Faerie spirit of 1st to 4th Rank equivalent, for example: an Elf, Gnome, Goblin or similar. The being will be neutrally disposed towards its summoner... at least at first. The summoned being arrives in a number of rounds equal to its Rank. Their continued presence is subject to a Spell Expiry Roll. A being may well agree to perform a single service for a Hedge-wizard but will often require payment of some form or other. Of course a high-Ranking Hedge-wizard may be able to bargain more effectively than a low-Ranking one, but he will also have less need to summon those beings most easily appeased. Prices asked can range from a saucer of milk, a silver coin, or a sip of the Hedge-wizard’s blood, up to a newborn child, a king’s ransom in gold, or the destruction of a rival.

Call the Rain

As the 1st Rank Elementalist spell *Rain*, see p.121 of the *Dragon Warriors Rulebook*).

Ritual Magics

This is as the Druid skill (see p.27 of this book).

Premonition

This is as the Mystic skill (see p.34 of the *Dragon Warriors Rulebook*).

Forgecraft

This is as the Man-at-Arms skill (see p.25 of this book).



Skills of the Mighty (8th Rank onwards)

Tame the Heavens

Prerequisites: Call the Rain.

The Hedge-wizard may move the current weather conditions 1 step (see Storm tables, p.214 of the *Dragon Warriors Rulebook*) per 5 Magic Points invested. He may automatically summon continuous rain when the weather is other than Calm. Storm damage may be inflicted on buildings and vessels.

Summon the Great Dead.

Prerequisites: Summon the Dead.

This is as the Necromancer skill (see p.30 of this book).

Summon Greater Gods

Prerequisites: Summon Minor Gods.

Expending Magic Points equal to the Rank of the creature the Hedge-wizard attempts to summon a nature or Faerie spirit of 5th-10th Rank equivalent, for example a Jack-in-the-Green, Redcap or Barghest. Great Spirits of Nature are often called upon to summon herds of prey animals, or temper the season, and so on. The being will be neutrally disposed towards its summoner... at least at first. The summoned being arrives in a number of rounds equal to its Rank. Their continued presence is subject to a Spell Expiry Roll. A being may well agree to perform a single service for a Hedge-wizard but will often require payment of some form or other. Of course a high-Ranking Hedge-wizard may be able to bargain more effectively than a low-Ranking one, but he will also have less need to summon those beings most easily appeased. Prices asked can range from a saucer of milk, a silver coin, or a sip of the Hedge-wizard's blood, up to a newborn child, a king's ransom in gold, or the destruction of a rival.

Spirit House

Prerequisite: Summon Minor Gods.

The Hedge-wizard must bargain with the creature with summoning but thereafter it will enter his

body, an often disquieting sight to see, and the Hedge-wizard will be able to funnel all of the being's unworldly powers through his own body, subject to a Spell Expiry Roll made once per hour.

Example: Morwen Ragfret summons the fell Caitshee, Mogweir, and promises it the heart of a local priest who has vexed it lately. The beast agrees and forcing its unworldly form into his mouth it crawls down his throat. Thereafter Morwen is invulnerable to all but magical and silver weapons, his blows bypass armour and inflict a Weaken spell, he is difficult to perceive (see Caitshee entry, p.52 of the *Bestiary*), enemy spell-caster's spells do the minimum damage and their spell casting is weakened etc.

Ghost House

Prerequisite: Summon the Dead.

As *Spirit House* (see above) but involving incorporeal undead and ghosts.

Enchant Arms and Armour

Prerequisites: Forgecraft

This is as the Mystic skill (see p.34 of the *Dragon Warriors Rulebook*). It must be taken once per +1 of imbuelement.

"Ye can listen to me wisdom, now, boyo, or after I wrap this staff around your head a few times. I've no great objection to the latter plan, ye're understand except I'm the poor sod who's going to have to bandage you up.

And remember, if you're not afraid of me staff, I can do those other things too."

—Master Grayton of Pillaton.



MYSTICAL PATHS

Wise Woman/Cunning Man

PROFESSION

Restricted to the Mystic Profession

PREREQUISITES

- Minimum Rank: 2nd Rank.
- Birthplace/Nationality: Any land.

TOLL

See below under Spells and Special Abilities for Wise Woman restrictions.

DESCRIPTION

The Wise Woman is a feature of many villages and towns throughout Legend. They do more than almost any others to try and heal the sick in a world where illness is a constant threat and even minor injuries can easily be fatal. They are the repositories of traditional knowledge, the source of wisdom and counsel for those

who need it. Many of these people have no special powers beyond those normally granted to mortals, but some are something more. Some become attuned enough to nature and the world around them, so that they are essentially a type of Mystic.

The Wise Woman will typically have a strong adherence to particular belief structure or religion. It may be an adherence to the old gods and the old ways, but others are fervent believers in the True Faith. There are Wise Women among the shamans of the tribes of the Cosh Goyopë, and the Nomad Khanates, among the nuns of the Abbeys of Albion and Chaubrette, in the Ta'ashim lands and living in small cottages on the edge of villages in Albion. And then there are some who become adventurers.

SPELLS

Except at 1st Rank (where they gain all spells) the Wise Woman will, at each Rank thereafter only gain three of the four available Mystic spells. A suggested

list of spells follow but this can be modified by the GM or the player with GM approval if a different list seems appropriate for a particular situation. The Wise woman will often make use of a personally chosen focus in casting magic. With such a focus in their hands, or at their side, they should gain a +1 bonus to Psychic Fatigue checks, without it, they should incur a -4 penalty (this bonus and penalty should not apply to first Rank spells). This focus can take virtually any form, but the Wise Woman will choose something

special to her and with relevance to her beliefs. Typical foci might include a religious symbol (whether pagan, or True Faith), a pet or other animal, a stone from a nearby forest, a skull or bone – the possibilities are endless. The Wise Woman may have more than one focus, up to a number equal to her Psychic Talent, in fact, but attuning to a focused item takes one lunar month.



SUGGESTED SPELL LIST FOR WISE WOMAN

LEVEL ONE: All

LEVEL TWO: Darksight, Dazzle, Pursuit

LEVEL THREE: Allseeing Eye, Mind Cloak, Nourish

LEVEL FOUR: Clairvoyance, Enthrall, Telepathy

LEVEL FIVE: Force Field, Pass Unseen, Truthsense

LEVEL SIX: Purification, Steel Claw, Survival

LEVEL SEVEN: Levitation, Paralysis, Protection

LEVEL EIGHT: Intangibility, Mindpool, Trance

LEVEL NINE: Phoenix, Teleport, Thunderclap

SPECIAL ABILITIES

The Wise Woman should have the Premonition and ESP talents of a Mystic available to her, but not the ability to Enchant Arms and Armour, nor should they have Spell Mastery.

SKILL ATTAINMENT

A skill is chosen at 2nd Rank, and then at every second Rank after that.



Because of their long hours of tending to their people and the time needed to collect and prepare supplies these folk have the same armour combat penalties as Sorcerers.

LIST OF SKILLS

These skills can be gained at 2nd Rank onwards

Herbalism

This is as the Druid skill (see p.27 of this book).

Forage

This is as the Hunter skill (see p.13 of the *Dragon Warriors Players Guide*).

Read Weather

This is as the Salt Water Sailor skill (see p.12 of this book).

Memorise

This is as the Assassin skill (see p.44 of the *Dragon Warriors Rulebook*). This is a particularly prized skill in communities where books or literacy are rare.

Serenity

This is as the Questing Knight skill (see p.24 of this book).

Wise Eyes

The Wise Woman can examine a person and determine if they are under the influence of any disease, curse, or madness. They can identify a disease if they roll under Intelligence on d20, or the type of madness if they roll under Psychic Talent on d20. They will not normally be able to identify the precise form of a curse unless specific features make it obvious.

Skills of the Mighty (8th Rank onwards)

Appraise Enemy

This is as the Warlock skill (see p.39 of the *Dragon Warriors Rulebook*).

Wear Mail Hauberk

The Wise Woman may replace the armour penalties of a Sorcerer with those of a typical Mystic.

Curse-breaker

This is similar to the Priest skill of *Remove Curse* (see p.18 of the *Dragon Warriors Players Guide*) but the rituals may differ to match the Wise Woman's cultural background and beliefs.

Herd/Flock Master

This is as the Nomad skill (see p.14 of this book).

Fay-sense

The Wise Woman is able to sense the presence of the Fay, or their influence at work on a particular place or

object. A general feeling of their presence of influence can be detected at will, a roll under Psychic Talent on d20 will allow it to be more precisely identified or pinpointed.

Elfsight

The Wise Woman gains the ability to see in a similar fashion to many fay creatures (see p.123 of the *Dragon Warriors Rulebook*).

"I know what you're thinking. I have the gift you see. And I wouldn't act on what you are thinking of doing if I were you. And now I know you're not thinking of it anymore. I knew you were a sensible one the moment I felt you coming near."

—The Old Woman of Garonmarsh.

Path-Walker

PROFESSION

Restricted to the Mystic Profession

PREREQUISITES

- *Abilities*: Minimum Strength of 12 & Minimum Reflexes of 12.
- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Any land.

TOLL

Path-Walkers focus on the unity of the spiritual and material worlds and their constant channelling of their abilities through their physical bodies leaves them unable to perform some of the magics that come easily to other Mystics.

PROHIBITED SPELLS

Mirage
Dazzle
Telekinesis
Telepathy
Mystic Blast
Levitation
Duel
Intangibility
All Rank 9 spells.

Steel Claw is a special case in that the Path-Walker can still use the ability but there is no visible physical transformation of the Mystics fists.

A Path-Walker does not train in armour as it impedes the natural movement of the body and many orders teach that metal interferes with the energy flows of the body. A Path-Walker may wear no armour heavier than a gambeson without receiving a Combat penalty



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equivalent to that of a Sorcerer, additionally a Path-Walker receives -1 Attack even in Leather Armour.

Path-Walkers do not have the Abilities to *Forge Enchanted Arms or Armour* or *ESP*.

DESCRIPTION

Whilst many who follow the Mystic Way seek to find their way beyond the confines of the flesh in order to perfect themselves, those who follow the teachings, known somewhat disparagingly as the Lower Path, hone their bodies to perfection in order to bridge the void between body and mind. Many of those who follow the Lower Path find it harder to achieve Adept-hood than their fellow followers of The Way but it is whispered that they achieve a truer unity of mind, body and soul as a result. Path-Walkers hone their bodies as weapons, tools and temples seeing battle as simply another test of their abilities and an opportunity to learn more about the Way.

The most distinguishing feature of these Mystics is that even more so than their fellows there is little about them that is obviously magical, they spend many hours a day training their bodies and minds to work in unison and they find it difficult to enact Magical effects beyond their physical forms. A Path-Walker may be found anywhere in Legend that their feet may take them; they take odd jobs to earn a meal, right wrongs where they find them and often find themselves acting as protectors of the weak and powerless against those who would bring them harm.

Path-Walkers are found in many parts of Legend, indeed they may hail from any land; they often find it useful to test their abilities against others of their kind, the forces of nature or even to take up the mantle of adventurer in order to find situations which may further their understanding of the Way. Some of the places which famous Path-Walkers hail from are: the Lhao Tse Monastery that lies south of the Khanates, the Ivory Lodge on the northern coast of the Gnawing Waste and the scattered camps of Kampfringener in Kurland and the Fangbrögðmenn of Mercania.



SKILL ATTAINMENT

Skills are gained at 2nd Rank then 3rd, 4th, 6th, 8th, 10th etc.

LIST OF SKILLS

Armour Piercing

This is as the Assassin skill (see p.42 of the *Dragon Warriors Rulebook*).

Inner Sense

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Unarmed Combat

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Climb*

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Breakfall

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Iron Constitution

The Path-Walker has increased endurance to physical pain. Immune to knockouts in melee combat. Remains conscious down to -2 Health Points. Can survive without food for 50% longer than a normal character.

Stone Fists

This is as the Slayer skill (see p.18 of this book).

Skills of the Mighty (Rank 8 and Above)

Arrow Cutting

This is as the Warlock skill (see p.39 of the *Dragon Warriors Rulebook*).

Fight Blind

This is as the Warlock skill (see p.39 of the *Dragon Warriors Rulebook*).

"Now—where exactly am I? And what problem am I here to solve. There's always something or I would not be here."

—an unknown man encountered on the road in Khitai.

WÆRISH PATHS

Templar

PROFESSION

Restricted to the Warlock Profession

PREREQUISITES

- *Abilities:* Minimum Intelligence of 11 & Minimum Psychic Talent of 9
- *Minimum Rank:* 3rd Rank Knight.
- *Birthplace/Nationality:* Albion, Alandy, Asmulia, Chaubrette, Kurland, New Selentine Empire

TOLL

See below for Templar restrictions.

DESCRIPTION

The Templars are perhaps one of the True Faith's best-kept secrets. These elite warriors of Gatanades are a truly formidable force, sworn to use their 'god-given' powers in the service of the Saviour and the Church. They are comprised of a small hand-picked cadre of elite Knights Capellar who report directly to the Pontiff himself. Led by a Grand Master, these Warlocks are collectively known as the "Holy Order of the Saviour's Temple", or to use their more informal title the "Templars of the Knights Capellar".

How ironic it seems that the teachings of the True Faith denounce magic and witchcraft as the nefarious work of the devil, and yet hidden within the Knights Capellar this Holy Order is in actuality comprised of sorcerous Warlocks! To maintain their secrecy, the overt use of sorcery was explicitly proscribed by the Templar code long ago, and therefore each Templar may only learn a sub-set of Warlock spells, which can be readily explained to onlookers as 'miracles'. Over the decades, the arcane spellcasting knowledge of proscribed Warlock sorcery has been lost to the Order... or so it would seem.

Grand Inquisitor Dante would seethe with incandescent rage if he were to discover the sorcerous secrets of the Templars. However, the Inquisition would still be unable to move against the Templars while the Order holds the special favour of the Pontiff.

Indeed, the Order was formed on the authority of the Pontiff himself with the mission to spearhead the Crusades against the enemies of the True Faith.

The Order consists of white-clad holy Templars supported by a small force of common grey-clad foot-knights and also loyal grey-robed monks, all of which sport the Order's insignia on their surcoats—the blood-red outline of a white eight-pointed star. There can be at most eighteen Holy Templars at any one time, while the number of their attendant foot-knights is usually around two hundred. Also attached to the chest plate

of each Templar's armour is a small seal of highly polished bronze, which depicts an armoured Templar kneeling at prayer, while holding the pommel of a down-turned sword and a shield in his right and left hands, respectively. The Templar's head is surrounded by a saintly halo of gold-leaf. In fact, the seals are themselves highly sacred Relics as each one contains a fragment of bone from Nescades the Apostle.

The Order maintains three great monolithic abbeys that are in actuality stone fortresses, primarily at the Saviour's Temple on the Grey Rock which keeps a watchful vigil over the fortress of Sa'aknathur, and also in the cities of Selentium and Meore. Protected within the huge walls of each abbey lies an octagonal chapter house—a monumental cathedral in miniature—which is the Templar's seat of power.

Though Templars are sworn to the service of the True Faith they face added temptation due to their use, sanctioned though it may be, of their magics. The greater that their spell casting ability grows, the more difficult it may be for a Holy Templar to remain true to their vows and resist the urge for forbidden arcane knowledge. Any Templar who should succumb to this temptation will at a minimum be exiled by the Order. The Order's abbeys possess deep vaults and perhaps hidden within these may be found forbidden treatises on proscribed Warlock powers and even more potent arcana of Warlock sorcery.



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SKILL/SPELL ATTAINMENT

Once initiated into the Order, the character becomes a Warlock of equivalent Rank. The character may keep any skills they already attained as a Knight, but may only gain Templar and Warlock skills and spells in the future. A Knight who becomes a Templar cedes all lands and holdings to the order.

Saintly Affinity, Holy Language and Prayer are automatically attained at 3rd Rank after taking the Templar Path. Choose one skill at 6th Rank, from either the Templar or Warlock core skills lists (see below for changes to Warlock skills and a list of banned spells). Choose another skill at 8th Rank and every Rank thereafter, from either the Templar or Warlock core skills lists, as above. Skills marked with a boost level can be selected more than once, to a maximum of three times.

Acquired Automatically

Saintly Affinity

Templars possess a special affinity with saintly relics, which are a vital component of their sacred rites (see p.148 in the *Dragon Warriors Rulebook*). They are able to determine whether a relic is true or false merely by touching the object.

Holy Language

All Templars are trained in the Angate language and script (a variant of Classic) upon their initiation into the Order (see p.186 in the *Dragon Warriors Rulebook*).

Prayer

This is as the Crusader skill (see p.22 of this book).

LIST OF SKILLS:

Herbalism

This is as the Druid skill (see p.27 of this book).

Pious Devotion

This is as the Crusader skill (see p.22 of this book).

Words of Comfort

This is as the Crusader skill (see p.22 of this book).

Divine Zeal

This is as the Crusader skill (see p.22 of this book).

Divine Light

Prerequisites: Prayer

The Templar shines with an bright inner radiance and all those who witness him fall to their knees in adoration.

Scour the Pestilence

Prerequisites: Divine Light

This is as to the Priest skill Healing Hands (see p.18 of the *Dragon Warriors Players Guide*). The Templars are known for their skill at treating wounds and illness and this skill is one of the reasons why.

Skills of the Mighty (Rank 8 and Above)

Major Enchantment (Weapons)

This is as the Warlock skill (see p.40 of the *Dragon Warriors Rulebook*) with the following amendments.

Constructed from simple steel and incorporating a relic, these arms are also blessed by holy rites. Due to their holy vows, Templars are banned from manufacturing or wielding a Vampire Sword.

Major Enchantment (Armour)

This is as the Warlock skill (see p.40 of the *Dragon Warriors Rulebook*) with the following amendments.

Though finely wrought, enchanted Templar armour adheres to a plain and functional aesthetic, beneath which is worn a layer of coarse gambeson that scours the flesh of those wearing it. The armour incorporates a relic and is consecrated with the blessing of the Saint. Their holy vows prohibit Templars from manufacturing or wearing Nullplate, Herculean Armour or Fortress Armour. Instead, Templars are able to manufacture two replacement armours, as follows:

1) Righteous Armour

This armour comprises a full suit of apparently normal plate armour that is finely inscribed with angelic symbols. The armour allows the Templar to add +5 to his Magical Defence and Looks in regards to resisting compulsions and also protects him completely from the Mesmerizing abilities of creatures such as Vampires, Kappa, etc. The approximate materials cost will be 2,000 Florins, excluding relic.

2) Sanctuary Armour

Constructed from a lattice of large, thick slab-like plates—each of which has an iron cross riveted to it—a suit of Sanctuary Armour would be too heavy to be worn by a mortal man, if not for it's magical properties. The armour protects the wearer utterly from indirect attack Faerie and Undead Magics. Costs for materials will be around 3,500 Florins, excluding relic.

Spells:

The Templar has access to only a limited selection of Warlock spells. They are prohibited from obtaining and using the following spells:

Level One: Eyes of Night and Silent Warrior

Level Two: Camouflage and Warning



Level Three: Deceit and Telekinesis
 Level Four: Oracle and Turncoat
 Level Five: Hellfire and Soulbane
 Level Six: Lunacy and Vapourise
 Level Seven: Nemesis and Runic Weapon
 Level Eight: Demon Path and Gauntlet
 Level Nine: Flying Steed and Song of Battle

“We are the chosen few, and our holy power is all that stands against the Devil and his fell hordes of darkness. The Prince of Lies will call to you with temptation. Heed not his tricks and wiles.”

—Tobias de Vantery, Templar of the Knights Capellar.

Devil-Marked

PROFESSION

Restricted to the Knight and Barbarian Professions

PREREQUISITES

- *Minimum Rank:* 2nd Rank as a Knight or Barbarian. Once the rite is performed, the Character becomes a Warlock of equivalent Rank, with the Devil-Marked Path automatically added. The character may keep any skills they already possess from their ‘parent’ profession, but may only take Devil-Marked and Warlock skills in the future.
- *Birthplace/Nationality:* Any land.

TOLL

See below for Devil-Marked restrictions.

DESCRIPTION

In the lands of Legend injury and age can bring down the mightiest warrior, most make their peace with their fate and pursue a life beyond the battlefield, but some cannot let go and for them no price is too high to give them another chance to take to the field.

There are whispers and rumours of a foul rite sacred to the ancient demon Shader, a bloody pledge made to the wolf-demon Fengris, a sacrifice of a family member to Yen-Lo-Weng, or a dark mass conducted before Lucifer himself, that would allow a ruined swordsman to take up arms once more in exchange for his immortal soul.

The Devil-Marked are known only as hearsay in the dark corners of Legend’s taverns and as tales of the folly of reaching beyond one’s fate; but not all those who make the pact are driven by blood-lust or pride, for some the loss of paradise is a small price to pay in



order to keep the promises made to liege-lord or loved ones... at least at first.

Regardless of their reasons they all end their days alone, friendless, cast out and reviled for what they have become.. and forever barred from their eternal reward.

SKILL ATTAINMENT

Devil-Marked receive one skill at every 2nd, 4th, 6th, 8th etc. Rank, however at Rank 3, 5, 7, 9 etc. They must receive a Devil Brand.

LIST OF SKILLS

Inner Sense

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Disguise

This is as the Assassin skill (see p.47 of the *Dragon Warriors Rulebook*).

Hell’s Fruits*

The Devil-Marked may roll once on the Hellion Special Abilities Table to represent a dark blessing from their patron (see p.69-70 of the *Bestiary*).

Unholy Rage

This is the same as the Barbarian skill called ‘Berserk’ (see p.27 of the *Dragon Warriors Rulebook*).

Master’s Favour*

The Devil-Marked must roll a d6 and add +1 permanently to the characteristic indicated.

Strength
 Reflexes
 Intelligence



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Psychic Talent
Looks
Player's choice

DEVIL BRANDS

Scent of the Pit

Character reeks of a strong scent usually sulfur and saltpetre but spilled blood, hot iron, ozone or fouler scents have also been reported.

Offensive to Animals

Mundane animals will not suffer the character to touch or approach them.

Anathema

The Devil-Marked is affected by relics as if undead.

Cast Out from Paradise

As Hellions; the Devil-Marked is unable to approach or harm someone carrying a relic and may be driven off by the sight of a crucifix in common with certain other foul creatures (see the entry for Vampires on p.84 of the *Bestiary*).

Mark of the Beast

The character leaves behind visible signs of his fallen nature. Examples include; cloven hoof-prints even when wearing boots, milk curdling in his presence or shadows turn subtly lewd and lascivious.

Unhallowed

The character may not tread upon hallowed ground; the character suffers 2 HP damage/round they remain on hallowed ground.

At the GM's discretion some of the Hell's Fruits Skills may be counted as a Devil Brand for the next Rank.

"Out of my way blaggard! I've got no time left for pleasantries, now tell me if that mad-dog bastard Larimer has passed this way before I drag you down as well."

—Aston of Hurstbridge, Widower and a man without hope of redemption.

COURSING PATHS

Irregular

PROFESSION

Open.

PREREQUISITES

- *Abilities*: Minimum Strength of 9 & Minimum Reflexes of 9
- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Any land.

TOLL

Irregulars must train with their chosen weapon for a minimum of 12 hours per week or be unable to advance further in this Path.

DESCRIPTION

Where the Knight serves as leaders and heavy cavalry in the armies of the Lands of Legend, and the Rank and file is filled with peasantry, there is still a need for trained fighters in any conflict. To fill this need comes the Irregular, trained in combat but by no means a full-time soldier they are often involved in guerilla warfare and other less honourable fields of battle.

The Irregular does not hold to the notions of honour which permeates the Knight's very being. Neither do they lose themselves in the fury of battle as do the Barbarians.

Irregulars rely on skill, cunning, deception and stealth to survive and thrive. Whether they fight for gold, their lord or their own survival Irregulars see little use in empty gestures for the sake of honour. The battlefield does not discriminate between noble or serf and one does not live without learning to tilt the balance in one's favour. Though often having another profession with which to support themselves when it is not the season for war, many irregulars find employ on the streets and seedier places during these times.

Irregulars often carry short arms and easily concealed weapons in their time away from the field. A pike or halberd is their most carried weapon in wartime.



SKILL ATTAINMENT

Skills are gained at 2nd Rank, and at every even-numbered Rank after that.

LIST OF SKILLS

Throwing Spikes

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Distract

This is as the Knave skill (see p.8 of the *Dragon Warriors Players Guide*).

Armour Piercing

This is as the Assassin skill (see p.42 of the *Dragon Warriors Rulebook*).

Combat Instinct

This is as the Slayer skill (see p.18 of this book).

Weapon Focus

The Irregular spends additional time training with the weapons in a single Weapon Group, learning how to use them with deadly accuracy. +1 to Attack for 5 combat rounds when using any weapon in the chosen group. Once per encounter.

Can be taken again for a different weapon.

Smite

Prerequisites: Minimum Reflexes of 12

When the Irregular rolls a Critical Hit, in addition to the normal benefits, he can immediately take a second attack.

Dirty Fighting

This is as the Man-at-Arms skill (see p.25 of this book).

Skills of the Mighty (8th Rank onwards)

Weapon Mastery

Prerequisites: Weapon Focus

Description: Continuing the training with a single weapon, the Irregular learns to use it to practically become an extension of himself. Additional +1 to Attack with a single weapon.

Boosts: Can be taken again for a different weapon.

Main Gauche

This is as the Knight skill (see p.27 of the *Dragon Warriors Rulebook*).

"Sorry lad, you'll have to speak up. Haven't been able to hear a thing since i got kicked in the head by his lordships nag. Whats that? How long? Since I was your age. Lost these fingers in Chaubrette, the nose went in

Cornumbria... knee hasn't worked right since Ereworn. I still get about though. So, you looking to join up?"

- Tom Black, Pikeman in the Kings Regiment.

Longbow-Man

PROFESSION

Restricted to the Hunter Profession

PREREQUISITES

- *Abilities:* Minimum Strength of 12
- *Minimum Level:* 1st Rank.
- *Birthplace/Nationality:* Anywhere with large organised armies.

DESCRIPTION

Longbow-men epitomise the trained military Hunter. They possess a key role on the field of battle, able to rain down deadly arrow storms on their enemies from afar. The weapon of choice for the Longbow-man is, of course, the formidable Longbow and from an early age special training is required in order to develop a physique that can wield it successfully.

Unlike rurally-inclined Hunters, Longbow-men have a much closer relationship with other people, working in close concert with foot-soldiers such as Knights and Barbarians in order that their army may dominate the blood-spattered battlefield and emerge victorious. Indeed, all their lives depend on forging such a close bond; for as Longbow-men protect their melee-fighting brethren they are in return protected by the warriors.

Contrary to their title, Longbow-men are also proficient in the use of other missile weapons. From the normal bow up to even the most powerful of missile weapons—the Arbalest—and they make it their mission to learn them all and use whichever is required to vanquish the enemy.

SKILL ATTAINMENT

Silent Signal and Earth Quiver are attained at 2nd Rank. Choose one more skill every two Ranks thereafter. The Longbow-man Path also utilises the Hunter's existing skills.

Automatically Attained Skills

Silent Signal

Prerequisites: Minimum Intelligence of 9

The Longbow-man can clearly communicate simple orders to any friendly characters within sight via hand signals. Commonly employed while setting



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an ambush, this skill can also be used during the heat of battle or in the silence of a dawn raid.

Earth Quiver

By stabbing their arrows into the earth and drawing from there—rather than a quiver—the Longbowman is able to fire a succession of arrows far more quickly. In this prepared position the Longbow-man may add one additional attack at the end of each round. If the Longbowman also possesses Fast Shot then they may fire up to three shots per round. A Longbow-man in this position must remain stationary and may not retreat without abandoning those arrows placed in the earth.

Optional Skills

Combat Instinct*

Observing and predicting the actions of a cunning enemy becomes second nature to the military Longbow-man; he instinctively knows what the enemy is about to do. Add +1 to Defence and Evasion for 5 combat rounds. Once per encounter.

Fire Support

Prerequisites: Minimum Intelligence of 9

The Longbow-man receives a +1 Attack bonus when shooting his favoured missile weapon while the target is engaged in melee combat with friendly Knights and Barbarians on the battlefield.

Sharpened Tracking*

Prerequisites: Minimum Reflexes of 9

Over time, Longbow-men learn to hone their predictive aiming to the erratic movements of intelligent soldiers. The Longbow-man may add +1 to Attack whenever he shoots at a moving target using his favoured missile weapon. The Longbow-man must remain stationary during the combat round.

Skills of the Mighty (8th Rank onwards)

Arrow Storm

A team of highly disciplined Longbow-men can rain down a devastating volley of precision missiles

onto the enemy. If multiple friendly Longbow-men all announce that they are targeting the same enemy with their favoured missile weapon during a single combat round, then each participating Longbow-man can defer their shot until the end of the combat round. Each of the shots from the participating Longbow-men receive a +2 bonus to Attack for one combat round. The Longbow-men must remain stationary during the combat round.

Master Bowyer

The Longbow-man gains the knowledge necessary to produce new types of missile weapon beyond those specified in the Bowyer & Fletcher skill (see p.12 of the *Dragon Warriors Players Guide*). Armed with this knowledge, the Longbow-man is able to manufacture

crossbows and even the most powerful missile weapon—the Arbalest. The production time for Bows and Longbows is also halved.

Master Bowman

This is as the Knight skill (see p.27 of the *Dragon Warriors Rulebook*).

“See the dark cloud loosed by bow strings? Like an ocean wave it rolled above the shield wall. Struck, as with Tors hammer, our Jarl, red washed down his breast. We looked upon the hillcrest, the enemy drew once more. We turned upon the tide and, bereft, we left that shore.”

—Beorn Halvstager.



Forester

PROFESSION

Open. Hunters and Knights are the most common Professions on the Forester Path.

PREREQUISITES

- *Abilities:* Minimum Intelligence of 11 & Minimum Strength of 11
- *Minimum Level:* 1st Rank.
- *Birthplace/Nationality:* Foresters may be drawn from any nation where a royal, chieftain or other landholder may need someone to manage their lands and enforce their law.

TOLL

Foresters must remain loyal to their liege lord and are often hated and despised by serfs and commoners due to their enforcement tactics.

DESCRIPTION

The Forester is an important man in the social framework of Legend, they are charged with enforcing the law of the land and enacting justice on behalf of their lord. As part of this role the forester is responsible for patrolling his lieges hunting grounds, chases, lands and property.

Duties include bargaining in regards to the sale of timber and firewood collected on his lords properties, and negotiating with serfs and merchants to carry out this trade. A great deal of his time is spent stalking poachers and keeping them from illegally hunting on the lord's grounds.

Forests afford ample opportunity for miscreants to hide out and establish hideaways from which they can prey on the local communities, in order to combat this the Forester was called upon to organise troops of men to go into the forests and hunt down such criminals and their supporters.

Because so much of the smooth running of a noble's estate relies on having a skilled Forester they are amply rewarded for their labours and due to their role as enforcers they are often called upon to act either officially or unofficially in matters of arbitration or to represent wronged parties.

SKILL ATTAINMENT

Foresters gain one skill at Rank 2 and then one every second Rank thereafter.

LIST OF SKILLS

Authority of the Court

This is as the Court Wizard skill (see p.31 of this book).

Lay of the Land

Foresters are practised at knowing their domain intimately. They gain +1 Stealth and +1 Perception when operating on Lands they consider their territory. They may also automatically succeed at Foraging on those Lands. It takes 1 month to familiarise oneself with a territory or Chase.

Lawyer's Tongue*

This is as the Druid skill (see p.27 of this book).

Torture

Adds 10% per time taken, to the chance of receiving a truthful answer to questioning. Also adds 10% to the chance of receiving what the victim thinks the torturer wants to hear.

Inspirational Leadership

This is as the Chieftain skill (see p.15 of this book).

3rd Rank and above

United We Stand

This is as the Man-at-Arms skill (see p.25 of this book).

Skills of the Mighty (Rank 8 and Above)

Commanding Presence

This is as the Chieftain skill (see p.16 of this book).

Formidable Reputation

This is as the Chieftain skill (see p.16 of this book).

Scion of the Forest

This is as the Nomad skill, Scion of the Sand/Steppes (see p.14 of this book).

"Do I look like I have time to go thrashing about the marshes with you? I've got the timber requisitions to finish and there are reports of foreign mercenaries who have taken to banditry. Alright... I'll come as far as Dimsmarsh. The things I do for family..."

—Will Broadmarch, Forester and Elder Brother.

Huntsman

PROFESSION

Open.

PREREQUISITES

- *Abilities:* Minimum Strength of 10 & Minimum Reflexes 10
- *Minimum Rank:* 1st Rank.
- *Birthplace/Nationality:* All lands.

TOLL

Huntsmen must pay upkeep for their charges if living independently or if a vassal they live under strict obligations to their liege.

DESCRIPTION

The Huntsman is one of the most important servants of his liege; senior huntsmen may command up to a half dozen squires, a dozen huntsmen, many valets, beaters and handlers. They also oversee such important duties as stewardship of the kennels, the



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mews and even the stables if the household does not possess a steward.

The Huntsman must be able to walk between two worlds; that of the green and that of the court and there are dangers to be found in both. There are many reasons why a Huntsman may leave his position to strike out on the road, perhaps he has made an enemy of the Huntmaster, his Lord has been killed or he has an oath or promise to fulfil.

Some Huntsmen find employment in travelling shows, in the sordid arenas of animal pit fighting, in war or even stranger places.

SKILL ATTAINMENT

Skills are attained at 2nd, 3rd, 5th, 7th and 8th Rank and then every Rank above 8th.

Hunters gain a faithful hound, bird-of-prey or riding horse when they begin the Path of the Huntsman. A Hunter may not maintain absolute control over more animal Rank Equivalents than his Rank. (ie. a 3rd Rank Hunter may well have a pack of six scent hounds, but he may only command three of them at once.)

LIST OF SKILLS

2nd Rank

Lay of the Land

This is as the Forester skill (see p.43 of this book).

3rd Rank

Animal Handler

The Huntsman may break and train a domesticated animal, including feral-domestic and those closely related to such. Each fortnight that the Huntsman spends with the animal he invests XP equal to the animal's Rank-equivalent and rolls under his Intelligence. After eight weeks of successful training rolls, the animal is considered fully trained and will obey orders to the best of its ability, barring obvious danger. Such animals include dogs, wolf cubs, horses,

stoats, goats, falcons (hand reared) and other species at the GMs discretion.

Authority of the Court

This is as the Court Wizard skill (see p.31 of this book).

United We Stand

This is as the Man-At-Arms skill (see p.25 of this book).

Trade

This is as the Man-At-Arms skill (see p.25 of this book) but the trades are restricted to Butcher, Fishmonger, Furrier, Bowyer, Fletcher, Animal Trainer, Falconer, Fisherman and Forester)

Stalwart Companion

A Huntsman may, with this skill, pass on some of his experience to his animal companion. From this

point on a chosen animal companion will gain xp at the same rate and Rank advancement bonuses as the Huntsman.

Skills of the Mighty (8th Rank onwards)

Pack-master

The Huntsman is able to direct a group of trained animals (most commonly dogs) to perform any feat of which they are physically capable including almost suicidal ones. The

animals automatically succeed in their morale rolls as long as the Huntsman makes his.

King of Beasts

With this skill the Huntsman is able to train wild animals as if they were domesticated. This can include such unlikely beasts as Tigers, Bears, Wild Boar, Snow Apes, etc.

Weapon Mastery

This is as the Irregular skill (see p.41 of this book).

"We were up in Fallows Wood near the manor, just looking for mushrooms... well, that and maybe a couple of does if they crossed our path. Next thing we know Callins been knocked to the ground by something huge



and grey with eyes of flame, I did as Father Howard taught us and said the lords prayer but the beast just looked at me as if it was staring into my soul. Then me and Jarrad looked up and we saw two more of the demon hounds atop the rise. We took off as fast as our legs could carry us... Callin not far behind. Fallows Wood is haunted, I'll not set foot there again! Its the devil's woods now!"

—Finn of Meadowcrook.

"Hurst! An extra portion of goose for my wolfhounds tonight. They chased off three poachers from Fallows Wood tonight and I didn't even need to lift a finger. Those poachers will need to get up early to get one over on me!"

—Jacob Mallow, Huntsman for Baron Aldred.

Hooded Man

PROFESSION

Restricted to the Hunter Profession

PREREQUISITES

- *Abilities:* Minimum Psychic Ability of 12, Minimum Reflexes of 9, & Minimum Intelligence of 9
- *Minimum Rank:* 4th Rank.
- *Birthplace/Nationality:* Any land.

TOLL

To become a Hooded Man, a character must first encounter and be chosen by the faerie spirit that will guide them on their new life; this choice is at the GM's discretion. Much like a Druid, a hooded man must pay homage to his chosen patron at least once every lunar month or lose the ability to advance further in this Path. The form this homage takes varies depending on the patron and should be determined with the GM when the character steps onto the Hooded Man Path.

DESCRIPTION

The lonely wilderness places of the world contain great dangers and beauty in equal measure, wherein the circle of life turns; from birth to life, death and rebirth. In so doing, all animals must endure a never-ending fight for survival, as the strong prey upon the weak. There, as the wolf stalks the boar and the leopard pounces upon the gazelle, you will find the most powerful guardians of the wild; the ancient hunter-gods such as the mysterious Hyrn, powerful Wotan and numerous others.

Over the millennia, mankind has grown in power. The hunter-gods understand the dangers of men and their destructive ways, and have sought virtuous champions—special chosen ones—that would be their most potent warriors in the Wild Hunt against the men of darkness. These champions are known as Hooded Men, and are touched by their faerie patron's spirit—who nurtures them as would a father, guiding them on the path of light and truth.

To each of his chosen ones, a hunter-god gifts a single faerie missile weapon—such as an arrow or javelin—in accordance with local hunting culture. Faerie enchantments are powerful, but that is not all; the weapon is also imbued with the very spirit of the hunting deity himself.

HYRN THE HUNTER

In the deep forests of Ellesland dwells Hyrn the Hunter; mystical Horned God and Lord of Animals. Hyrn is the fearsome Lord of the Wild Hunt, an aeons-old figure shrouded in deep mystery.

The most zealous Inquisitors of the True Faith denounce Hyrn as a reclusive elf with delusions of grandeur, or that he is the devil driven mad over the millennia. However, the truth is that no-one really knows who or what Hyrn is, and all those that ascribe to the Old Ways rightly venerate him as a god—for he appears as both elk-headed man in flesh and enchanted faerie god in essence, all at one-and-the-same time.

Hyrn's champions wield an enchanted arrow fashioned by the faerie-smith Wayland from razor-sharp flint and silver birch, with swan fletches tied by fine silver twine spun from elven hair. The Silver Stag is also closely linked to Hyrn, and wherever the mysterious faerie elk is sighted the vicious ghost-predators of the Wild Hunt are always close-at-hand, led by the hunter-god himself on a great black steed that breathes icy mist (see *Friends or Foes*, p.47).

SKILL ATTAINMENT

Quarrybolt and Hunting Wisdom are attained at Rank 4 when the Path is taken. Choose one more skill at Rank 6 and then at every Rank thereafter. The Hooded Man Path also utilises the Hunter's existing skills.

Automatically Attained Skills

Quarrybolt

This highly enchanted +3 faerie missile will home in on the Hooded Man's nominated target with





unerring pin-point accuracy. However, the Hooded Man should be wary of using this weapon, as without it he is unable to use the Hunting Wisdom, Power of the Hunter and Wild Hunt skills. Worse still, for every combat round that a Hooded Man is without the missile, his Health Points are reduced by 1. If he dies without the missile, then his spirit will leave the mortal realm and join his patron hunter-deity for all eternity in the Wild Hunt.

Hunting Wisdom

Prerequisites: Quarrybolt

The Hooded Man may commune with his patron hunter-deity for guidance. To do so, he must travel alone to a secluded location, such as a deep forest glade or cave. The location will suddenly become silent as a chill air settles and mist rolls in. Then the god of hunting will appear, silhouetted against the fog. The hunter-god's advice will be important but mysterious and vague; it is for the Hunter to make sense of the message. The god will then vanish in the same manner as he arrived. Once per week.

Optional Skills

Faerie Traveller

The Hooded Man gains an immunity to faerie glamour as a gift from his deity. Though the mystery

and wonder—and often cold capricious evil—of faerie creatures remains apparent, he can enter and return from the presence of faerie magic without suffering any harmful effects such as entrancement, time warping, etc. This contact with faerie creatures affords the Hunter a basic understanding of faerie ways. Meanwhile, he remains susceptible to harm from direct-attack faerie magic, although most evil faerie creatures will realise that he is one of the hunter-gods favoured ones and leave him alone due to their fear. This ability must be bestowed on the Hunter during a Hunting Wisdom ritual.

Skills of the Mighty (8th Rank onwards):

Predator Senses

Prerequisites: Hunting Wisdom

The hunter-god bestows mystically enhanced senses of sight, hearing and smell upon the Hooded Man that are equal to the dominant local predator. These greatly enhanced senses ensure that the Hooded Man cannot be surprised in his favoured terrain. These new senses must be given to the Hunter during a Hunting Wisdom ritual. The Hooded Man gains Elfsight and Perception is increased by 1.

The Green Man

Prerequisites: Faerie Traveller

Despite his protection, excessive exposure to woodland faerie glamour profoundly changes the Hooded Man. He becomes a true creature of the Wildwood; able to disappear into his favoured terrain as would an Elf. However, this benefit comes at a price, as he may no longer sleep beneath a roof, cut his hair or beard, cut live wood, wear metal armour or wield metal weapons.

Call of the Hunter

Prerequisites: Hunting Wisdom

The Hooded Man is granted the faerie ability to speak and understand the languages of animals that can be found within his chosen domain, although for the purposes of roleplay the talking will be strictly limited to natural animal noises! When in danger, the Hooded Man may call out to the nearest available apex predator to speed to his aid, such as a wolf or eagle. The animal is controlled by the GM, and should be roleplayed as a free-spirited and malicious NPC of extremely limited intelligence that grudgingly respects and protects the Hunter as a predatory equal. The summoned animal will decide to leave at the GM's

discretion—usually as soon as the animal can see that the Hunter is safe from harm, but if it stays longer then it will eventually feel bored, tired or hungry and wander off. However, the other players should be on their guard as the predator may view their characters as potential prey! This ability must be gained during a Hunting Wisdom ritual. Once per day.

Ghost Hunter

Prerequisites: Call of the Hunter

Description: The Hooded Man selects one opponent and calls on the terrifying power of the Wild Hunt. The air is filled with the howls of nearby apex predators as a chill air settles and mist rolls in, leaving the whole area in a twilight. Time seems to slow, and before anyone can react a ghostly prey-animal bounds in-and-out of view. Within the mist, a huge black faerie predator with glowing eyes can be glimpsed, which will proceed to stalk the Hunter's chosen victim and attack them when they are at their most vulnerable. The animal is controlled by the GM and is comparable in power to a Caitshee (see *Bestiary*, p.52). Once per month.

"You and I my friends, we are all but rabbits on the meadow, playing in the spring-time sun. We will sing and dance and make merry as the summer days slip past. But when winter turns, Hyrn will come for us too, yes even me, as is the way of the Hunt. Do not be afraid. We will not be forgotten..."

—Olban-in-the-Hood, Champion of Hyrn.

KNAVISH PATHS

Courtier

PROFESSION

Open.

PREREQUISITES

- *Minimum Level:* 1st Rank.
- *Birthplace/Nationality:* Any land.
- *Additional Requirements:* Noble background.

TOLL

A Courtier must engage in regular and rigorous debate, discourse and interaction with local dignitaries. Those Courtiers that are kept from such interactions for more than three months are unable to progress further in this Path.

DESCRIPTION

From the smoky mead halls of Mercania, through the shadowed, cavernous chambers of the Magi and the lush, silk-strewn courts of Opalar the Courtier holds power; whether in steadfast service to their liege at home, or as an ambassador or emissary to foreign royalty, the Courtier navigates the sea of court politics like a shark. These shrewd politicians require the patronage of a wealthy noble—or at least an elaborate deceit that creates the illusion of patronage.

Whilst at first glance a courtier may seem to have no place in the grimy, dirt stained milieu of the adventurer, appearances can be most deceiving. Whether they are acting as the liaison of the companions to their liege lord, parleying with the strange folk of the wild or fighting a different sort of battle to keep their reputations and honour intact amidst the intrigues of the nobility, the Courtier is an important part of any group of companions.



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SKILL ATTAINMENT

Choose one optional or advanced skill at 1st Rank then one every 2nd Rank thereafter. Skills marked with a * can be selected more than once, to a maximum of three times.

LIST OF SKILLS

Noble Authority

Empowered by the authority of their patron—be it a noble, the king or the church—Courtiers gain a privileged place in feudal society. This authority will be conveyed by form of physical document or object that affirms the Courtier's status. Raises the Courtiers perceived status by 1.

Literacy

Courtiers are trained in literacy—a skill which is in great demand within polite and 'not-so-polite' society—and they may learn scripts with the same benefits as the Language Expert skill.

Forgery

Prerequisites: Literacy

Given twenty-four hours and sufficient supplies and a work area the Courtier is able to create a copy of an object he or a consultant has personally examined. The chance of producing a perfect copy is 5% per Rank. An imperfect copy will be identified immediately by any higher-Rank individual who has been in contact with the original item. For Courtiers this skill applies to written works only.

Composure

The Courtier is able to maintain a composed and focused bearing under pressure, without displaying any outward signs of being flustered or disturbed. Furthermore, the Courtier is unaffected by Morale Checks and those of a lesser Rank accompanying the Courtier add +1 to their Rank when making Morale checks.

Negotiation

Whether negotiating a trade treaty, scheming in the halls of power or performing a delicate discourse with a fay-creature on some misty eve, negotiation is a powerful force. Once per encounter, the Courtier may attempt to negotiate between themselves and other sentient beings that can speak the Courtier's language. Roll under the average of Intelligence and Looks + Rank, with modifiers imposed by the GM as usual. If successful, an outcome favourable to the Courtier is brokered and any hostility between the negotiating parties ceases immediately. Proxy retainers may

perform this skill (without Rank modifier) if the Knave is not physically present.

Espionage

This is as the Court-Wizard skill (see p.31 of this book).

Proxy retainers may perform this skill (without Rank modifier) if the Knave is not physically present.

Skills of the Mighty (8th Rank onwards)

Lawyer's Tongue*

This is as the Druid skill (see p.27 of this book).

Bureaucracy

The Courtier may use their influence to speed up or slow down important negotiations, such as courtly debates and war cabinets, etc. A successful Looks roll per day will permit the Courtier to cause a bureaucratic process to move at twice normal speed or half normal speed. Proxy retainers may perform this skill (without Rank modifier) if the Knave is not present.

Proxy

A trusted retainer can be officially 'gifted' with the Courtier's Rank and Renown for a period of weeks equal to the Courtier's Rank. The proxied retainer will be able to undertake actions—specifically Negotiation, Bureaucracy and Espionage—on the Courtiers behalf during this time. The Proxy is not able to use the Knave's Rank modifier for such actions. The Proxy Courtier may be personally re-appointed after the time period has elapsed.

"You are, perhaps, the most captivating creature I have yet seen in our fair lands. I jest not—far more enjoyable company than these other dullards. Tell me, how did you arrive here without being waylaid by fearsome bandits?"

—Sebastian di Sentapolos, Ferromaine.

Entertainer

PROFESSION

Open.

PREREQUISITES

- *Abilities:* Minimum Intelligence of 11 & Minimum Reflexes of 11
- *Minimum Level:* 1st Rank.
- *Birthplace/Nationality:* Any land.

TOLL

Entertainers must practise their art regularly before a crowd at least once per week or they will be unable



to advance further in this Path. Such interaction can range from a song by the roadside, a passion play, a religious service or similar, up to a full dramatic event before an assembled court.

DESCRIPTION

Entertainers are the masters of the performing arts. Whether they play at city street corners or at the halls of nobility, they can provide others with a brief respite from the grim reality of feudal life. However, these artists often conceal other activities behind their performances, and the Entertainer holds a unique place in the societies of Legend.

Across Legend, several travelling troupes of bards, minstrels, mummers and players have become renowned as austere institutions in their own right. These troupes have developed their own strange traditions that are often shrouded in mystery—secrets that are never revealed to those outside the circle of trust.

Practising the performance of acrobatics, singing and play musical instruments are all similar to learning to speak a new language. Popular feudal instruments include the flute, drums and lute. Conjurers should be especially wary, lest they be accused of sorcery and devil-worship!

SKILL ATTAINMENT

Standard skill is obtained at 2nd Rank and one optional skill is attained at 3rd Rank. Choose one optional skill at 6th Rank, and one optional or advanced skill at 8th Rank and every Rank thereafter, from either the Entertainer or Knave Core skills lists. Skills marked with a boost level can be selected more than once, to a maximum of three times.



LIST OF SKILLS

2nd Rank Skills

Disguise

This is as the Assassin skill (see p.47 of the *Dragon Warriors Rulebook*).

This skill is often used in performances, passion plays and the like. Of course it does see other uses...

3rd Rank Skills

Pilfer

This is as the Assassin skill (see p.47 of the *Dragon Warriors Rulebook*)

Climb

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Breakfall

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Jumping

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Throwing Spikes

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Musician*

This is as the Druid skill (see p.28 of this book).

Poise

Moving with seemingly effortless grace comes naturally to Entertainers,

who attain the ability to influence their audience through dance or acrobatics via a Looks roll. This skill affords a +1 modifier to acrobatic Looks rolls and may affect an audience of up to 10x Rank people. They also gain +1 to Defence, Evasion, Stealth and any Reflexes checks involving balance. This skill may also be used to influence non-human, animal or supernatural individuals, at the GMs discretion.

Boosts: Additional +1 modifier



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Talespinner

This is as the Druid skill (see p.28 of this book).

Skills of the Mighty (8th Rank onwards)

Conjuring

Prerequisites: Disguise & Pilfer

Using a combination of distraction and sleight of hand, objects can be made to appear and disappear in plain sight. Usually the object will be weapon sized or smaller, but rumours persist of devil-consorting conjurers vanishing entire warhorses or even buildings. The roll made is a Stealth vs. Perception check to succeed in the trick with a -2 modifier for a palm sized or smaller object, -4 for a weapon sized object, -6 for a human sized object, -8 for a horse sized object and -10 for a cart sized object. Observers may make a Perception check (minus Conjurers Rank) to try and see through the trick. The same rolls are made to reveal a previously hidden object, objects and persons that are not revealed by the Conjurer will appear somewhere nearby out of sight in 1d10 rounds.

Carnivale

Prerequisites: Poise & Throwing Spikes

The Entertainer becomes an initiate of the higher mysteries of the show folk. They observe the shadows that lie behind the curtains and learn aeons-old mysteries from the lost empires of Kaikuhuru and Emphidor. They attain enhanced agility and may move

upon any item as if on solid ground—i.e. rope, stilts, high-wire, roof gable etc. The Entertainer becomes permanently empowered with the abilities of one of the following: Hidden Target (see p.91 of the *Dragon Warriors Rulebook*), Pass Unseen (see p.92 of the *Dragon Warriors Rulebook*) or a Reflexes score of 18.

Arrow Cutting

This is as the Warlock skill (see p.39 of the *Dragon Warriors Rulebook*).

“Ladies and Gentlemen, may I present to you fresh from the exotic climes of the Holy Lands. Baridan the Mighty, the Colossus of Ibrahim, and Sheliyah the Queen of Knives. Now I need a volunteer from the audience. You sir? Your Grace. Will you join us?”

—Perciva, Prince of Indigo.

Trader

PROFESSION

Open

PREREQUISITES:

- *Minimum Rank:* 1st Rank.
- *Birthplace/Nationality:* Any land.

TOLL

A Trader must ply his trade for at least one full day per month or he will be unable to advance further on this Path.

DESCRIPTION

Tinker, Tailor, Soldier, Spy... why not all four? The Trader is a constant presence in the alleys and the market places of Legend. He is constantly on the look out for new markets, new customers, new sources of goods and materials and is adept at sourcing ‘unconventional’ means of procurement and routes of supply. They keep all manner of “quality” merchandise hidden inside their long cloaks and backpacks—in fact they usually have so much merchandise that nobody is ever quite sure where they get it all from!

A Trader is indispensable for keeping bearers and servants in line and getting the most out of them, and the Trader is also more than capable of making sure that a party gets the best possible price for their ill-gotten gains. In some parts of Legend the Traders among the merchant class have begun to attain a Rank in society approaching that of lesser nobility, but in most parts a trader is still envisaged as either



an itinerant peddler, a lion of the marketplace or the quartermaster of an army.

The Trader Path can also be used to represent more dubious merchants such as Smugglers, Bootleggers and Wreckers.

SKILL ATTAINMENT

Choose one skill at 1st, 3rd and 6th Ranks, and one optional or advanced skill at 8th Rank and every Rank thereafter, from either the Trader or Knave Core skills lists.

LIST OF SKILLS

Trade

This is as the Man-at-Arms skill (see p.25 of this book).

Packing

The Trader is able to more efficiently pack both his pack-animals and backpack in order to carry 10% more items.

Polish

The Trader is able to command an extra +10% in price for any object he sells if he is given an hour and sufficient supplies of material to 'dress' it. If someone of higher Rank than the Trader or a skilled craftsman inspects the object they will not be fooled.

Haggle

With a successful Perception check and a few leading questions addressed to the mark the Trader is able to determine the required level of bribe, correct amount of gratuity or the maximum price a buyer is willing to pay for an object. The Trader may then optionally force a sale through at up to 2x the normal charge with a successful Looks roll. If successful, the customer will take 1d20 rounds to realise what has happened, but if unsuccessful the customer will immediately refuse the deal.

Journeyman*

Each time this skill is taken the Trader may acquire a new trade selected from the Background tables. Attribute rolls are made to take advantage of trade skills.

Common Touch

Prerequisites: Trade

The Trader is able to forge loyal bonds with ordinary working peasants. Retainers secured by him cost half the price per day and make Morale and Fright checks as 1st Rank Knights. They may advance from Bearers to Hot-bloods and then 1st Rank Knights/Hunters.



6th Rank Onwards

Forgery

Prerequisites: Polish

This is as the Courtier skill (see p.48 of this book).

Skills of the Mighty (8th Rank onwards)

Secret Cargo

Prerequisites: Packing and Polish

The Trader may conceal items about his person, cart or ship. The Trader may assign his own Stealth to a hidden cargo in order to sneak it past observers. Additional modifiers are +1 to Perception for objects larger than a weapon concealed on his person, and +1 to Perception for objects larger than a dog concealed on a cart or ship.

Control The Market

Prerequisites: Common Touch

The Trader is able to influence the flux and flow of marketplaces and merchant houses through hard-won experience and practices. Preparation requires one month for a major city, two weeks for a large town

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or one week for a village (but never less than 12 hours) From these times there may be subtracted a number of days = to the Traders Rank. The Trader may thereafter make a daily Looks roll in order to adjust the prices and chances of acquiring goods across the entire settlement by 10% up or down. In this way armies may be supplied or starved, grain may be stockpiled, specific markets destroyed and nobles held to ransom. Unrestrained, use of this ability is a highly effective way of making enemies.

“That’s nothin’ like what it’s worth, is it now? You can see the quality a league away. Tell yer what, I’ll sell yer it for eighteen and that brass brooch you’ve got there—hows that?”

—Danolm of Clyster, black marketeer.

“You’re wanting these barrels to get to Montombre’s private stock? Sure it’s doable but it’ll cost you a penny or two, mate. No, I don’t want to know whats in ‘em, and I don’t want to know why you want me to sprinkle this dust on ‘em... but... I DO want to know how quickly I have to shift after doing so.”

—Morrius of Rathbone, suddenly realising that maybe he shouldn’t have taken the job.

PRIESTLY PATHS

Exorcist

PROFESSION

Restricted to the Priest Profession

PREREQUISITES

- *Abilities:* Minimum Psychic Talent of 13
- *Minimum Level:* 4th
- *Birthplace/Nationality:* Any land.

DESCRIPTION

Exorcists fight a supernatural crusade, setting their iron-willed faith and powerful relics against the dread abominations and evil demonic forces that inhabit the shadows. An Exorcist often chooses to live a lonely life with perhaps only one or two friends, and remains wary of close friendship for fear that those friends may be turned against him by demons in the night.

A life of exorcism would be unrelentingly grim, were it not for the Exorcist’s a firm belief in the protection afforded by their deity, the redemption of the human soul, and a solemn moral duty to help the afflicted. This belief is the source of an Exorcist’s power, but also

the cause on which many Exorcists have sacrificed their own souls in their quest to save the possessed.

The Church recognises the dangerous nature of occult Exorcism, and seeks to protect powerful Exorcists from danger until their talents are gravely needed. In their stead, friars and monks are frequently called on to administer lay-exorcism for innocuous ailments and sickness, which takes the form of a mild everyday exorcism rite that is more akin to a simple blessing than outright demon combat. Exorcists are constantly tested and examined by the Church for signs that they might have succumbed to the taints of their craft.

Exorcists may keep no wealth, no spouse and no title whilst they walk the Path.

EXORCISM

This is based on the Priest skill (see p.17 of the *Dragon Warriors Players Guide*) but as this is the Exorcist’s stock-in-trade, the ability is acquired at the 4th Rank. The Exorcist may also avoid the negative effects of failing to exorcise a creature by studying and praying, rather than needing direct reassurance from another Priest. To do this, they must study for a day and then roll under Intelligence on d20. If they fail, they may continue to do this until they succeed, each attempt taking one day. In the event of a draw they may avoid the negative effects involved in banishing a creature with a successful roll under Psychic Talent on d20.

SKILL ATTAINMENT

All standard skills are attained at 4th Rank. Choose one optional skill at 6th Rank, and one optional or advanced skill at 8th Rank and every Rank thereafter, from either the Exorcist or Priest Core skills lists. Skills marked with a boost level can be selected more than once, to a maximum of three times.

LIST OF SKILLS

Spirit Signals

Training and folklore impart upon the Exorcist a close understanding of the signs of human spiritual possession. Symptoms vary widely but can include most abnormal biological and behavioural afflictions including: Abnormal body shape, movement, very high strength or parasomnia such as somnambulism (sleepwalking). Abnormal personality, voice, language, excessive anger, loss of appetite, regurgitating objects or self-harm. Particularly powerful spirits may enable a possessed person to wield superhuman powers such



as uncanny knowledge of unknown places, the future, telepathy and remote control over the immediate environment such as psychokinesis and telekinesis. Possessed individuals will often have a sudden and violent reaction to any religious sights or sounds.

Spirit Rites*

The Exorcist can learn particular prayers that convey a bonus against magical attacks from particular sources. Each time this skill is taken a prayer is learned that grants a +1 Magical Defence bonus against either Elven magic, or against the magic of Hags and Spriggens, or against the magic of undead. This skill may be taken multiple times, each time against either a new class or magic, or adding an additional +1 bonus with each use. The bonus is activated by taking a round to say the prayer and applies to all those standing within 5 metres of the Exorcist.

Duration: This invocation is subject to a 2d6 Spell Expiry Roll.

Spirit Ward

The Exorcist is knowledgeable in and able to construct simple wards in order to restrict the movement of supernatural beings - i.e. running water and garlic to dissuade a vampire, salt circles to stop a ghost, iron to discourage the fae etc. The actual efficacy of the ward is determined by comparing the Priest's Rank to the Rank equivalent of the being being warded against. If the Priest's Rank is higher his ward is effective for 24hrs, if equal or lower there is a 10% chance per equivalent of the creature/entity warded against that the ward is ineffective.

Spirit Blessing*

By performing this blessing and anointing a person with oil or holy water, the Priest can, three times per day, grant a +1 Psychic Talent bonus to one person for one hour. Each time the skill is taken increases the duration by a further hour.

6th Rank Onwards

Refute Spirit

With a successful roll against Psychic Talent + Rank - the Rank Equivalent of the creature, the Exorcist can drive back a single undead creature within 10 metres for

a number of rounds equal to the Rank of the Exorcist. It will flee from him at its normal speed. This skill can be reused as needed, and with successful rolls the Priest could hold off the undead creature indefinitely.

Angel's Sight*

With a minute of concentration, once per day, the first time this skill is obtained the Exorcist acquires the ability to see concentrations of magic power in a way identical to the Mystic's See Enchantment spell (see p.90 of the Dragon Warriors Rulebook). The second time it is obtained, he also acquires the ability to see invisible objects in a way identical to the Mystic's Allseeing Eye spell (see p.91 of the Dragon Warriors Rulebook). The third time it is obtained, he also acquires the ability to see anything within 5m in the same way as the Mystic's Clairvoyance spell.

Skills of the Mighty (8th Rank onwards)

Truth Sight

Prerequisites: Angel's Sight

With this ability, the Exorcist can immediately identify any illusion on sight with a successful roll under d20 on Psychic Talent. In addition, he also acquires the ability once a day

to use an ability equivalent to the Mystic's Truthsense spell (see p.93 of the Dragon Warriors Rulebook). Finally with a roll under d20 on Psychic Talent, he can immediately identify whether a person is possessed or under the influence of some sort of controlling spell. These last two uses must be deliberately activated by the character.

Conquer Enchantment

By a supreme effort of will, the Exorcist has a power equivalent, in many ways to the Sorcerer's Dispel Magic spell (see p.84 of the Dragon Warriors Rulebook). To successfully dispel a spell, he must make a d20 roll under his Psychic Talent minus the Rank of the spell. Whether successful or not, his Psychic Talent will reduce by the Rank of the spell dispelled, and he will only recover his Psychic Talent at a rate of 1 point per day. This is not a task an Exorcist undertakes lightly.

"You visage does not scare me, demon—I fear you not. Foul abomination from the pit—you have no



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power here! Begone! Back to the darkness whence you came and blight us not with your evilness!"

—Friar Carsten of Adalbaum, Order of the Sacred Tablet.

Witch-hunter

PROFESSION

Normally restricted to the Priest Profession. The GM may allow other professions access to this path at their discretion.

PREREQUISITES

- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Coradian/Selentine lands.

DESCRIPTION

Witch-hunters may work directly for the church, for their liege or they may be 'freelancers'. They are especially active in Algandy, Molasaria, Analika and Kurland though those in Kurland tend to be more discriminating in their targets. Whilst the use of magic is at least generally accepted in the heartlands of the Church there exists in those areas which have proven resistant to church power a tendency to demonise the former pagan religions of the inhabitants and by extension those who call upon such powers.

Witch-hunters who hold church status often find themselves reviled and revered in equal part, those who work without the guardianship of the church often find themselves accused of the very witchcraft they hunt. Whilst many take up the mantle due to a higher calling or a desire to aid their fellow man there are those among their number who think little of extorting the peasantry or using the influence they have over the dangers of the night to achieve their own aims of power, riches or esteem.

Despite their moniker Witch-hunters also target lycanthropes, pagans, midwives, vampires, necromancers and demonologists; indeed it is not unknown for all of these to be labelled as witches in places such as Algandy.

TOLL

Witch-hunters are often despised by the general population, they must often work in secret or by force of arms in order to achieve their goals. They make enemies very easily.

SKILL ATTAINMENT

One skill is gained at Rank 2 then one every two Ranks from then on.

LIST OF SKILLS

Disguise

This is as the Assassin skill (see p.47 of the *Dragon Warriors Rulebook*).

Pick Lock

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Torture *

This is as the Forester skill (see p.43 of this book).

Authority of the Church

The Priest may use his standing in order to influence noblemen, other clergy and the like. Adds +1 to the perceived Status of the Priest.

Create Wards

The Witch-hunter is knowledgeable in and able

to construct simple wards in order to restrict the movement of supernatural beings ie. running water and garlic to dissuade a vampire, salt circles to stop a ghost, iron to discourage the fae etc. The actual efficacy of the ward is determined by comparing the Priest's Rank to the Rank equivalent of the being being warded against. if the Priest's Rank is higher his ward is effective for 24hrs, if equal or lower there is a 10% chance per Rank equivalent of the creature/entity warded against that the ward is ineffective.



Lawyer's Tongue *

This is as the Druid skill (see p.27 of this book). Note that this skill can be applied to ecclesiastical and other 'witch trials', especially relevance in the case of the Witch-hunter.

"No more of your lies, witch. Do you not admit to meeting with agents of darkness beneath the full moon! Did you not administer foul and unnatural concoctions to this young woman? You have been seen in worship of demonic forces and you will now pay for your crimes. Set fire to the witches pyre!"

—Nathaniel Prendeghast, at the trial and execution of the Widow Fornier, the Village of Dignes, Chaubrette.

Apostle/Missionary

PROFESSION

Restricted to the Priest Profession

PREREQUISITES

- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Any land.

DESCRIPTION

The church, both Selentine and Tamorian, makes use of apostles and missionaries to spread the True Faith to those corners of the Legend who are still in the grip of paganism. That this work of saving souls also aids in spreading the power and influence of the church means there is no lack of young idealistic clergy eagerly encouraged to venture into foreign lands by their superiors.

The Cornumbrian Monasteries are a rich source of priests bound for the remaining pagan outposts in Thuland or the wind scoured shores of Mercania. Tamorian friars venture into the forbidding Trackless Ooze, Ta'ashim lands or the outlying territories of the Khanates. The truly bold or foolish set out from Selentium for Krarth, Mungoda or further flung lands.

The 'True Faith' is not the only religion which seeks to bring unbelievers into the light; Ta'ashim Imams and the emergent Sufis dawah efforts follow the trade routes extending throughout southern Legend as far as the lands of Minj, Khitai and the Thousand Islands. Other religions have their own missionaries, for centuries followers of Eastern and Southern



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philosophies have found their way to Ta'ashim lands and even the edges of the Selentine Empire spreading their own messages of faith.

Life on the road is hard at the best of times and those who travel with the weight of souls lost every time they delay it can be burdensome indeed. Many of those who spread the word belong to Mendicant Orders and rely on the kindness of strangers to provide for them, others take a more pragmatic response and learn to survive on the land sheltering under the stars.

Whilst not violent by nature many of those who spread the message learn that in order to overcome the obstacles that may appear in their path often a couple of taps with a stout staff are necessary and that the acquisition of stalwart companions on the road can be indispensable.

TOLL

Missionaries must not possess wealth, must honour their faith and must not lose an opportunity to spread the Word.

SKILL ATTAINMENT

Missionaries gain 1 skill per Rank from the Missionary skill list from 3rd Rank onwards.

LIST OF SKILLS

Forage

This is as the Hunter skill (see p.13 of the *Dragon Warriors Players Guide*).

Infuriate/Pacify

This is as the Knave skill (see p.7 of the *Dragon Warriors Players Guide*).

Human Intuition

This is as the Knave skill (see p.7 of the *Dragon Warriors Players Guide*).

Navigator - Land

This is as the Nomad skill (see p.14 of this book).

Disciple of the Faith

This is as the Crusader skill (see p.22 of this book).

Prayer

This is as the Crusader skill (see p.22 of this book).

Words of Comfort

This is as the Crusader skill (see p.22 of this book).

"Aye, I spread the word of Gatanades among the unfortunates of the northern coast. It appeared that someone had been there before me, when I arrived they

were eager to have another prophet of the Hanged God amongst them...a little too eager it seemed but willing parishioners are too few and far between to spurn them. A month later I found out why, they erected a huge cross on the hill above the village and encouraged me to say mass before it. It was not the Lords Day but I acquiesced. No sooner had I finished than I was taken up and bound to the cross. Daggers were thrust through my palms and feet and a spear thrust was made in my side. A young woman set a circlet of briars upon my brow and they began to sing a strangely mangled version of an old nursery prayer. It was only the sudden appearance of a group of raiders from a nearby village that spared me, the cross was tumbled to the ground and I came loose of it. My legs hit the pebbled shore and I began to run, I have not stopped since..."

—Friar Cuthbert, during the wee hours in the tap room of the Dappled Pony.

Cultist

PROFESSION

Open.

PREREQUISITES

- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Any land.

DESCRIPTION

Whilst many in the world follow the teachings of Gatanades, the Illuminated or other established deities others follow older powers, stranger gods or simply worship in a manner deemed taboo by the Church. Cultists are forced to hide their faith from the world, by necessity they learn to conceal their worship from their family, acquaintances and their brethren.

Some of the more infamous Cults are the Hutherians said to preach that Gatanades was but a mortal man, the Bacchanates; immoral and lascivious adherents to the ancient Emphidian god of lusts, the Sword Lodge; secret worshippers of the old demon-gods of Kurland and the Eyeless Mask; whispered to be adherents of the ancient demoness Echidna.

Cultists move through the shadows of the world conducting secret rites and meetings, they learn to hide their true allegiance and lies and excuses come easily to their lips. They often find themselves drawn by circumstance to rely on others who know the secret ways of moving throughout the city, and sometimes, sometimes the gods they serve are truly as dark as



the whispers paint them. By necessity they travel through secret passages, meet in hidden cellars and on occasion venture deeper in search of the truth.

Cultists are often on the move; finding common ground with other neêrdowells, seeking knowledge of the old ways or simply delving into the ancient mysteries of their faith in long fallen temples.

TOLL

Cultists must operate in secret, they must not allow their faith to be discovered by the Church, the local lord or both.

SKILL ATTAINMENT

Skills are acquired at one every second Rank from Rank Two onwards.

Cultists may learn an additional Ancient Language and its associated script at the time the Path is taken.

LIST OF SKILLS

Disguise

This is as the Assassin skill (see p.47 of the *Dragon Warriors Rulebook*).

Espionage

This is as the Court-Wizard skill (see p.31 of this book).

Pilfer

This is as the Assassin skill (see p.47 of the *Dragon Warriors Rulebook*).

Pick Lock

This is as the Assassin skill (see p.47 of the *Dragon Warriors Rulebook*).

Stillness

This is as the Hunter skill (see p.14 of the *Dragon Warriors Players Guide*).

Gossip

This is as the Knave skill (see p.9 of the *Dragon Warriors Players Guide*).

Skills of the Mighty (8th Rank and above)

Network

This is as the Knave skill (see p.9 of the *Dragon Warriors Players Guide*).

Alchemical techniques

This is as the Assassin skill (see p.45 of the *Dragon Warriors Rulebook*).

Potion Brewer

This is as the Druid skill (see p.27 of this book).

“Of course Gatanades was a mortal man. Has not the Lord brought many men to his Holy Knowledge in the past? It was not his fault that the church elevated him to godhood. But we are here to tell you of the true messiah...”

—Gertrude Hulman, Sister of the Hutheran Order.

Shaman

PROFESSION

Restricted to the Barbarian, Priest, Knave and Hunter Professions

PREREQUISITES

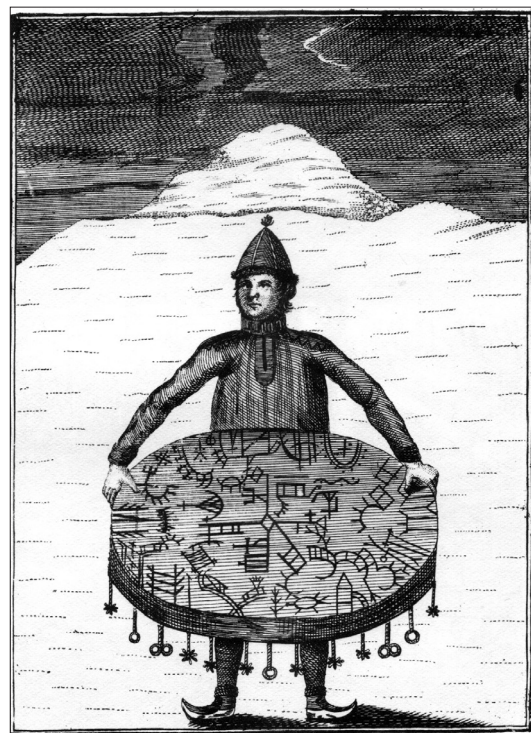
- *Abilities*: Minimum Psychic Talent of 13
- *Minimum Rank*: 2nd Rank.
- *Birthplace/Nationality*: Found in far northern Mercania, Northern Krarth, Gnawing Waste, Kingdom of Wyrd, Yggdras Isle. Also present in the distant lands of the South, Mungoda and the Nomad Khanates.

TOLL

Shamans must follow the beliefs of their people and pay homage to their ancestors and tribal gods.

DESCRIPTION

Shamans look after the spiritual well being of their people and take into their care their souls after they have died, their bodies when they are ill and their minds when they are troubled.



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Many Shamans follow a specialised path, only broadening their spheres of influence when they are very experienced. Others practise a wide variety of lesser skills but never achieve the higher levels of power. It is the office of the shaman to deal with the spirits of the dead and those of the land. He or she is also a healer and a spiritual guide for his community. Through his arts he is a diviner, able to predict impending plagues, droughts, or other calamities, and he is the one who is responsible for guiding the dying to the other world. Unlike ordinary men, the shaman can speak with and interact with the denizens of the spirit world. In fact, it is the shamans primary duty to serve as a kind of mediator between the fleshly and the spiritual worlds. He treats and bargains with the gods and the dead, gains knowledge and power from them, gives them offerings, and at times does battle with them in order to protect his people.

The shaman's initiation involves ritual death and rebirth; during this initiation it appears as if the shaman's spirit passes out of his body and upon return he often tells of entry into other realms such as the world of the dead or the lands of faerie. He undergoes trials of the soul and the mind and gains the ability to use the tools at his disposal to see spirits in both realities and to interact with them.

Certain gods, fae and spirits may form bonds with the shaman at this time making it easier for the shaman to call upon them in the future. Once he returns to his body, he is considered twice born and walks between the physical and spiritual worlds as a Shaman.

Use of the Shaman's skills often involves tools such as drumming, use of strange herbs and fungi, rhythmic chanting and the like.

Individuals similar to Shamans are also found in some Southern cultures and among the peoples of Mungoda; though they differ quite markedly in the trappings of their art, their skills are quite similar.

SKILL ATTAINMENT

Skills are gained at Rank Two then one skill every 2nd Rank from then on.

LIST OF SKILLS

Track

This is as the Tracking Skill (see p.63 of the *Dragon Warriors Rulebook*).

Herbalism

This is as the Druid skill (see p.27 of this book).

Inner Sense

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Memorise

This is as the Assassin skill (see p.44 of the *Dragon Warriors Rulebook*).

Create Wards

This is as the Witch-hunter skill (see p.25 of this book).

Forgecraft

This as the Man-at-Arms skill (see p.zz of this book).

Meditational Techniques

This is as the Assassin skill (see p.44 of the *Dragon Warriors Rulebook*).

Lore of the Dead/Gods/Wild

These three skills give a Shaman an advantage in his dealings with the dangers that may face his people allowing him to make an Intelligence check when faced with a being covered by the skill to know of a weakness or secret that the being possesses. Dead (Undead, Ghosts and the like), Gods (Extra-planar beings, Demons and Spirits), Wild (Animals, Fay and Earthbound Gods). The difficulty of the check is the being's Rank + 8.

Summon the Dead

Expending 4 Health Points a Shaman may draw down the shade of someone who has died. The shades demeanour will depend on its former relationship to the Shaman or his people. Shades are the beings known as Ghosts but due to the ritual nature of their calling they do not automatically inflict a Fright Attack... unless they become enraged.

Summon Minor Gods

Expending Health Points= to the Rank equivalent of the creature the Shaman attempts to summon a nature or Faerie spirit of 1st to 4th Rank equivalent ie. An Elf, Beastman, Goblin or similar. The being will be neutrally disposed towards its summoner.

Rank 6 and above

Awaken the Flame*

The Shaman is able to access the Magics of a 1st Rank Mystic at great risk through the means of drugs, trances, drumming and the like, not only are the magics subject to Spell Expiry Rolls but the Shaman must pay a cost in Health Points equal to the spell's Rank. A Psychic fatigue roll results in the Shaman

losing access to this skill for a Lunar Month and suffering 1d10 Health Points in damage.

Boosts: Each purchase of this skill buys an additional Rank of Mystic spells.

Summon the Great Dead

Prerequisites: Summon the Dead.

Expending Health Points equal to the Rank of the creature the shaman attempts to summon a dead or undead spirit of 5th-10th Rank equivalent ie. Wraith, Barudath, Spectre. The being will be neutrally disposed towards its summoner. Great Dead are often called upon to defend their ancestors, answer questions of antiquity etc.

Summon Greater Gods

Prerequisites: Summon Minor Gods.

Expending Health Points equal to the Rank of the creature the shaman attempts to summon a nature or Faerie spirit of 5th-10th Rank equivalent ie. Jack-in-the-Green, Redcap, Barghest. The being will be neutrally disposed towards its summoner. Great Spirits of Nature are often called upon to summon herds of prey animals, temper the season etc.

Ghost House

This is as the Hedge-wizard skill (see p.34 of this book).

Spirit House

This is as the Hedge-wizard skill (see p.33 of this book).

"You should never own more things than you can carry with you up a tree."

—Pedr Saba, Shaman of the Bleeding Moon to the departed spirit of Valdio Huertz sadly lost to a wolf pack.

EVEN MORE PATHS

River Dweller

PROFESSION

Open.

PREREQUISITES

Birthplace/Nationality: Born and raised in the Cosh Goyopë, Trackless Ooze or a similar region.

DESCRIPTION

The natives of the Cosh Goyopë rely on stealth and skill to survive, the jungle waterways are harsh mistresses and the predations of the fearful Dracomen mean constant vigilance. Those who live within the fens and waterways of the Trackless Ooze silently glide through the mist-choked brackish water in pursuit of

newtlings and ever on watch for the larger denizens of the bogs.

SKILL ACQUISITION

This Path can be acquired from 1st Rank, a single skill may be acquired at 1st, 2nd, 3rd, 5th and 6th Rank.

LIST OF SKILLS

Arrow Mind

This is identical to the Barbarian's Berserk skill but is applicable to ranged weapons only. It resembles a trance like state where the target is concentrated on by ignoring everything else.

Swimming

This is as the Saltwater Sailor skill (see p.12 of this book).

Climb

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Canoe/Coracle Master

May operate a canoe or similar watercraft using unadjusted Stealth score, may fight from canoe without penalty.



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Forage

This is as the Hunter skill (see p.13 of the *Dragon Warriors Players Guide*).

8th Rank

Master Bowman

This is as the Knight skill (see p.27 of the *Dragon Warriors Rulebook*). It replaces Bloodrage for the Barbarian.

"Shhh... big woman crocodile here... you can see the slide. There... stay still... no sudden movements... OK, we are past now. You must stay quiet now though. On the bank there are tracks of Crocodiles-Who-Walk-As-Men. We do not want to meet them today."

—Gullway Mapatu, wondering if the gold the foreigners gave him is worth his life...

Mountaineer

PROFESSION

Open.

PREREQUISITES

- *Minimum Rank*: 1st Rank.
- Native of Harogarn Mountains, South Emphidoran Mountains, Drakken Peaks or Thanogost Peaks (some isolated settlements in the Pagan Mountains and Lavassan Mountains).

DESCRIPTION

The mountaineer was born and raised on the slopes and rugged bluffs of their homeland. Sure-footed and agile they are able to withstand the extremes of weather and environmental conditions that would break a man of more civilized climes.

TOLL

Mountaineers must spend at least a day a month practicing their skills and moving about in precarious environments.

SKILL ATTAINMENT

Skills are obtained every second Rank up to 8th.

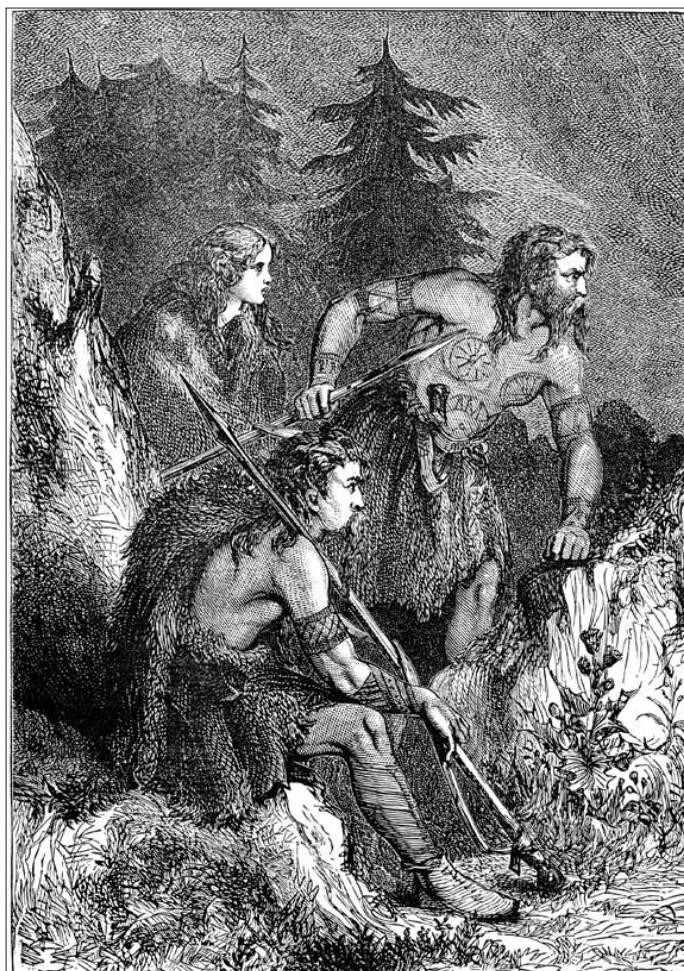
LIST OF SKILLS

Climb

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Breakfall

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).



Jumping

This is as the Assassin skill (see p.46 of the *Dragon Warriors Rulebook*).

Environmental Hardiness

This is as the Nomad skill (see p.13 of this book).

Forage

This is as the Hunter skill (see p.13 of the *Dragon Warriors Players Guide*).

At 8th Rank

Foe of the Mountain Lords

Prerequisites: Harogarn native.

Harogarnians receive +1 to their Attack, Armour Bypass Rolls, damage, Defence and Evasion when in combat against foes who are of lesser stature.

Herd/Flock-master

Prerequisites: South Emphidor.

This is as the Nomad skill (see p.14 of this book).

Master Bowman

Prerequisites: Drakken Peaks native.

This is as the Knight skill (see p.27 of the *Dragon Warriors Rulebook*).



Weapon Mastery — Spear/Sling

Prerequisites: Thanagost Peaks native.

This is as the Irregular skill (see p.41 of this book) but can only be applied to the spear or the sling.

“The temple is just at the top of this face, wait... why are you still wearing all that armour? This rope is yak hair not iron. Strip down now or we’re not going anywhere today. Foreigners...”

—Tamzin Cherapa, Harogarni guide.

Tamorian/Selentine Cataphract

PROFESSION

Restricted to the Knight Profession

PREREQUISITES

- *Minimum Rank:* 4th Rank.
- *Birthplace/Nationality:* Asmulia, Kurland, New Selentine Empire, some few from other Coradian lands.

DESCRIPTION

Heavily armoured in chain and lamellar, these armour-clad men and beasts enforce the will of the empire, both Tamorian and Selentine, with lance, banner and steel.

Cataphracts are often deployed in conjunction with mounted archers and have been responsible for many imperial victories against enemy forces.

Originally, cataphracts were drawn from the Ranks of those nomadic horsemen who had attacked and settled on the eastern border of the empire. They underwent further development after the Empire’s conflicts with Taáshim Fāris and similar troops undergoing a period of assimilation and adoption of their enemies tactics until they became as they are today.

TOLL

Cataphracts are sworn to service in the Empire’s Cavalry for a period of fifteen years, during this time they are full-time professional soldiers.

SKILL ATTAINMENT

The Cataphract acquires skills at 4th, 6th, 8th and 10th Rank etc.

LIST OF SKILLS

Weapon Mastery — Lance

This is as the Irregular skill (see p.41 of this book) but can only be applied only to the lance. This skill can be acquired at a much earlier Rank than normal due to the Cataphracts intensive training.

Move as One

This is as the Man-at-Arms skill (see p.25 of this book).

Horse Master

This is as the Nomad skill Horse/Camel Master (see p.14 of this book) but specific to horses.

Armour Master

The Cataphract is able to more easily move about, and for longer periods, within heavy armour reducing all penalties (stealth, environmental, etc.) for doing so by half, rounded down.

To My Banner

The Cataphract is able to rally companions and retainers in battle; allowing them to re-roll for morale and fright attacks. UnRanked characters employed or commanded by the Cataphract (hotbloods, etc.) also become 1st Rank Knights in half the usual time.

Authority of the Empire

The Cataphract may use his standing in order to influence noblemen, other court officials, servants and the like. Adds +1 to the perceived Status of the user.

“The misty morning when I am astride my horse; armoured, with lance aloft and shield on my arm. I look eagerly towards the eastern horizon. The enemy will be here soon, and I will meet them and send them to hell.”

—Hurald Lathendic, on the border of eastern Kurland.



Zhenirī Fāris

PROFESSION

Restricted to the Knight Profession.

PREREQUISITES

- *Minimum Rank*: 3rd Rank.
- *Birthplace/Nationality*: Zhenir, some individuals drawn from the Principalities, Marazid and Opalar.

DESCRIPTION

The Fāris are consummate warriors of the Ta'ashim world, they are experts on the field of battle, equally comfortable on foot or horse/camel back. Usually opening their attacks with their bows and then closing with lance, sword or mace.

There are four furūsiyya, or disciplines, these are horsemanship, archery, and charging with the lance and, more recently, swordsmanship.

Fāris are expected to embody many virtues which would be recognisable to Coradians as 'knightly' and there are many treatises written about them, both military and poetic.

The Fāris are considered devout holy warriors and received with honour wherever they may travel.

TOLL

The Fāris must adhere to the furūsiyya, both in training and in the way they conduct themselves towards their peers, the opposite sex and their enemy.

SKILL ATTAINMENT

One skill is received at 3rd Rank, then 1 each Rank up to 8th Rank.

LIST OF SKILLS

Environmental Hardiness

This is as the Nomad skill (see p.13 of this book).

Ride War Camel

This is as the Knight skill, Ride Warhorse (see p.26 of the *Dragon Warriors Rulebook*). The Fāris can also take the traditional Ride Warhorse in addition to this skill.

Fearless

Tempered by battle and faith in his maker, the Fāris receives +2 modifier to morale and fright attack checks.

Prayer

This is as the Crusader skill (see p.22 of this book).

Pious Devotion

This is as the Crusader skill (see p.22 of this book).

Iron Fortitude

Prerequisites: Pious Devotion.

This is as the Crusader skill (see p.22 of this book).

Blessed Constitution

Prerequisites: Pious Devotion.

This is as the Crusader skill (see p.22 of this book).

4th Rank

Weapon Mastery — Lance

This is as the Cataphract skill (see p.61 of this book).

Divine Zeal*

This is as the Crusader skill (see p.22 of this book).

Pious Devotion

This is as the Crusader skill (see p.22 of this book).

Skills of the Mighty (8th Rank onwards)

Protector of the Faith

Prerequisites: Pious Devotion

This is as the Crusader skill (see p.22 of this book).

Having mastered the holy martial arts, the Fāris turns his mind to developing a true appreciation of the mysteries of The Illuminated.

"The northerners are without even the most basic of social graces, it is said. I have mostly only met them on the field and there is little time for pleasantries when you are killing people. I spoke at length with one of the captives but he merely grunted and cursed in his rough



tongue and I was forced to slit his throat when he made a crude gesture at my brothers wife. A pity really, he was beginning to show interest in using utensils...."

- Alsayed Ali Ahmad Alshaykh,

Krarthian Legionnaire

PROFESSION

Restricted to the Knight Profession

PREREQUISITES

- *Abilities:* Minimum Psychic Talent of 12
- *Minimum Rank:* 3rd Rank.
- *Birthplace/Nationality:* Krarth (some very, very few may be drawn from other places. Possibly Mercania, the Drakken Peaks and The Gnawing Waste.)

DESCRIPTION

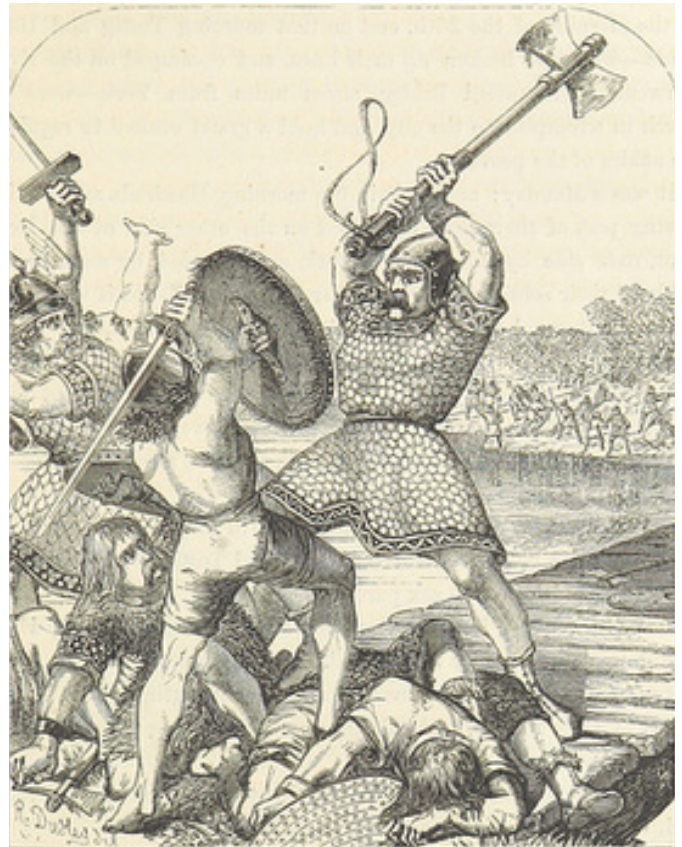
These warriors are the bodyguard and standing troops of the Magi of Krarth. They are divided into battalions in service to their individual masters or mistresses. Each battalion has a distinctive tabard and colour scheme.

The Legionnaires of Krarth are skilled in battle both in large and small scale campaigns and actions; a number of them are highly specialised and honoured (eg. Magi Kalugen's elite personal bodyguard, The Battalion of the Emerald Hydra named in honour of the ancient Emphidian demon-god his ancestors trapped below in the distant past. They wield distinctive green-dyed swords.) whilst others are seen as doomed and pitied. (eg. Magi Kalugen's Battalion of Torment whose distinctive jet-black ringmail and ochre tabards mark them as dishonoured in his eyes; from their Ranks are drawn the Tomb Rangers: disgraced soldiers that roam the underworld on months/years-long suicide missions, after so long in the darkness they often develop extreme mental problems.)

Their training is incredibly grueling and they are constantly tested in horrific and mind-shattering ways by their cruel masters.

SKILL ATTAINMENT

Skills are gained at 3rd Rank then 5th, 7th, 8th etc. Tomb Rangers must roll once the Madness table (see p.124 of the *Dragon Warriors Rulebook*) when the kit is taken then once again each time they spend an extended period in an Underworld).



LIST OF SKILLS

Torture

This is as the Forester skill (see p.43 of this book).

Fearless

This is as the Fāris skill (see p.62 of this book).

Environmental Hardiness

This is as the Nomad skill (see p.13 of this book).

Spell Lore

Though not Sorcerers themselves the Krarthian Legions are often in conflict with those who are, they are trained to recognise and understand the limitations of many common spells up to their own Rank equivalent.

Inner Sense

Prerequisites: Tomb Rangers only.

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Potion Identification

By visual examination and tasting, the Legionnaire can identify a potion with a successful Intelligence check.



Cadaver Draconis

8th Rank and above

Berserk

Prerequisites: Tomb Rangers only.

This is as the Barbarian skill (see p.27 of the *Dragon Warriors Rulebook*).

Fight Blind

Prerequisites: Tomb Rangers only.

This is as the Warlock skill (see p.39 of the *Dragon Warriors Rulebook*).

Armour Expert

This is as the Knight skill (see p.26 of the *Dragon Warriors Rulebook*).

Move as One

This is as the Man-at-Arms skill (see p.25 of this book).

*"I've served Magi Kalugen since I was born. I lived through the training to wear the Hydra's Heads. I watched the keep and guarded his treasures until that southerner bastard took the ring... and for the last five years I've watched over this part of the Battle Pits. Actually... *twitch*... you look a lot like that southern bastard... *twitch**drool*... Lets see if you bleed the same!"*

—Rusicar Svennik, Tomb Ranger.

Sea-Witch

PROFESSION

Restricted to the Elementalist Profession

PREREQUISITES

- *Minimum Rank:* 1st Rank.
- *Birthplace/Nationality:* Thuland, Mercania, very rare in other coastal areas of Ellesland.

DESCRIPTION

These specialised Elementalists are selected to act as guides and living figureheads of the ships of their Thanes and Lords. Sea-witches are so prized by their lords that they are protected by tradition from churchmen and inquisitors.

SKILL ATTAINMENT

At 1st Rank and every Rank thereafter a single skill can be taken.

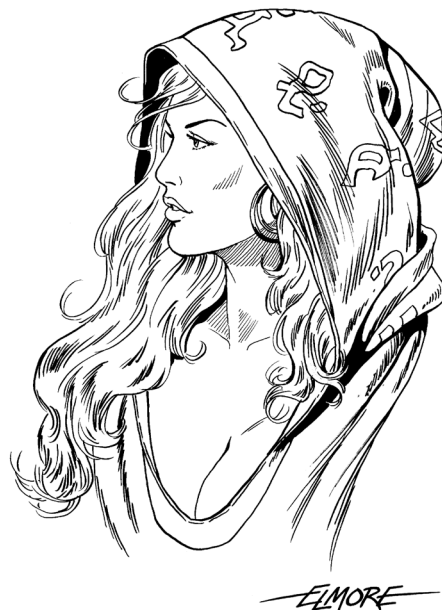
LIST OF SKILLS

Navigator - Sea

This is as the Saltwater Sailor skill (see p.12 of this book).

Sea Legs

This is as the Saltwater Sailor skill (see p.12 of this book).



Swimming

This is as the Saltwater Sailor skill (see p.12 of this book).

Knot Magic

This is as the Sorcerer Calligraphy skill (see p.30 of the *Dragon Warriors Rulebook*) but the 'scrolls' of the sea-witch are complex knotted ropes. Unlike Scrolls these knots may be undone by any individual; unleashing the bound magics.

Summon the School

By dropping a single drop of blood into a body of water (whether pond, lake or sea) the Sea-witch is able to summon all marine life present in a 1 km radius around them to school about the point that the blood dissolved for a period of 10 minutes per Rank of the Sea-witch.

Courtly Ways

The Sea-Witch is knowledgeable about courtly ways and receives +1 Perception in regards to political machinations and courtly intrigue.

Skill of the Mighty

Tame the Heavens

This is as the Hedge-wizard skill (see p.33 of this book).

"Bad luck to have a woman aboard? Aye, I've heard the Albishmen say that... you'll note we're still afloat and that cog out of Ongus is having a merry time on the rocks. There's not a bad lot these boys but they could use a bit more fear in them... I'll see what I can do about that as we round the cape."

—Granny Heatherfax, aboard the Greebo, a longship out of Katorheim.

Völva (Seiðkona/ Galdrmann)

PROFESSION

Restricted to the Elementalist Profession

PREREQUISITES

- *Abilities*: Minimum Psychic Talent of 13 & Minimum Reflexes of 13.
- *Minimum Rank*: 3rd Rank.
- *Birthplace/Nationality*: Mercania and Thuland.

DESCRIPTION

These wise women (and very rarely men) practice divination and fate binding. They wield a distaff with which they can call forth visions of what is to come from the weave or cut the thread of memories of what came before. In their weaving they can affect the fates of men and other beings, in their rites they can bind a man's will and in their vigils beneath the stars divine the fate of the world.

Men who practice this form of magic are considered unmanly and are not subject to the societal protections that female practitioners are.

SKILL ATTAINMENT

After a Thulandic or Mercanian Elementalist has reached their 3rd Rank they may undergo the rites to become a Völva. This allows them to access the skills of a Völva but leaves them forever after unable to access the Raw Power ability.

Skills are attained at 3rd, 4th, 6th, 8th, 10th Rank etc.

LIST OF SKILLS

Premonition

This is as the Mystic skill (see p.34 of the *Dragon Warriors Rulebook*).

ESP

This is as the Mystic skill (see p.34 of the *Dragon Warriors Rulebook*).

Fate Weaving

A Völva may spend a Magic Point to allow one of their companions to reroll any one roll.

Weapon Focus — Staff

This is as the Irregular skill (see p.41 of this book) but can only be applied to the staff.

Runecarving

Prerequisite: Knowledge of the Nikkar Runic script.

This is as the Sorcerer Calligraphy skill (see p.30 of the *Dragon Warriors Rulebook*) but requires carving

the spell into a runic tablet. The Völva may record the spells of her primary element only and only another Elementalist with the knowledge of Nikkar Runic may use such a tablet.

8th Rank skills

Pull the Thread

With expenditure of a Magic Point the player of the Völva may force the GM to reroll any one roll.

Work the Skein

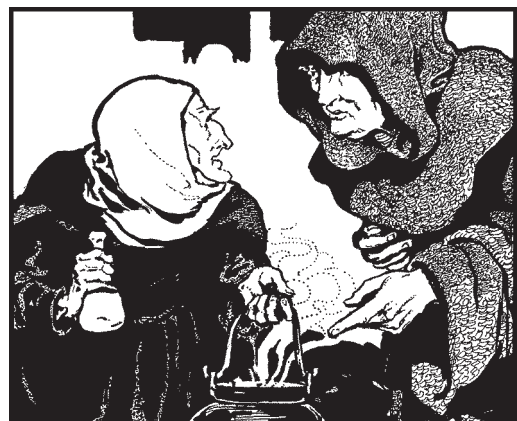
A Völva may, with the expenditure of 5 Magic points, double the effectiveness of their ESP or Premonition for a scene.

Wind the Thread

Expending double the normal amount of Magic Points a Völva is able to target with a spell an individual they have previously divined the future of no matter the distance away. This power has a chance of randomly targeting another individual whose fate has been read in the past; After casting roll 1d20 on a roll of 1 the target is not the intended recipient.

"My Jarl! I merely saw what the gods allowed me to see. They saw a great mound of gold gleaming in the darkness and they said that you would be the first man to lay hands upon it in a thousand years. There was no mention of the linnorm... or the slaughter of most of your men... or its ravaging of the outer holdings."

—Anna-Karin Stallen, Ex-Seiðkona in service to Jarl Hafsten.



Selentine War Mage

PROFESSION

Restricted to the Sorcerer Profession

PREREQUISITES

- *Abilities*: Minimum Intelligence of 13.
- *Minimum Level*: 5th Rank.
- *Birthplace/Nationality*: Tamor, New Selentine Empire, Asmulia.

DESCRIPTION

Rare and elite Sorcerers serving in the Selentine/Tamorian Army. After serving in the auxiliary for a number of years as apprentices, vessels and valets to the War Magi a Sorcerer may petition to be elevated to the position herself. Success will depend as much on her skill as on the connections she has made during her servitude.

War Mages are trained in military matters, command and in using their considerable powers in unique ways to assist the soldiers and war machines of the Imperial Army. The War Magi are blessed and cleansed by dedicated clergymen both before and after battle in order to protect them from the 'corrupting' influences of the energies they wield; these clergy are also present at all times during experimentation and instruction; though they are rotated out quite often to avoid becoming corrupted themselves.

SKILL ATTAINMENT

Sorcerers are able to join the esteemed Ranks of the War Mage at Rank 5.

LIST OF SKILLS

Draw on Vessel*

Requires the War Magi and 1 or more younger Sorcerers to undergo an hour long ritual, at the end of which the War Mage may use the Magic Points of the vessels as his own as long as they remain within 10 m of his position.

Boosts: Each purchase of the skill adds one possible vessel.

Clear the Field*

The War Mage is able to exponentially increase the number of people/monsters or area that a spell may effect at a cost of +1x the usual number of Magic Points. ie Dishearten will effect 2 persons on 1 skill purchase for 12 Magic Points , 4 on the second for 18 Magic Points.



Reach Beyond*

The War Mage is able to extend the range of his spells for a cost of 2x the Magic Points to double the distance, at the 2nd purchase of the skill the Magi may triple the distance for 3x the Magic Points ie. Dragonbreath will have a range of 40 m at 1 skill purchase for 2 Magic Points, 60m at 2 skill purchase.

Courtier

This is as the Sea-witch skill (see p.64 of this book).

Authority of the Empire

This is as the Cataphract skill (see p.61 of this book).

Skills of the Mighty (8th Rank onwards)

Commanding Presence

This is as the Chieftain skill (see p.16 of this book).

Formidable Reputation

Prerequisites: Commanding Presence

This is as the Chieftain skill (see p.16 of this book).

"Bentonus! Fellow with the wings! Fulgar Umbra! Five and be quick about it!"

—Brigadiere Leifbreig Stewardine.



PATHS OF PARAMOUNT POWER

The three paths that follow are exceptionally unusual and should be available to PCs only in cases where the GM has considered the implications of having an unusually powerful character in their game. Their routine availability is likely to unbalance a campaign. Even if they are not available to players, they may be useful in a game for rare and exceptional NPCs.

half-Jinn

PROFESSION

Restricted to the Warlock Profession. This Path must be chosen at Character Creation and cannot be left.

PREREQUISITES

- *Abilities*: Minimum score of 9 in all attributes.
- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Ta'ashim Lands including Swamps of the Jinn and the Desert of Songs

DESCRIPTION

Born of the meeting between mortal and djinn, these strange folk become less human as they age. Among those Ta'ashim who follow the more flexible tenets of their religion marriage between jinn and human is not unknown though less common now than in the ancient past. More common though still vanishingly rare are less formal matings, these nightly visitations are frowned upon and are looked upon as a dishonour and are not directly sanctioned under the main body of Ta'ashim law.

Among the regions where the interpretations of the Prophet's words are more strictly interpreted ie. Zhenir Half-jinn are hunted as demonic beings and killed in their infancy.

SKILL ATTAINMENT

Skills are attained at 2nd Rank and gained at one every second Rank after that. Each skill taken also removes the Warlock further from their human heritage.

LIST OF SKILLS

Elemental Resistance

Prerequisites: Dependant on heritage usually Fire or Air.

This skill conveys immunity to damage from one element. Becomes permanently surrounded by a slight heat haze/light breezes/humidity, etc.

Blood of Fire

The Half-jinns blood is hot and may burn those who injure them for 1 HP damage each time the skill is taken. If slain the body bursts into flame and is consumed to ash. The Warlock is very hot to the touch as if they were running a high fever.

Boosts: May be taken maximum of 3 times.

Call the Heaven Fires

The Half-jinn may call down the fires of heaven as meteors to attack his foes or destroy objects. Treat as a limited form of Raw Power; specifically Fire. It is only usable outdoors and only usable for damaging/wounding. There is a 10% chance the heaven fire will yield a piece of meteoric iron. The eyes of the Warlock become like stars burning in a void, this is most disconcerting to normal humans.

Hide from Mortal Sight*

The Half-jinn may add +3 Stealth to their Stealth score versus unRanked mortals. If taken again they may do so against Ranked mortals. If taken a third time it becomes effective against animals as well. (Magical or undead creatures are not affected.) May be taken a maximum of three times. The Warlock takes a -3 Perception penalty to perceive the beings he is capable of hiding from.



Cadaver Draconis

Shapeshift*

The Half-jinn may transform themselves into another shape. This skill grants a single shape but may be taken 2 times: available forms are Mule, Vulture, Cat, Hunting Dog and Giant Viper(Asp/Cobra). The Warlock gains a minor trait of the animal he can take the form of such as a cat's tail, scales on her neck or similar. Once per day.

Paths of the Jinn

The Warlock may halve their normal travel time on foot. The Warlock's feet become shrouded in a light mist.

Rank 8 Skills

Beauty of the Jinniyah*

The Warlock gains a Looks score of 18. If taken again the Warlock gains +1 to Looks up to a maximum of 20. There is a 1 in 20 chance that an unRanked person who the Warlock speaks to for more than 15 mins will grow deeply obsessed with possessing them for themselves.

Image of the Ifriti

Foes facing the Warlock have -3 to their morale. Normal animals and unRanked humans will refuse to fight him, unless specially trained. The Warlock's skin becomes a deep bronze/blue or other unusual hue his voice carries for twice as far as normal.

Lord of the Smokeless Fire

The Warlock gains a foot in height and his Strength and Reflexes increase by +1. This skill may be taken a maximum of 2 times. The Warlock's muscles become as corded iron, he dwarfs mere mortals by his height and his grace is beyond human limits.

Will of the Immortal

The Half-jinn is able to invoke ancient powers to bind others to his will as if under the Enslave spell for a cost of 5 Magic Points. This servitude lasts for 7 days per application. If the victim is able to resist the Enslavement then the Half-jinn becomes bound for a period of 7 days herself.

"There were tales told to us of a jinni who lived in the ancient ruins near the oasis. The badawin would leave a man sentenced to death tied to one of the trees, in the morning he would be gone. Sometimes, many years later, they would find a young man or woman tied to that same tree. The tales never agreed upon which oasis or which trade route or who these men and women had

grown to be. Whether the woman who killed those hyena-visaged demons was one of them I cannot say. But I am thankful to her no matter her parentage."

—John of Prester, reminiscing about his time in the First Crusade.

Titan Blooded

PROFESSION

Restricted to the Warlock Profession. This Path must be chosen at Character Creation and cannot be left.

PREREQUISITES

- *Abilities*: Minimum score of 10 in all attributes.
- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Emphidor/Analika.

DESCRIPTION

Reputedly spawned from the bloodlines founded by the Titans of ancient Emphidian myth and shunned by the followers of the Tamorian church as unclean; they walk with one foot in the mortal world and one within another.



TOLL

If a Titan Blooded is defeated or bested in a contest, battle or game the GM must roll a d20 against 10 - Rank. If they roll under or equal to the value the Titan Blooded is overtaken with wrath and descends into the equivalent of Bloodrage (without the modifiers to Attack, Defence etc.) for 1d8 rounds. A roll of 1 always indicates that they succumb.

SKILL ATTAINMENT

Skills are attained at 2nd, 4th, 6th, 8th and 10th Rank.

LIST OF SKILLS

Inner Sense

This is as the Assassin skill (see p.43 of the *Dragon Warriors Rulebook*).

Blood of Titans*

Strength is increased by 2 points.

Elemental Resistance*

This is as the Half-Jinn skill (see p.67 of this book) but specific to fire.

Flesh of Bronze*

The Titan Blooded skin hardens, giving them a natural Armour Factor of 1, and adding 1 to their Armour Factor when wearing armour.

Inhuman Grace*

Looks are raised by 2 points.

Move like the Wind*

Reflexes are raised by 2 points.

6th Rank Skills

Berserk

This is as the Barbarian skill (see p.27 of the *Dragon Warriors Rulebook*).

ESP

This is as the Mystic skill (see p.34 of the *Dragon Warriors Rulebook*). It is only available at 6th Rank.

10th Rank Skills

Aspect of the Ancestors

The Titan Blooded can no longer pass as human; their eyes glow with the fires of Hephasteus giving them panoptical vision, they gain a foot in height and their Demigod status gives them a resistance to non-magical weapons.

"He came out of the hills dressed in the likeness of the ancient kings, he spoke not to us but merely asked us if we were kin to those who built the fallen temple near the olive groves. When we answered that we were he laid his hands upon my son's leg and it was straightened and made whole. He left that morning but there were tales from the coast that one like him had torn the harbourmaster in two and sailed off to the south..."

—Dimitria Nimpis, Olive merchants sister living outside of Thessali.

Krarthian Magi

PROFESSION

Restricted to the Sorcerer and Demonologist Professions.

PREREQUISITES

- *Minimum Rank*: 1st Rank.
- *Birthplace/Nationality*: Krarth.

DESCRIPTION

By-blows and lesser sons and daughters of the Magi and Fatae of Krarth.

SKILL ATTAINMENT

Skills are gained at 2nd Rank then every 3 Ranks thereafter.

The Krarthian Sorcerer can swap out spells from the normal spell lists to learn Krarthian Regional Magics (see the Magic Chapter of the *Dragon Warriors Players Guide*) instead.

LIST OF SKILLS

Demonology

A Sorcerer on the Krarthian Magi path can become a Demonologist following the rules given in the *Dragon Warriors Players Guide* (see p.119 of the *Dragon Warriors Players Guide*).

Simultaneous Casting*:

This is as the Warlock skill (see p.38 of the *Dragon Warriors Rulebook*) except that this skill may only be taken once per spell to be re-learned as a simultaneous cast spell. For example, when first taken Magi Vrek nominates Spell Screen, the second time it is taken he nominates Mantlet. He may now cast Spell Screen and Mantlet as one action.

Clear the Field*

This is as the War-Mage skill (see p.66 of this book).





Reach Beyond*

This is as the War-Mage skill (see p.66 of this book).

8th Rank Abilities

Disciple of the True Magi

The Magi undergoes a ritual bonding himself to the essence of one of the True Magi; generally his ancestor, though there have been notable exceptions.

The five essences are:

Gift Star - The significance of Gift Star in astrology is as a symbol of luck (both good and bad) and the oracle.:- Gains Premonition (see p.34 of the *Dragon Warriors Rulebook*); May reroll 3 rolls per day; May use Curse 3x/day for no cost in Magic Points.

Blue Moon - In astrology, Blue Moon stands for mystery, paradox and illusion; also the boundary between life and death, and hence it can represent mystical wisdom.:- Divination 3x/day for no cost in Magic Points; Illusory spells are permanent unless dispelled; Undead of lower Rank equivalent may be controlled for a 24 hour period with a successful

Magical Attack roll versus their Magical Defence charged with Magic Points equal to the being's Rank.

Plague Star - Seen in astrology as indicative of illness, Plague Star is interpreted in another sense as the decay and corruption that must inevitably follow any act of creation.:- May inflict disease with a touch 3x/day; roll on the disease table (see p.126 of the *Dragon Warriors Rulebook*); May summon a Hellrot once per day; Any creatures summoned, created etc. are plague carriers and will dissolve into rancid diseased pools of flesh instead of vanishing at a Spell Expiry Roll.

Red Death - In astrology, Red Death is generally taken as the symbol of wanton carnage and terror. Others see it as conflict in a general sense — perhaps within an individual's psyche — which, if resolved, leads to enlightenment.:- May use Inflict Wound 3x/day for free; -3 to morale of those opposing the Magi; May summon a Hellion once per day (rolled randomly - see p.67 of the *Bestiary*).

White Light - The meaning of White Light in astrological terms is as knowledge and consciousness — absolute and positive action which brings about permanent change.:- All self affecting spells are not subject to a Spell Expiry Roll; gains ESP (see p.34 of the *Dragon Warriors Rulebook*); gains Memorise (see p.44 of the *Dragon Warriors Rulebook*).

“She spoke to me of terrible meetings in darkling places, of the cyclopean ruins beneath Kalugen’s Keep and the horrors of Spyte beneath which vast staircases led down into unfathomable caverns. She spoke to me of the demons she whispered to, those forlorn spirits she drew to her in her chambers... what I did not know was that these were only stories passed down from her ancestors... and that one day I would be the one to inherit the true power of our blood.

“I still speak with her. But less so now, she cannot speak as well as she used to... the screaming has damaged her voice. But still I visit, one should never forget one’s parents.”

-Fatae Uru.



CHAPTER 3: SKILLS

REGIONAL BARBARIAN SKILLS

This section of the book will refer to many of the skills outlined in official rulebooks or previously in this book. To avoid references becoming unwieldy a skill will be referenced in the following way.

DW - *Dragon Warriors Rulebook*

PG - *Dragon Warriors Players Guide*

CD - *Cadaver Draconis* (this book)

followed by a page number - so, for example "Climb (DW46)" tells the reader that the primary description of the Climb skill can be found on page 46 of the *Dragon Warriors Rulebook*

Armour:

Barbarians of many regions outside of Coradia do not wear or train to wear heavy mail armour.

In order to represent such individuals without placing them at a heavy disadvantage, it is suggested that for each level of Armour Proficiency foregone the character should receive one extra Skill at character creation.

For instance. A Barbarian that forgoes the ability to wear all but the lightest armour (AF 1) would be able to choose 3 additional skills at Character Creation.

As the character progresses they may purchase additional levels of Skill in Armour Proficiency at the GMs discretion. It is suggested that this is done in stages, for example + 1 Armour Factor per Rank increase and only if the character has worn the increased armour and suffered the appropriate penalties for at least 3 months worth of in-game time.

Berserk Variants:

Whilst the Barbarian Berserk ability is certainly fitting for the Berserkers, Reivers and other warrior traditions of some lands of Legend there are many cultures who do not practice such traditions in battle. To reflect these cultures it is recommended that the ability Arrow Mind replace the Berserk ability. Arrow Mind is mechanically identical to Berserk but is only applicable to missile weapons.

THULAND AND MERCANIA

Mercanians and Thulish Barbarians follow the variations on the Berserk way as did their ancestors before them.

THE EASTERN STEPPES

Nomad Khanate Barbarians choose either Berserk or Arrow Mind (CD 59) at Character creation depending on their demeanour. A Nomad Khanate Barbarian trusts to her mount to keep her from danger when in Arrow Mind.

THE GNAWING WASTE

Barbarians from the Gnawing Waste possess Arrow Mind (CD 59) rather than Berserk.

THE TRACKLESS OOZE

Barbarians from the Trackless Ooze possess Arrow Mind (CD 59) rather than Berserk.



Cadaver Draconis

EMPHIDOR

Barbarians from Emphidor possess Arrow Mind (CD 59) rather than Berserk.

HAROGARN MOUNTAINS

Harogarn Barbarians possess Arrow Mind (CD 59) rather than Berserk.

DRAKKEN PEAKS

Drakken Peak Barbarians possess Arrow Mind (CD 69) rather than Berserk.

KAIKUHURU DESERT

A Badawani Barbarian may choose between Berserk or Arrow Mind (CD 59) at Character creation. The Badawani Berserk ability is a mechanical reflection of her intense religious fervour in battle.

NORTHERN ZHENIR

A Zheniri may choose between Berserk or Arrow Mind (CD 59) at Character creation.

MISTRAL SEA

Vasslavi possess the Berserk ability. A Vasslavi in a Berserk rage generally keeps one hand on their knife and another on a flask of potent liquor.

AZURE COAST

Azurian Barbarians possess the Berserk ability. The Azurians call out pledges to ancient sea deities and, for some, Ta'ashim prayers at equal volume as they stride into battle.

THANAGOST PEAKS

Thanagost Barbarians may choose between Berserk or Arrow Mind (CD 59) at Character creation.

MUNGODA CONTINENT

Dependant on their culture Mungodan Barbarians may choose between Berserk or Arrow Mind (CD 59) at Character creation.

COSH GOYOPĚ

Coshi Barbarians possess Arrow Mind (CD 59) rather than Berserk. Cosh Goyopě Barbarians rely on concealment to guard against attack while they are in this state.

Suggested Skills per Region

Below are listed Suggested Skills for Barbarians of different regions to choose from in exchange for forgoing Armour Proficiency levels.

THULAND AND MERCANIA

Thulish and Mercanian Barbarians from the islands will often possess the following Skills:

Climb (DW46), Sea Legs (CD19), Navigator - Sea (CD19), Shipwright (CD19), Read Weather (CD19), Swimming (CD19). They possess Bloodrage (DW28) at Rank Eight

THE EASTERN STEPPES

Barbarians hailing from the Nomad Khanates will very often possess the following skills:

Environmental Hardiness (CD13), Forage (PG13), Unarmed Combat (DW43), Horse Master (CD14), Navigator - Land (CD14).

They may choose between Master Bowman (DW27) and Bloodrage (DW28) at Rank Eight.

THE GNAWING WASTE

Waste Barbarians often possess the Skills: Environmental Hardiness (CD13), Forage (PG13), Read Weather (CD19), Navigator - Land (CD14). Master Bowman (DW27) or Weapon Mastery - Spear (CD26) replaces Bloodrage.

THE TRACKLESS OOZE

Trackless Barbarians often possess the Skill: Swimming (CDz19, Environmental Hardiness (CD13), Forage (PG13), Canoe Master (CD59). Master Bowman (DW27) or Weapon Mastery - Spear (CD26) replaces Bloodrage.

EMPHIDOR

Emphidian Barbarians often possess the Skills: Breakfall (DW46), Climb (DW46), Forage (PG13), Environmental Hardiness (CD13), Animal Handler (CD44). Master Bowman (DW27) or Weapon Mastery - Sling (CD26) replaces Bloodrage.

HAROGARN MOUNTAINS

Harogarn Barbarians often possess the Skills: Climb (DW46), Breakfall (DW46), Environmental Hardiness



(CD13), Jumping (DW46). Master Bowman (DW27) or Weapon Mastery - Spear (CD26) replaces Bloodrage.

DRAKKEN PEAKS

Drakken Peak Barbarians are adept among the rocks and chasms of their mountain homes and often possess the Skills: Climb (DW46), Breakfall (DW46), Jumping (DW46). Master Bowman (DW27) or Weapon Mastery - (Javelin, Spear or Handaxe) (CDzz) replaces Bloodrage.



KAIKUHURU DESERT

Barbarians hailing from the Desert will very often possess the following skills:

Environmental Hardiness (CDzz), Forage (PG13), Unarmed Combat (DW43), Horse/Camel Master (CD14), Navigator - Land (CD14).

They may choose between Master Bowman (DW27) and Bloodrage (DW28) at Rank 8.

NORTHERN ZHENIR

Barbarians hailing from Zhenir will very often possess the following skills:

Environmental Hardiness (CD13), Forage (PG13), Unarmed Combat (DW43), Horse/Camel Master (CD14), Navigator - Land (CD14).

They may choose between Master Bowman (DW27) and Bloodrage (DW28) at Rank 8.

MISTRAL SEA

Vassklavi will often possess the following Skills:

Climb (DW46), Sea Legs (CD19), Navigator - Sea (CD19), Shipwright (CD19), Read Weather (CD19), Swimming (CD19), Environmental Hardiness (CD13).

Vassklavi possess Bloodrage (DW28) at Rank Eight.

AZURE COAST

Azurian Barbarians will often possess the following Skills:

Climb (DW46), Sea Legs (CD19), Navigator - Sea (CD19), Shipwright (CD19), Read Weather (CD19), Swimming (CD19). They may choose between

Bloodrage (DW28) or Weapon Mastery - Spear (CD26) at Rank Eight.

THANAGOST PEAKS

Thanagost Barbarians often possess the Skills: Climb (DW46), Breakfall (DW46), Environmental Hardiness (CD13), Jumping (DW46). They may choose Master Bowman (DW27) or Weapon Mastery - Spear (CD26) or Bloodrage (DW28) at Rank Eight.



MUNGODA CONTINENT

Because of the massive size and variety of Mungoda and highly varied lifestyle of the Mungodan peoples a Mungodan Barbarian may choose any available Skills from the above cultures list. At 8th Rank an appropriate Skill of the Mighty may be chosen. The skills must be approved by the GM and be appropriate to the Barbarian's native culture.

COSH GOYOPĒ

Coshi Barbarians often possess Swimming (CD19), Climb (DW46), Canoe Mastery (CD19), Master Bowman (DW27) or Weapon Mastery - Javelin (CD26) replace Bloodrage.

Indeed, a Barbarian entering Berserk or Bloodrage in the presence of a Coshi will be attacked immediately in order to save his soul before the crocodile spirit that has obviously possessed him devours it.



ADDITIONAL SECONDARY SKILLS

Secondary Skill #1: Martial Combat

The stock and trade of a martial warrior is their fighting prowess. As a Knight or Barbarian increases in experience, so his senses and instinctive abilities are progressively fine-tuned through feats of skill, strength and endurance. This martial training incorporates a wide range of flexible defensive techniques, which critically differ from the primary focus of an Assassin; that of stealth and surprise. Therefore, this skill is limited solely to Knights and Barbarians.

Dedication to substantial training and experience permits a Knight or Barbarian to improve three broad areas of ability, as follows:

Brawling: This category encompasses all unarmed combat techniques, which includes kicks, punches, throws, etc.

Blade Fighting: This category encompasses all combat techniques with edged weapons, which includes daggers, swords, axes, etc.

Stick Fighting: This category encompasses all combat techniques with blunt weapons, which includes staves, hammers, etc.

In addition to pure weapon skills, the armour that warriors wear can vary widely between different cultures, and Barbarians from many regions outside of Coradia do not wear any heavy maille armour—while some prefer not to wear any armour at all!

The preferred fighting style of a warrior is ingrained in their very soul from an early age. Most warriors find it difficult to change and adopt a new style of fighting, and this is one of the key formative differences between a Knight and Barbarian.

It may take many years of practice to learn a new fighting style, and many warriors will find that task too difficult.

As an option, characters who undergo intensive martial combat training may choose to focus purely on low armour or unarmoured fighting techniques. By doing so, the character will be adopting a more energetic and flexible fighting style that suits lighter armours than they are normally used to.

A course of training is selected when a character goes up to a new Rank and they are considered to

spend any free time between duties and adventuring training. Once the character goes up to the next Rank the modifiers take effect.

SUCCESSFUL TRAINING

Every time that a Knight or Barbarian improves a martial combat category, she has a choice of improving either her offensive or defensive ability within that category the next time she rises in Rank. She may choose one of two available options as a permanent modifier when fighting with a weapon from the associated category:

Ranks 2 to 4

+1 Attack and -1 Defence

-1 Attack and +1 Defence

Rank 5 to 7

+2 Attack and -2 Defence

-2 Attack and +2 Defence

Rank 8 and above

+3 Attack and -3 Defence

-3 Attack and +3 Defence

The above training regimes can be taken as either Standard or Mobile.

In addition to the above, characters who complete two full consecutive courses of training in a Mobile fighting style will also gain the following permanent modifiers and limitations, regardless of the associated weapon category:

Ranks 2 to 4

+1 Evasion

Armour penalties (see below).

Ranks 5 to 7

+2 Evasion

Armour penalties (see below).

Rank 8 and above

+3 Evasion

Armour penalties (see below).

The armour penalty that a character suffers due to a mobile fighting style will match those applied to a profession of lower fighting ability (see *Dragon Warriors Rulebook*, p.71). A Knight who trained in a mobile fighting style would eventually take on the armour penalties of a Warlock, and similarly a Barbarian would eventually receive the armour penalties of an Assassin.



Training regimes are not without their costs and characters must add 10 Experience points to the amount needed to go up to the next Rank if they undertake a training course at Rank acquisition.

Secondary Skill #2: Physical Endurance

Those professions that dedicate their life to physical exertion can achieve great feats of strength and stamina. In particular, Knights, Barbarians and Assassins are all accustomed to performing at the peak limits of normal human physical endurance.

Intensive endurance training may take many forms, such as cross-country running, vigorous sprinting, intense sparring matches, and tournaments where participants strive to be the fastest and strongest—but this hard work and dedication must be maintained over a long period of time to be truly effective. Any character may undergo endurance training, with two key exceptions described below.

Firstly, the innate abilities of the Assassin profession already include a considerable focus on enhanced endurance techniques, and it is for this reason that Assassins are excluded from the benefits of Physical Endurance training.

Secondly, the magical professions require a consistent focus on their sorcerous and scholarly pursuits, which would be entirely impractical when set against the exhausting requirements of a constant fitness regime.

Of the remaining professions—specifically the Knight, Barbarian, Knave and Priest—this form of concentrated exertion comes most naturally to Knights and Barbarians, who will receive Skills of the Mighty commencing at 8th Rank, as per standard practice, regardless of whether they are training at the same time or not.

However, endurance training is considerably more exhausting and costly for a Knave or Priest, who must forego all potential skill development at every Rank increase that immediately follows endurance training.

SUCCESSFUL TRAINING

Intensive endurance training permits a character to improve two broad areas of ability, as follows:

Muscular: This category encompasses all feats of pure strength, including melee combat. Each time that a character undertakes a prolonged course of muscle-focused weight training the following permanent modifier is applied, which is cumulative:

+1 Strength

Fitness: This category encompasses all cardiovascular activities, which includes running and swimming. Each time that a character undertakes a prolonged course of fitness-focused training the following permanent modifier is applied, which is cumulative:

+1 Reflexes

Each individual course of intensive fitness-focused training will also increase the maximum distance that the character can travel on foot by +2 miles (see the *Dragon Warriors Rulebook*, p.211).

In addition to the above changes, the physical appearance of a character is also improved as a result of endurance training. At the successful completion of every third consecutive course of endurance training—and regardless of whether the courses were muscular or fitness training—a character will gain the following permanent modifier, which is cumulative:

+1 Looks

For example, if a character were to successfully complete two consecutive courses of fitness training, then the overall modifiers would be +2 Reflexes and +4 miles only.

BREAKS IN TRAINING

Whenever a character stops dedicated endurance training—whether through a deliberate choice or as a result of serious illness—then the benefits of that training will gradually fade away. Every time that a character gains a Rank without having attempted a complete course of either muscular or fitness training during the previous Rank, the attribute modifiers for that character will degrade by the following amount:

+/-1 Strength, +/-1 Reflexes

This loss will continue until the character's normal attribute values have once again been obtained. A break in training will not affect any Looks modifiers that may have previously been obtained through endurance training.



APPENDICES

APPENDIX 1: REVISED NPC WEAPONS AND EQUIPMENT TABLES

With the gradual expansion of the number of Dragon Warriors professions over the years, the original NPC Weapons and Equipment table on page 133 of the *Dragon Warriors Rulebook* which only addressed the four original professions is no longer adequate. The following table has been developed to address that problem, by adding entries for professions added in subsequent rulebooks.

Though the original table was intended for NPCs, many GMs have decided that it also has utility in determining what items a player character should have in their possession in those situations where it is considered desirable to allow the creation of a player character of above 1st Rank.

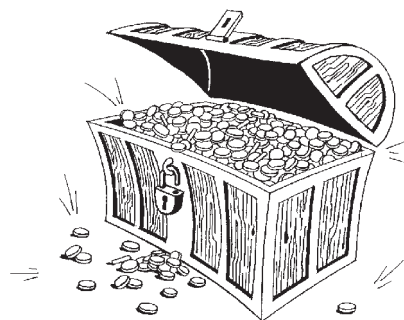
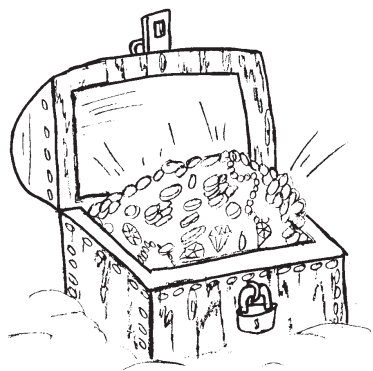
An additional column has also been added to the table to reflect the chance that an NPC may have a Relic in their possession. This has primarily been done because of the addition of the Priest profession

in the *Dragon Warriors Players Guide*, but a few other professions have also been given the chance to have possession of a relic. Some Knights, especially those who have been on Crusade, embrace their religion heavily and seek solace in holy objects and occasionally acquire a genuine relic rather than a simple token of their faith. Demonologists sometimes acquire relics because of their particular utility in summoning Demons (the process of which normally destroys the relics). Like other Sorcerers, Demonologists cannot gain any advantage from the use of relics (see *Dragon Warriors Rulebook*, p.148). As for Knaves... there is a significant trade in false relics where dishonest people sell powerless objects with a story attached to them as if they were genuine body parts of saints or pieces of objects of religious significance. Occasionally a Knave engaged in such trades manages to get his hands on a genuine relic and this is reflected in the table. It is perfectly possible that she may be unaware that the object is genuine.

As with any other rule or table in the game, the GM should apply their own judgement in using this table. No character (or non-player character) should have an item simply because the dice gave it to them, if the GM judges that they would not have had an opportunity to do so. On the other hand, the GM may decide that a particular character's history means that they should be in possession of a particular item.

RANK	PROFESSION	MAGIC ARMOUR	MAGIC WEAPONS	SCROLLS	POTIONS	AMULETS	RINGS	RELICS	TYPICAL CASH
1 st	Knight	1%	2%, 1	No	3%, 1-3	No	No	No	1d100 fl.
	Barbarian	1%	2%, 1	No	1%, 1-3	No	No	No	1d100 fl.
	Sorcerer	No	No	1%, 1-2	30%, 1-3	No	No	No	1d100 fl.
	Mystic	No	No	No	2%, 1-3	No	No	No	1d100 fl.
	Assassin	No	2%, 1	No	5%, 1-3	No	No	No	1d100 fl.
	Elementalist	No	No	No	30%, 1-3	No	No	No	1d100 fl.
	Warlock	1%	2%, 1	No	3%, 1-3	No	No	No	1d100 fl.
	Demonologist	No	No	1%, 1	20%, 1-3	No	No	No	1d100 fl.
	Knave	No	1%, 1	No	3%, 1-3	No	No	No	1d100 fl.
	Hunter	No	2%, 1*	No	2%, 1-3	No	No	No	1d100 fl.
	Priest	No	No	No	2%, 1-3	No	No	No	1d100 fl.
2 nd - 3 rd	Knight	3%	5%, 1-2	No	15%, 1-3	1%, 1-2	1%, 1	No	2d100 fl
	Barbarian	2%	5%, 1-2	No	15%, 1-3	1%, 1-2	1%, 1	No	2d100 fl
	Sorcerer	No	1%, 1	5%, 1-4	20%, 1-4	1%, 1-2	2%, 1	No	2d100 fl
	Mystic	No	2%, 1	No	15%, 1-3	1%, 1-2	2%, 1	No	2d100 fl
	Assassin	1%	5%, 1-2	No	15%, 1-3	1%, 1-2	1%, 1	No	2d100 fl
	Elementalist	No	1%, 1	No	20%, 1-4	1%, 1-2	2%, 1	No	2d100 fl
	Warlock	1%	2%, 1	No	15%, 1-3	1%, 1-2	1%, 1	No	2d100 fl

RANK	PROFESSION	MAGIC ARMOUR	MAGIC WEAPONS	SCROLLS	POTIONS	AMULETS	RINGS	RELICS	TYPICAL CASH
	Demonologist	No	No	2%, 1-2	18%, 1-3	1%, 1-2	2%, 1	No	2d100 fl
	Knave	No	2%, 1	No	15%, 1-3	1%, 1-2	1%, 1	No	2d100 fl
	Hunter	1%	5%, 1*	No	15%, 1-3	No	No	No	2d100 fl
	Priest	No	1%, 1	No	15%, 1-3	1%, 1-2	2%, 1	1%, 1	2d100 fl
4 th - 5 th	Knight	10%	20%, 1-2	No	25%, 1-3	3%, 1-2	3%, 1-3	No	3d100 fl
	Barbarian	8%	20%, 1-2	No	25%, 1-3	3%, 1-2	3%, 1-3	No	3d100 fl
	Sorcerer	1&	5%, 1-2	25%, 1-4	25%, 1-3	5%, 1-2	5%, 1-3	No	3d100 fl
	Mystic	No	20%, 1-2	No	25%, 1-3	4%, 1-2	4%, 1-3	No	3d100 fl
	Assassin	2%	20%, 1-2	No	25%, 1-3	3%, 1-2	3%, 1-3	No	3d100 fl
	Elementalist	1%	5%, 1-2	No	25%, 1-3	5%, 1-2	5%, 1-3	No	3d100 fl
	Warlock	8%	20%, 1-2	No	25%, 1-3	3%, 1-2	3%, 1-3	No	3d100 fl
	Demonologist	1%	6%, 1-2	20%, 1-4	25%, 1-3	5%, 1-2	5%, 1-3	1%, 1	3d100 fl
	Knave	1%	5%, 1-2	No	25%, 1-3	4%, 1-2	4%, 1-3	1%, 1	3d100 fl
	Hunter	2%	20%, 1-2	No	25%, 1-3	3%, 1-2	3%, 1-3	No	3d100 fl
	Priest	No	5%, 1-2	No	25%, 1-3	4%, 1-2	4%, 1-3	2%, 1	3d100 fl
6 th - 7 th	Knight	25%	30%, 1-3	No	35%, 1-3	6%, 1-2	5%, 1-3	1%, 1	4d100 fl
	Barbarian	15%	30%, 1-3	No	35%, 1-3	6%, 1-2	5%, 1-3	No	4d100 fl
	Sorcerer	5%	15%, 1-2	40%, 1-4	50%, 1-6	9%, 1-2	7%, 1-3	No	4d100 fl
	Mystic	No	30%, 1-2	No	35%, 1-3	7%, 1-2	7%, 1-3	No	4d100 fl
	Assassin	10%	30%, 1-3	No	40%, 1-3	6%, 1-2	5%, 1-3	No	4d100 fl
	Elementalist	5%	15%, 1-2	No	35%, 1-3	9%, 1-2	7%, 1-3	No	4d100 fl
	Warlock	15%	30%, 1-3	No	35%, 1-3	6%, 1-2	5%, 1-3	No	4d100 fl
	Demonologist	5%	20%, 1-3	25%, 1-3	35%, 1-3	7%, 1-2	7%, 1-3	2%, 1	4d100 fl
	Knave	2%	20%, 1-2	No	35%, 1-3	7%, 1-2	6%, 1-3	2%, 1	4d100 fl
	Hunter	10%	30%, 1-2*	No	35%, 1-3	6%, 1-2	5%, 1-3	No	4d100 fl
	Priest	No	15%, 1-2	No	35%, 1-3	7%, 1-2	7%, 1-3	4%, 1	4d100 fl
8 th - 9 th	Knight	55%	60%, 1-4	No	60%, 1-4	10%, 1-2	10%, 1-3	3%, 1	4d100 fl
	Barbarian	40%	60%, 1-4	No	60%, 1-4	10%, 1-2	10%, 1-3	No	4d100 fl
	Sorcerer	5%	30%, 1-2	50%, 1-4	90%, 1-6	10%, 1-2	15%, 1-3	No	4d100 fl
	Mystic	No	70%, 1-2	No	60%, 1-4	10%, 1-2	15%, 1-3	No	4d100 fl
	Assassin	20%	60%, 1-4	No	70%, 1-4	10%, 1-2	10%, 1-3	No	4d100 fl
	Elementalist	5%	30%, 1-2	No	60%, 1-4	10%, 1-2	10%, 1-3	No	4d100 fl
	Warlock	45%	65%, 1-3	No	60%, 1-4	10%, 1-2	10%, 1-3	No	4d100 fl
	Demonologist	5%	40%, 1-3	30%, 1-3	35%, 1-3	7%, 1-2	7%, 1-3	3%, 1	4d100 fl
	Knave	10%	30%, 1-3	No	60%, 1-4	12%, 1-2	12%, 1-3	3%, 1	4d100 fl
	Hunter	20%	60%, 1-3*	No	60%, 1-4	10%, 1-2	10%, 1-3	No	4d100 fl
	Priest	No	30%, 1-2	No	60%, 1-4	10%, 1-2	15%, 1-3	8%, 1	4d100 fl



RANK	PROFESSION	MAGIC ARMOUR	MAGIC WEAPONS	SCROLLS	POTIONS	AMULETS	RINGS	RELICS	TYPICAL CASH
10 th +	Knight	80%	90%, 1-4	No	75%, 1-4	12%, 1-2	10%, 1-3	5%, 1	4d100 fl
	Barbarian	70%	90%, 1-4	No	75%, 1-4	12%, 1-2	10%, 1-3	No	4d100 fl
	Sorcerer	5%	40%, 1-3	70%, 1-6	95%, 1-4	15%, 1-2	15%, 1-3	No	4d100 fl
	Mystic	No	95%, 1-3	No	75%, 1-6	12%, 1-2	15%, 1-3	No	4d100 fl
	Assassin	30%	90%, 1-4	No	80%, 1-4	12%, 1-2	10%, 1-3	No	4d100 fl
	Elementalist	5%	40%, 1-3	70%, 1-6	75%, 1-6	13%, 1-2	15%, 1-3	No	4d100 fl
	Warlock	75%	92%, 1-4	No	75%, 1-4	12%, 1-2	10%, 1-3	No	4d100 fl
	Demonologist	5%	60%, 1-3	40%, 1-4	35%, 1-3	7%, 1-2	7%, 1-3	5%, 1	4d100 fl
	Knave	20%	60%, 1-4	No	75%, 1-4	12%, 1-2	13%, 1-3	5%, 1	4d100 fl
	Hunter	30%	90%, 1-4*	No	75%, 1-6	12%, 1-2	15%, 1-3	No	4d100 fl
	Priest	5%	40%, 1-3	No	75%, 1-6	12%, 1-2	15%, 1-3	12%, 1-2	4d100 fl

* If a Hunter gains a magical weapon on this table, immediately roll 2d6. On a roll of 2, the magical weapon is an elven bow (see Dragon Warriors Rulebook, p.172 for details), on a roll of 2-7, the Hunter has acquired 1d6 magical arrows, on a roll of 8-12, use the table on page 137 of the Dragon Warriors Rulebook to determine the type of enchanted weapon following the normal rules. If the Hunter has decided to specialize in a different ranged weapon, adjust accordingly.

APPENDIX 2: TRAPS

If an area where a trap is located is searched the GamesMaster should make a check based on the Perception of the character searching versus the Stealth of the trap. A successful roll indicates the trap has been located. An attempt to search takes a full minute for any character other than an Assassin or Knave, who can make their attempt in a single round.

Only Assassins and Knaves can normally make multiple attempts to search a given location (although Hunters should have this opportunity in outdoor situations) - they may make one attempt per Rank, though the Stealth score of the trap should be increased by 1 each time they search. A 20 on the 2d10 search roll will set off the trap unless the character rolls under their Reflexes on d100 - this does mean the trap has been found.

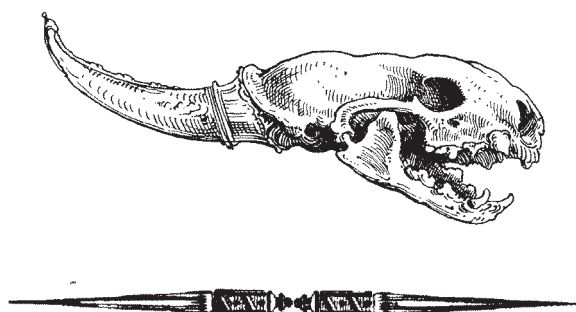
The typical trap will have a Stealth of between 20 and 30 with an average of 25.

If a trap is located, the character may attempt to disable it. They will succeed on a similar roll to that used to find the trap. Failing by more than 5 will set off the trap for any but Assassins and Knaves - they will only accidentally set off a trap on a roll of 20. All characters should get a Reflex save to avoid damage if they accidentally set off the trap even if no save would normally apply.

Obviously if the characters can contrive a way to attempt to disable a trap from a long distance away (for example, by driving a flock of sheep across it) they can avoid any chance of damage to themselves.

The area that can be searched may be one object man sized or smaller (for example, a statue, a door, or a chest) or a 3 x 3 metre section of floor, wall, or accessible ceiling.

The roll to find the trap - but not to disable it - is modified by the normal Perception modifiers on page 63 of the *Dragon Warriors Rulebook*.



APPENDIX 3: NEW WEAPONS

Sometimes, a person can only use that which is readily available to defend hearth and home. For many, these items usually are the tools they work with. These tools can be formidable weapons in their own right, but usually are looked upon with scorn and derision by those who have access to (and can afford) the more traditional weapons. So, here we have a list of tools and other weapons that can be used by adventurers when they have no access to their usual gear.

BLACKSMITHS HAMMER

Considering this is a tool used for beating heated metal, it would make for a rather hefty weapon in a pinch. This is a two-handed weapon for anyone with a Strength of under 16, after which it can be wielded in one hand.

DAGGER

Hunting; Eating. Treat as a regular dagger. A Skinning Knife or fish gutting knife would also count. However, none of these would have the balance required for throwing.

GAFF

A hook commonly used by fishermen and seafarers alike, this is a metal hook which has a small T-shaped handle at the end. This handle fits in the hand with the hook extending out between the index and middle fingers and is usually used to hook fish and other floating objects that are being hauled aboard. As the hook is sharpened to a wicked point at the end, this can be quite deadly when wielded as a weapon. Seafarers who have lost a hand often have these attached to a cup which fastens over the stump of their wrist.

HAND AXE

Often used to cut firewood into smaller pieces, this is often found around a farm house. Pretty much useless against heavy metal armour, as it would take too many hits to start cutting through, but good for defending against anyone in robes or leather armour.

HOE

Normally used for tilling soil, in a pinch it can be used as a staff or a polearm (though not a very effective one).

NET

A fishing net (small one) can be used to entangle a charging opponent. A larger net requires more than one person to throw it. Whilst it is unlikely to harm anyone, it can slow an opponent down enough to either get away, or to bind them. On a successful hit (Defence applies), the victim must make a Strength check to avoid being tangled.

PICK

Two types of pick are shown. First is the Military Pick, which is designed as a weapon. The second is the Mining Pick. The former is designed to break through plate armour, whilst the latter is designed to break rock.

PITCHFORK

A two or three pronged fork usually used for pitching hay. The tines are very narrow and could easily slide through gaps in mail. In addition, this tool would be likely to bend if thrust against plate.

SAP

Usually handmade, and very easy to do so. A basic sap can be made from hose and filled with soil, stones, coins, in fact anything with a bit of weight. More elaborate ones are made from leather and filled with sand. These are really designed to knock someone out with a quick blow to the head. A Stealth check is required before making an attack with a Sap. On a successful hit, the victim is knocked unconscious with a successful Strength Check. (Armour Bypass Roll applies) The target is knocked unconscious on a 1, regardless of any helm worn.

SCYTHE

a two-handed tool used for reaping grain, it would be rather slow and unwieldy as a weapon, but could sever a limb.

SICKLE

A small curved blade used for harvesting herbs and grasses.

WHIP

Not much use against anyone in more than cloth or light leather armour, this is the whip used by farmers and coachmen.



BUYING AND SELLING							
ITEM	PRICE	AVAILABILITY	MELEE/RANGED	DAMAGE	RANGE	WARLOCK	NOTE
		(CASTLE/TOWN/VILLAGE)				WEAPON GROUP	
Blacksmiths Hammer	50F	(90%/60%/25%	Melee	(d8, 6 points)	NA	I	
Gaff Hook	10F	75%/50%/50%	Melee	(d4, 4 points)	NA	VIII	1
Hand Axe	20F	100%/80%/30%	Melee	(d4, 3 points)	NA	V	
Hoe	6F	75%/75%/55%	Melee	(d6, 3 points)	NA	III	
Military Pick	60F	100%/50%/10%	Melee	(d8, 4 points)	NA	V	2
Mining Pick	30F	50%/80%/60%	Melee	(d6, 4 points)	NA	V	
Net	10F	75%/80%/75%	Ranged	Special	5/-/-	VII	
Pitchfork	6F	100%/80%/70%	Melee	(d6, 4 points)	NA	III	
Sap	3F	100%/100%/100%	Melee	Special	NA	VIII	3
Scythe	20F	75%/75%/40%	Melee	(d6, 6 points)	NA	IV	
Sickle	10F	80%/75%/70%	Melee	(d4, 3 points)	NA	II	
Whip	10F	100%/80%/70%	Melee	(d2, 1 point)	NA	I	4

1: If not a coastal or riverside / lakeside community, these are normally unavailable or much harder to obtain in towns and villages

2: Mainly in Towns and Villages near Mining Communities, otherwise these are harder to obtain.

3: Considering the purpose a sap is usually used for, asking for one to be constructed for you or purchasing one may arouse some unwanted attention from law enforcement. Price quoted is for raw materials.

4: This type of whip is the one used by animal trainers, farmers, and cart drivers.

APPENDIX 4: The FASHIONS OF LEGEND

Often, players may ask just what clothing they can get. After all, nothing much is really mentioned in the existing books so far. So after much painful research, here is a list of clothing items worn in many of the Lands of Legend. This is not intended to be a fully comprehensive list, as it mainly covers the lands of Ellesland and the cooler lands of the northwestern part of the continent. Ta'ashim and other lands are not covered at this point but could be determined by using this list as a guide. This list contains clothing items from different parts of the medieval period on Earth, and it is up to the Games Master to determine which items are and are not suitable for his or her campaign. From our own historical perspective, some parts of Legend seem to be based firmly within an early medieval period, while others seem to be significantly later, and so some items of clothing might be, for example, the height of up to date fashion in Ferromaine while being seen as totally impractical and ridiculous in Albion. It is beyond the scope of this book to lay out all these differences, but they can add depth and flavour to characters and to the campaign world in general.

It must be noted at this point that there are usually a couple of layers of clothing worn under armour!

The further along the social classes, the better the material used for the individual clothing items.

Materials

Brocade

Usually worn by the upper classes, this is made from a rich fabric like silk. It is often woven with a raised design from gold or silver thread.

Brocatelle

Imitation brocade replacing the metallic thread with coloured yarn. Used by the lower classes in an attempt to look more upper class.

Camlet

An elegant fabric which is a mixture of silk or velvet and camel hair. Worn only by the upper classes.

Fur

Animal pelts are used in a couple of ways. Outer garments are primarily made from fur, and can line the inside or the outside of the garment. Sheepskin, Wolfskin, rabbit, squirrel etc is often worn by the peasant classes, whilst furs like ermine and sable are worn solely by the aristocracy.

Leather

Not just used for armour, this is used for shoes and boots, and other items of clothing can be made using the skin of various animals. The source and grade of the leather determines the price.



Silk

Various types of silk exist; most of it comes from the lands of the Crusades, but the best and most treasured by the nobles is the rare silk from far Khitai.

Linen

This is the cheapest fabric available. Peasants will wear mostly linen clothing.

Velvet

Velvet is usually worn by the upper classes.

Wool

Warmest of the fabrics, and easy to obtain. Many cotes, cloaks etc. will be made with wool. Worn by peasants and aristocrats alike (of course, the quality varies extensively).

Clothing and how It Is Worn

The basic outfit worn by peasants and other lower to middle class people comprises of:

A chemise with hose or drawers, followed by a cote and surcote. These items have many different styles. Usually, a coif is worn on the head by both sexes—though women can wear a caul instead, especially to keep their long hair out of the way of their work. Peasants would normally go without a surcote.

Apron

A simple cloth apron is worn mainly to protect clothing whilst cooking, etc. Blacksmiths and other craftsmen would wear a leather apron for protection.

Bag, Pouch

Made from many fabrics (wool, linen, silk, leather) and come in a variety of sizes as well. Small pouches are usually attached to a belt (usually to the undertunic) or girdle. Members of the upper class often wear a special pouch called an almoner, and holds the coins to be given out as alms to the poor.

Baladrana

A travel cloak, full and wide with a hood for protection against the rain.

Baldric, Bandoleer

This article of clothing is slung over the shoulder across the body (front and back) to the opposite hip. There are mainly two types of Baldric. The first are purely decorative and worn by the lords and ladies. These will usually be made of silk or brocade and have bells, tassels etc on the bottom edge, and have family crests or badges and other jewellery placed upon

them. The Professional Baldric are usually made from leather, fastened with a buckle, and carry more useful items like a dagger, pouch bugle, or even a sword. These are worn mainly by government officials, and sometimes adventurers.

Band

A style of collar. A falling band is designed to fold over the shirt whilst standing band are designed to, you guessed it, stand up. Ruffs are a type of band favoured by royalty and nobility and is used for formal occasions. Officials will often wear a standing band as part of his daily wear.

Boot Hose

Worn by the upper class, this is an outer cloth stocking which will protect a nobles silk stockings. These are naturally not visible outside the boot.

Boots

Footwear that provide protection from the cold and the wet, and from hot and rugged terrain. Boots are worn both outdoors and indoors. Found in many designs and styles, one of which is the pointed toe style. A very popular design, especially amongst performers, but not always a practical design. Also common (and highly functional) is the leather boot, going up mid-calf with roll-tops, and lacing down the side. Peasants will often wear cokers, which extend to the knee. Courtly designs can be found of silk or soft leather, embroidered with gems or metallic threads.

Braies

Shapeless trousers, which are held up by a drawstring, and are at least kneelength. The bottoms are either tucked into stockings or are bound with leg wrapping. Daily legwear for male commoners.





Belt

A strip of leather which is wrapped around the waist, complete with a buckle to fasten it. Used to pull a cote or other garment tight to the waist. Can also have pouches fastened to it.

Bodice

A two-piece construction worn on the top which allowed women to wear voluminous skirts. Fastened at the rear with a hook and eye arrangement, they were laced up at the front, sitting either just under the breasts or across them as well.

Breeches

An outer garment worn on the legs by men of all classes, which cover the hips and extend down the leg to the knee. The upper classes will wear full puffed designs in expensive materials, whilst the lower classes will wear a tighter pair made from common cloth.

Buckle

Buckles hold great significance in society, as they announce your wealth and status to those around you. They are found made from all types of metal (gold, silver, iron, steel, copper, brass and even ceramic). A buckle can be of a very basic design, or it can be inlaid with jewels and other adornments, or engraved (or a combination of the two).

Cannons

Breeches that are worn by men of the upper classes, that gave their name to the artillery weapon of later times. Tube-like leggings that snugly fit over a man's thighs down to his knees, they are usually embroidered with coloured silk or gold or silver thread.

Caps

Countless varieties of cap can be found, from the fur cap varieties (some with ear-flaps) to wool to cloth. Generally, a cap has no brim, and fits snugly to the head.

Cassock

This is a long coat or cloak worn outdoors mainly by hunters and soldiers. Worn without a belt, it buttons up along the front.

Caul

Netted caps worn by women, usually made of silk and wool. In practical use, it is a hair net. More elaborate cauls are worn during formal functions.

Chemise

A white linen undertunic, with fitted sleeves at the wrist. A common garment for the peasant; men of the upper classes will wear outer coverings over the chemise.

Cloak, Mantle

Cloaks come in all shapes and fabrics, with or without hoods. Most commonly a cloak is simply a circular piece of fabric with a hole cut in the centre for the head, and fabric draped from the neck, connected by a chain, brooch, cord or pin. Large and durable, they often double as blankets when caught outdoors at night.

Coif

White linen caps worn by both men and women, they fit closely to the head and are fastened under the chin. Often used as a sleeping cap, they also act as an underlayer for another hat.



Corset

Simply a form of bodice stiffened with reed or whalebone originally, this changed over time into a more form fitting garment. The central front was further stiffened and supported by a busk made of wood, whalebone, metal or ivory. This was tightly laced at the back, which would emphasise the hips and bust whilst reducing the waist. Only worn by the aristocracy, and worn over the chemise, it worked well when paired with farthingales.

Cote, Tunic

This is a body garment which is slipped over the head and can come with or without sleeves. Usually knee-length but can also hang down to the ankles. Usually worn with a belt.

Doublet

A button up or lace-up shirt, often with a short skirt-like section. There are many styles of doublets around.

Drawers

An undergarment for the body and legs, usually of white linen and worn under other trousers.

Farthingale

Originally from Alghandy, this hooped whalebone (originally cane, rope and even light wood) construction hung from a woman's waist, which allowed the dress to be fitted over the top in a bell shape, or to whatever shape the wearer desired.. The Chaubrettan Farthingale further expanded upon this, until the Great Farthingale of Albion which expanded out horizontally from the waist, giving the illusion of much wider hips. Only worn by the Upper Classes.

Ferronniere

A thin chain worn around a ladies forehead with a small jewel set in its centre. Worn exclusively by the upper class.

Fitchet

A vertical slit at the hip of a gown or surcoat, which allows the wearer to access the belt and pouch inside.

Gamash

Long leggings worn outside other the leg garments protecting the wearer from the cold and wet. Made from cloth, they button down the outside of the leg.

Garnache

An outer garment which covers the wearer from neck to ankle, with wide elbow-length sleeves. It is possible to hide bulky items (weapons, pouches, etc) without attracting attention.

Girdle

A belt worn by men and women on the hips or waist, and made of metal, leather, cord, or fabric, often with one or two ends which hang loosely. Objects are often hung from the girdle (daggers, pouches, etc).

Gloves

Again, these are made in many different style and from many different fabrics, depending on their function. Mostly used for protection and warmth, they are used by all strata of society. Peasants will wear cloth mittens, or even just wrap their hands into their extra long sleeves. Leather gloves are more protective whilst woolen gloves will keep the hands warm. Most gloves, however, are worn as decoration by the nobles and gentry, with silk or kidskin or suede, and are decorated with jewels.

Gorget

Originally a metal collar that protected the neck and upper chest, these have been adopted by the upper classes as a more general piece of clothing.

Gowns, Robes

These are loose outer garments worn by men and women that hang from the shoulders. This was a sleeved garment, which could be cut short or worn down to the ankles. In the Upper classes, a gown will be much finer and elegant than those worn by the lower classes.

Hoods

Hoods were used to keep the head warm and dry, and came in many varied styles. Originally just a head covering, they have come to be much more, being attached to fabric to cover the shoulders, or as part of a robe or cloak. One of the more recognisable types of hood is the liripipe, which had a peak that varies between 0.6 and 2 metres long. These were mainly used by performers and mummers.

Hose

A common covering of the legs for both men and women. These are tight fitting and are used for warmth,



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replacing the need for drawers. Peasants would wear hose made from homespun cloth, whilst the more wealthier person would be seen in hose made from velvet and silk.

Pantaloon

Indoor leg coverings worn mainly by the nobility, these loose covering reached from the waist to the calves, where they fitted tightly to emphasise the stockings and footwear.

Ruff

A tight, ruffled collar or band, which encircled the entire neck, and used exclusively by the noble classes.

Shirt, Skirt

Any undergarment which covered the top half of the body, worn against the skin.

Shoes

These varied according to social class. For a peasant, this usually was a single piece of rawhide (sometimes still with the fur on) wrapped around the foot and tied off by a leather thong threaded through the top.

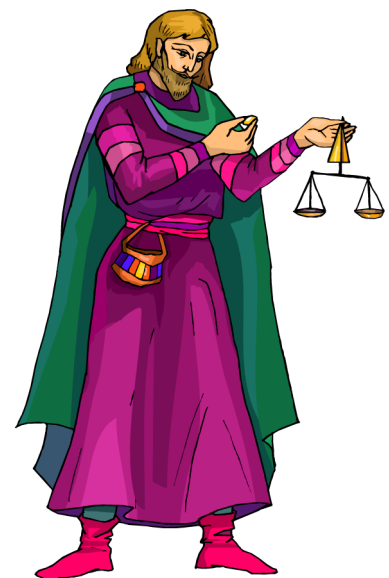
For the wealthier person, these would be made from leather and constructed with a pointed toe. The length of this point could vary, to the extent that they would need to be chained up and fastened to the knee.

Surcote

A loose-fitting garment which is worn over the cote or tunic. These came in many varied styles, and could include sleeves, hoods, capes and in any combination. Most surcotes were worn for warmth by the middle classes.

Tabard

This is a loose-fitting piece of rectangular cloth that would hang over the front and back of the tunic, slipping over the head and resting on the shoulders. The primary use originally was to keep the sun from reflecting off armour, (and heating the metal). It has been adopted as a form of clothing by non-armoured men and women. The tabard will usually show a symbol, colours, coat of arms or any other identifying mark of the wearer or their Lord.



APPENDIX 5: EXPANDED EQUIPMENT LISTS

How often have you (or your players) wanted the price of some item that is not included in the original books. The typical answer is “too many”. So you are

BUYING AND SELLING TABLES

Adventuring Gear

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Backpack	5F	100%/90%/80%	
Basket	4F	100%/90%/80%	
Bedroll	10F	100%/90%/90%	
Bell (hand)	1F	100%/60%/20%	
Book of Scripture	250F	100%/50%/05%	*from
Bucket	1F	100%/95%/30%	
Caltrops (12)	2F	100%/100%/50%	
Candelabra - 4 candle			
Silver	5F	100%/50%/05%	
Gold	50F	100%/20%/01%	
Candelabra - 8 candle			
Silver	10F	100%/50%/03%	
Gold	100F	100%/10%/2%	
Candelabra - 16 candle			
Silver	25F	100%/20%/02%	
Gold	150F	100%/10%/01%	
Candle (6)	1F	100%/100%/100%	
Candle, hour	1F	100%/95%/15%	
Candlestick	2F	100%/100%/75%	
Canvas (per sq. metre)	2F	100%/90%/30%	
Chain (per metre)	3F	100%/90%/20%	
Chalk (1 piece)	1P	100%/100%/30%	
Chest	10F	100%/100%/50%	
Crucifix (wood)	1F	100%/100%/60%	
Crucifix (metal)	5F	100%/100%/20%	
Crucifix (silver)	10F	100%/100%/05%	
Crucifix (gold)	50F	100%/95%/01%	
Earplugs	1F	100%/100%/50%	
False book	5F	100%/90%/10%	
Firewood (per day)	1F	100%/100%/95%	
Flask (empty)	5P	100%/100%/95%	
Flask of oil	4F	100%/95%/25%	
Flint & tinder	2F	100%/100%/100%	
Grappling hook	5F	100%/100%/50%	
Lamp	10F	100%/100%/50%	
Lantern, Common	20F	100%/95%/20%	
Lantern, Hooded	50F	100%/80%/05%	
Lock, Basic	200F	100%/75%/05%	
Lock, Exceptional	100C	100%/25%/01%	
Lodestone	100F	100%/50%/01%	
Manacles (Boltlock)	10F	100%/60%/20%	

forced to go to different sources to try to determine prices. Well, rejoice, for here is an expanded list that includes everything your players might possibly be interested in obtaining (or selling). So no more do you have to figure out how much a Winter Blanket will cost, or how much a bolt of silk from Khitai is worth. We have included items from the *Dragon Warriors Rulebook* and the *Dragon Warriors Players Guide* for convenience only.

ADVENTURING GEAR (CONTINUED)

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Marbles (clay) (20)	1F	100%/100%/95%	
Marbles (glass) (20)	5F	100%/70%/10%	
Mess kit (wood)	5F	100%/100%/20%	
Mess kit (clay)	4F	100%/100%/30%	
Mess kit (metal)	10F	100%/100%/10%	
Mirror (small steel)	10F	100%/80%/01%	
Mug or tankard (clay)	5P	100%/100%/90%	
Pitcher (clay)	1F	100%/100%/95%	
Piton (12)	5F	100%/90%/30%	
Pot (iron)	5F	100%/100%/80%	
Rations (1 week)	7F	100%/100%/100%	
Rope (10m)	6F	100%/100%/100%	
Sack	1F	100%/100%/95%	
Sealing wax	3F	100%/100%/50%	
Signal whistle	2F	100%/90%/10%	
Scroll or map case	5F	100%/90%/10%	
Slate board	3F	100%/100%/25%	
Sledge	40F	100%/50%/01%	
Soap (250g)	1F	100%/100%/90%	
Stilts	5F	100%/60%/25%	
Table case (folding)	30F	100%/100%/10%	
Tarp (per sq. metre)	5F	100%/80%/20%	
Tent (one person)	50F	100%/100%/20%	
Tent (two person)	100F	100%/95%/10%	
Tent (four person)	200F	100%/90%/05%	
Tent (pavilion)	400F	100%/50%/01%	
Torch	1F	100%/100%/90%	
Twine, string (50' ball)	1F	100%/100%/95%	
Whetstone	1F	100%/100%/95%	
Winter blanket	20F	100%/90%/90%	

Armour

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Armour Maintenance Kit	20F	100%/70%/10%	
Banded Armour	950F	95%/30%/05%	2
Barding (horse armour)	500F	95%/15%/01%	1
Boiled Leather Cuirass	20F	100%/90%/15%	2
Crown or Ring Jacket	30F	100%/45%/05%	2
Double Mail Hauberk	550F	100%/45%/05%	2
Gambeson (Quilted Jacket)	15F	100%/100%/55%	1
Heavy Cloth Jacket	10F	100%/100%/55%	2



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ARMOUR (CONTINUED)

ITEM	PRICE	AVAILABILITY	NOTES
		CASTLE/TOWN/VILLAGE	
Leather Jacket, Soft	20F	100%/100%/55%	2
Leather Jacket, Thick	30F	100%/95%/25%	2
Padded Armour Coat	25F	100%/95%/25%	1
Mail Armour	400F	100%/45%/05%	1
Mail Hauberk	250F	100%/70%/10%	1
Mail Vest	150F	100%/70%/10%	2
Plate Armour	800F	95%/35%/05%	1
Plate Cuirass	300F	95%/35%/05%	2
Scale Coat	350F	100%/45%/05%	2
Scale Hauberk	200F	100%/70%/10%	2,3
Woven Cord Cuirass	5F	100%/100%/40%	2

1: See Dragon Warriors Rulebook, p.66

2: See Dragon Warriors Players Guide, p.115

3: includes Jezeraint, Lamellar, Brigandine

Clothing

ITEM	PRICE	AVAILABILITY	NOTES
		CASTLE/TOWN/VILLAGE	
Apron (cloth)	3F	100%/95%/15%	
(leather)	50F	100%/95%/15%	
Baladrana	9F	100%/90%/15%	
Baldric, bandoleer (fine)	200F	95%/35%/01%	
(leather)	20F	100%/80%/05%	
Band	2F	100%/95%/15%	
Belt (fine)	250F	95%/35%/05%	
(leather)	2F	100%/95%/15%	
Belt pouch	1F	100%/90%/50%	
Boot hose (silk)	2F	95%/35%/05%	
Boots			
High (knee)	5F	100%/80%/20%	
Hip, wading	10F	100%/70%/10%	
Low	3F	100%/95%/15%	
Riding	10F	100%/80%/20%	
Rolltop	7F	100%/80%/20%	
Braies	1F	100%/90%/15%	
Breeches	35F	100%/90%/15%	
Bodice	20F	95%/35%/05%	
Brocade (per sq.metre)	30F	95%/35%/01%	
Brocatelle (per sq.metre)	10F	95%/40%/01%	
Buckle (large)			
Fancy	100F	95%/70%/01%	
Plain	2F	100%/90%/15%	
Camlet (per sq.metre)	20F	95%/40%/01%	
Cannons	100F	95%/35%/01%	
Cape (half)	10F	100%/90%/15%	
(full)	20F	100%/80%/10%	
Caps (cotton)	3F	100%/90%/15%	
(fur)	200F	95%/35%/05%	
(wool)	5F	100%/95%/20%	
Cassock	60F	100%/90%/15%	
Caul (elaborate)	500F	95%/25%/01%	
(plain)	10F	100%/90%/15%	
Chemise (cotton, linen)	2F	100%/90%/15%	

CLOTHING (CONTINUED)

ITEM	PRICE	AVAILABILITY	NOTES
		CASTLE/TOWN/VILLAGE	
Chemise (sackcloth)	8P	100%/95%/30%	
(silk)	60F	95%/35%/01%	
Cloak, mantle (cotton)	3F	100%/95%/20%	
(fur)	200F	95%/35%/05%	starting price
(wool)	5F	100%/50%/15%	
Codpiece	6F	100%/90%/05%	
Coif	2P	100%/95%/40%	
Corset	200F	95%/35%/05%	
Cotton (per sq.metre)	1F	100%/90%/15%	
Doublet (brocade)	800F	85%/20%/01%	
(brocatelle)	100F	95%/30%/01%	
(cotton)	10F	100%/80%/05%	
(leather)	30F	100%/35%/05%	
(velvet)	200F	95%/25%/01%	
Drawers	1F	100%/90%/15%	
Dress, gown (average)	20F	100%/90%/10%	
(exquisite)	100C	90%/15%/--	
(fine)	100F	95%/35%/05%	
(peasant)	10F	100%/95%/25%	
Farthingale	400F	80%/25%/01%	
Ferronniere	100C	85%/20%/--	
Fez	5F	100%/50%/01%	
Gamash	8F	100%/90%/15%	
Garnache	16F	100%/90%/05%	
Girdle (fine)	20F	90%/70%/01%	
(plain)	4F	100%/90%/15%	
Gloves (canvas)	5P	100%/90%/15%	
(leather)	5F	100%/90%/15%	
(mittens)	8F	100%/90%/15%	
(silk)	150F	90%/25%/01%	
Gorget (lace)	25F	100%/50%/05%	
(silk)	40F	90%/25%/01%	
Hoods (cotton)	5P	100%/90%/15%	
(fur)	12F	95%/70%/10%	
(wool)	1F	100%/90%/20%	
Hose (cloth)	8P	100%/90%/15%	
(silk)	50F	90%/35%/01%	
(velvet)	20F	95%/70%/05%	
(wool)	10F	100%/90%/15%	
Jacket, jerkin (cotton)	6F	100%/90%/15%	
(fur)	200F	90%/30%/05%	starting price
(leather)	10F	100%/90%/15%	
(silk)	100F	90%/35%/01%	
(velvet)	80F	95%/70%/05%	
(wool, winter)	10F	100%/90%/15%	
Liripipe	9F	100%/90%/15%	
Leather (per sq.metre)	5F	100%/90%/15%	starting price
Linen Cloth (per sq.metre)	5F	100%/60%/05%	
Loincloth	3P	100%/90%/15%	
Money belt	40F	95%/35%/05%	
Nightshirt (linen, cotton)	1F	100%/90%/15%	
(Silk)	60F	100%/50%/01%	



CLOTHING (CONTINUED)

ITEM	PRICE	AVAILABILITY	NOTES
		CASTLE/TOWN/VILLAGE	
Nightgown (Wool)	10F	100%/90%/25%	
Pantaloons (brocade)	60F	90%/30%/--	
(silk)	50F	90%/35%/01%	
(velvet)	40F	0%/35%/01%	
Pads (elbow)	3F	100%/90%/15%	
(knee)	3F	100%/90%/15%	
(Shinguards)	4F	100%/90%/15%	
Robe (cotton, linen)	10F	100%/90%/15%	
(sackcloth)	5P	100%/100%/50%	
(silk)	100F	90%/35%/01%	
(velvet)	50F	90%/35%/01%	
Ruff	110F	95%/50%/01%	
Sackcloth (per sq.metre)	5P	100%/100%/50%	
Sash (cotton)	2F	100%/90%/15%	
(silk)	40F	90%/70%/01%	
(wool)	1F	100%/100%/25%	
Shirt, skirt (cotton, linen)	1F	100%/90%/15%	
(sackcloth)	5P	100%/100%/50%	
(silk)	100F	90%/35%/01%	
(velvet)	50F	90%/35%/01%	
Shoes (exquisite)	100F	85%/30%/01%	starting price
(leather, suede)	12F	90%/50%/05%	
(rawhide)	4P	100%/90%/15%	
(silk slipper)	20F	85%/30%/01%	starting price
<i>Silk</i>			
(Taashim)(per sq.metre)	100F	95%/40%/01%	
(Khitan) (per sq.cm)	1F	75%/5%/--	
Snowshoes	150F	95%/35%/10%	
Stockings	4F	100%/90%/15%	
Surcote	20F	100%/90%/15%	
Suspenders	8P	100%/90%/10%	
Tabard	5F	100%/90%/15%	
Tunic, cote (cotton)	7F	100%/90%/15%	
(sackcloth)	6P	100%/100%/25%	
(silk)	50F	90%/35%/01%	
(velvet)	20F	90%/35%/01%	
Velvet (per sq. metre)	50F	95%/30%/01%	
Wool (per ball)	5F	100%/80%/20%	

Comestibles

COOKING FAT

ITEM	PRICE	AVAILABILITY	NOTES
	PER KG	CASTLE/TOWN/VILLAGE	
Dripping (per kg)	5P	100%/100%/50%	
Lard (per kg)	2F	100%/100%/10%	

DRIED FRUITS & VEGETABLES

ITEM	PRICE	AVAILABILITY	NOTES
	PER 50G	CASTLE/TOWN/VILLAGE	
Apples	1F	100%/90%/20%	
Apricots	15F	100%/85%/05%	

DRIED FRUITS & VEGETABLES (CONTINUED)

ITEM	PRICE	AVAILABILITY	NOTES
	PER 50G	CASTLE/TOWN/VILLAGE	
Cabbage	1P	100%/90%/20%	
Carrots	10F	100%/85%/05%	
Cherries	5F	100%/90%/10%	
Currants	1F	100%/90%/20%	
Dates	50F	100%/75%/03%	
Elderberries	1P	100%/90%/20%	
Figs	70F	100%/75%/03%	
Green beans	2P	100%/90%/20%	
Green peas	2F	100%/90%/10%	
Mushrooms	1F	100%/90%/20%	
Onion	5F	100%/90%/10%	
Peaches	150F	90%/70%/01%	
Pears	5F	100%/90%/10%	
Potatoes	1F	90%/30%/05%	1
Prunes	3P	100%/90%/20%	
Raisins	1F	100%/90%/20%	

1: Potatoes have appeared in Albion far earlier than they did in Europe, due to increased trade between Mungoda and the west. They are all the rage in Ongus, (especially Chipped Potato, which is cooked in hot fat) thus they are always available to purchase raw (100% in Ongus). However, Tomatoes have not yet been discovered.

FLOURS

ITEM	PRICE	AVAILABILITY	NOTES
	PER 500G	CASTLE/TOWN/VILLAGE	
Barley	20F	100%/85%/05%	
Buckwheat	10F	100%/85%/05%	
Rye	15P	100%/90%/20%	
Wheat	30F	100%/75%/03%	

GRAINS

ITEM	PRICE	AVAILABILITY	NOTES
	PER 500G	CASTLE/TOWN/VILLAGE	
Barley	100F	100%/70%/02%	
Buckwheat	5F	100%/90%/10%	
Chick peas	30F	100%/75%/03%	
Millet	7F	100%/85%/05%	
Oats	7F	100%/85%/05%	
Rice	50F	100%/75%/03%	
Rye	7F	100%/85%/05%	
Wheat	1P	100%/90%/20%	

GROCERIES

ITEM	PRICE	AVAILABILITY	NOTES
		CASTLE/TOWN/VILLAGE	
Bread (loaf)	1F	100%/90%/20%	
Bread (roll)	1P	100%/90%/20%	
Eggs (per dozen)	1F	100%/90%/20%	
Milk, cows (per litre)	10P	100%/90%/20%	
Milk, goat (per litre)	9P	100%/90%/20%	



Cadaver Draconis

MEAT & FISH

ITEM	PRICE PER 500G	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Beef			
Corned	30F	100%/75%/03%	
Dried	50F	100%/75%/10%	
Sausage	20F	100%/85%/05%	
Smoked	40F	100%/75%/10%	
Cod			
Salted	50F	100%/75%/03%	
Smoked	70F	100%/75%/03%	
Herring			
Pickled	30F	100%/75%/03%	
Smoked	50F	100%/75%/03%	
Kippers - Smoked	50F	100%/75%/03%	
Mutton	10F	100%/85%/05%	
Pigeon (per bird)	2F	100%/90%/10%	
Pork			
Bacon	40F	100%/75%/10%	
Ham	50F	100%/75%/10%	
Salted	30F	100%/75%/05%	
Sausage	10F	100%/85%/05%	
Rabbit (per rabbit)	5F	100%/85%/50%	
Salmon			
Salted	100F	100%/75%/03%	
Smoked	150F	100%/75%/03%	
Sardines	40F	100%/80%/05%	

NUTS

ITEM	PRICE PER 50G	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Almonds	3F	100%/90%/10%	
Cashews	20F	100%/75%/03%	
Chestnuts	1F	100%/90%/20%	
Hazelnuts	5P	100%/90%/20%	
Pine nuts	10F	100%/85%/05%	
Pistachios	15F	100%/85%/05%	
Walnuts	3P	100%/90%/20%	

SEASONINGS & SPICES

ITEM	PRICE PER 500G	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Allspice	400F	90%/40%/01%	
Angelica	5P	100%/90%/20%	
Anise	3P	100%/90%/20%	
Basil	1F	100%/90%/20%	
Borage	2P	100%/90%/20%	
Caraway	2P	100%/90%/20%	
Cardamon	10F	100%/85%/05%	
Chives	2P	100%/90%/20%	
Cinnamon	10F	100%/85%/05%	
Clary	8P	100%/90%/20%	
Cloves	200F	100%/60%/01%	
Coriander	1F	100%/90%/20%	
Costmary	3P	100%/90%/20%	
Cubeb	150F	100%/60%/01%	
Cumin	3P	100%/90%/20%	
Dill	3P	100%/90%/20%	

SEASONINGS & SPICES (CONTINUED)

ITEM	PRICE PER 500G	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Fennel	1F	100%/90%/20%	
Fenugreek	3F	100%/90%/10%	
Garlic	1P	100%/90%/20%	
Ginger	100F	100%/80%/40%	
Horehound	4P	100%/90%/20%	
Horseradish	1P	100%/90%/20%	
Hyssop	5P	100%/90%/20%	
Juniper	3F	100%/90%/10%	
Laurel	40F	100%/75%/03%	
Lemon balm	2F	100%/90%/10%	
Liquorice root	4F	100%/90%/10%	
Lotus	1000F	80%/10%/--	
Lovage	1F	100%/90%/20%	
Mace	250F	90%/50%/01%	
Marjoram	5P	100%/90%/20%	
Mint	3P	100%/90%/20%	
Mustard seed	5P	100%/90%/20%	
Nutmeg	300F	90%/50%/01%	
Oregano	2F	100%/90%/10%	
Parsley	4P	100%/90%/20%	
Pepper	300F	90%/40%/01%	
Poppy seed	80F	100%/60%/01%	
Rosehips	50F	100%/75%/03%	
Rosemary	5F	100%/90%/10%	
Saffron	650F	90%/30%/01%	
Sage	1F	100%/90%/20%	
Salt	1F	100%/90%/20%	
Sweet Cicely	1F	100%/90%/20%	
Tarragon	10F	100%/85%/05%	
Thyme	1F	100%/90%/20%	
Turmeric	250F	90%/40%/01%	
Woodruff	1F	100%/90%/20%	

SWEETENERS

ITEM	PRICE PER 500ML	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Honey	1F	100%/80%/40%	
Molasses	5F	100%/90%/10%	
Sugar (per 500g)	10F	100%/85%/05%	

Inn & Tavern Fare

ITEM	PRICE PER QUALITY SUPERIOR/GOOD/AVERAGE/POOR	NOTES
Ale		1
Jug	10F/4F/2F/1F	
Tankard	4F/1F/5C/2C	
Banquet (per person)	50F/35F/20F/NA	
Beer		2
Jug	10F/4F/2F/1F	
Tankard	4F/1F/5C/2C	
Bread (loaf)		
Fresh	1F/7C/5C/NA	
Day old	NA/3C/2C/1C	
Cheese Chunk	10F/4F/1F/5C	
Cheese Wheel	30F/12F/3F/15C	



INN & TAVERN FARE (CONTINUED)

ITEM	PRICE PER QUALITY SUPERIOR/GOOD/AVERAGE/POOR	NOTES
Cider		4
Jug	4F/1F/5C/2C	
Tankard	4F/1F/5C/2C	
Inn (per night)	25F/10F/5F/2F	5
Mead		6
Jug	4F/1F/5C/2C	
Tankard	4F/1F/5C/2C	
Meals (per day)	10F/5F/2F/5C	7
Meat (chunk)	5F/3F/1F/4C	
Spirits		8
Chaubrettan Brandy	Glass 10F	
Krathian Fire Water	Glass 7F, Shot 3F	
Rum	Tankard 3F, Shot 1F	
Thulanch	Glass 5F, Shot 2F	
Wine		9
Bottle, pitcher	100F/50F/10F/1F	10
Glass	10F/5F/1F/2C	

- 1: Varieties include locally made ales,
- 2: Varieties include locally made beers, Horehound Beer,
- 3: Varieties include locally made cheese, ,
- 4: Varieties include locally made ciders,
- 5: Will usually include breakfast.
- 6: Varieties include local mead, spiced mead,
- 7: Includes meat and vegetables, or stew, and a broth or soup. You can always create a menu for a place your characters will regularly eat meals.
- 8: Varieties include Thulanch (Thuland whisky), Krathian Water (vodka), Chaubrettan Brandy, Albish Rum.
- 9: Varieties include Dandelion Wine, Elderberry Wine, Chaubrettan (including Sparkling) Wine
- 10: Average and poor quality wine will always be in a pitcher, not a bottle

Livestock

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Bit and bridle	2F	special	3
Dog (guard or hunting)	25F	95%/95%/90%	
Feed (per day)	1F	100%/100%/90%	
Leash & muzzle	8F	100%/100%/80%	
Horse	250F	40%/35%/30%	
Mule, donkey	50F	100%/50%/40%	
Pony	150F	40%/35%/30%	
Riding saddle	12F	special	3
Saddle pack	5F	special	3
Saddlebags	5F	special	3
Stabling (per day)	2F	if stables are available	
War saddle	100F	15%/--/--	2
Warhorse	2500F	15%/--/--	1

- 1: Only available to Knights, Barbarians, and some Warlocks
- 2: Suitable only for warhorses. Comes with bit and bridle.
- 3: If a horse is available for purchase, then this item is automatically available. Roll % as per horse if seeking replacement items.

Property

ITEM	PURCHASE	ANNUAL RENT	NOTES
Cottage	200F	25F	
Crafter's house	1000F	100F	
Land, 1 acre	---	5F	
Large townhouse	5000F	500F	
Manor house/hall	15,000F	1,500F	
Small castle	250,000F	30,000F	
Room	---		1

1: In a rooming house, or a townhouse.

Shady Items

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Finger blades	100F	special	
Housebreaker harness	200F	special	2
Lockpicks	300F	special	
Smuggler's Boots	100F	special	
Weaponblack	20F	special	3

1: To purchase these items, a character must first make contact with an unusual source - a specialist manufacturer willing to risk the wrath the local authorities to manufacture such items. Mere possession of these items would be treated as evidence of burglary in many cities and towns. For this reason, no availability percentage is given.

2: This item is a mixture of harness, straps and clips in which a would be burglar can hang tools and generally use to support herself when climbing etc. Consisting of a belt and harness combination which is fastened to the thighs and over the shoulders it can be quite noisy due to the clips and hanging tools.

3: Weaponblack is a black oily paste which is used to coat weapons, preventing them from reflecting light. It lasts until the weapon is used in combat, which wipes off the paste. One vial will coat a dagger 4 times, or a sword once.

Tools

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Alchemical equipment	200C	80%/20%/--	
Animal call	5F	100%/90%/30%	
Artisan's tools	10F	100%/90%/20%	
Barrel	5F	100%/100%/50%	
Billhook	4F	100%/100%/50%	
Birch rod	3F	100%/100%/50%	
Blacksmiths Hammer	50F	100%/100%/30%	
Blank leather codex (book)	100F	95%/80%/05%	
Block & tackle	25F	95%/80%/05%	
Cage (tiny)	10F	100%/90%/20%	
Cage (small)	25F	100%/85%/10%	
Cage (medium)	50F	100%/75%/05%	
Cage (wagon-sized)	150F	95%/50%/01%	
Candle mould	12F	100%/100%/50%	
Candle wax (beeswax)	1F	100%/100%/50%	
Candle wick (per metre)	1F	100%/100%/50%	
Cask	3F	100%/100%/50%	

Cadaver Draconis

TOOLS (CONTINUES)

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Charcoal (per kilogram)	3P	100%/90%/70%	
Coal (per kilogram)	1F	90%/70%/10%	
Crowbar	4F	100%/100%/50%	
Fishing hook	1P	100%/100%/95%	
Fishing net (1 sq m)	10F	100%/100%/50%	
Fishing net (4 sq. m)	40F	100%/90%/30%	
Fishing tackle	5F	100%/100%/60%	
Fowler's snare	10F	95%/60%/60%	
Gaff hook	10F	100%/100%/50%	
Glass bottle	5F	100%/100%/20%	
Hacksaw (average)	5F	100%/100%/50%	
Hacksaw (superior)	25F	95%/90%/10%	
Hammer	3F	100%/100%/50%	
Hand mill	4F	100%/100%/50%	
Hoe	6F	100%/100%/50%	
Ink (10 ml vial)	1F	100%/100%/50%	
Keg	2F	100%/100%/50%	
Magnifying lens	100C	20%/05%/--	
Metal Tongs	4F	100%/100%/50%	
Merchant's scales & weights	20F	100%/90%/20%	
Mining Pick	30F	50%/80%/60%	1
Mortar & pestle	10F	100%/100%/50%	
Musical instrument			
Common	25F	100%/90%/20%	2
Uncommon	200F	90%/70%/01%	
Paper (sheet)	1P	100%/90%/20%	
Parchment (sheet)	1F	100%/80%/10%	
Pitchfork	6F	100%/80%/70%	
Post-hole digger	4F	100%/100%/50%	
Pulley	25F	95%/80%/05%	
Quill (feather)	5P	100%/90%/20%	
Rake	3F	100%/100%/50%	
Scythe	20F	100%/100%/50%	
Shovel, Spade	20F	100%/100%/50%	
Sickle	10F	100%/100%/50%	
Vial (ink or potion)	2F	100%/90%/20%	

1: Mainly in Towns and Villages near Mining Communities, otherwise these are harder to obtain.

2: Size and quality of instrument affects price.

Trade Goods

ITEM	UNIT SIZE	UNIT PRICE	NOTES
Alchemical materials	50g/ml		
Unusual		1F - 10F	
Rare		11F - 100F	
Exotic		101F - 250+F	
Carpets, Rugs & Tapestries	5-10kg		
Common		10F - 50F	
Unusual, Fine		51F - 100F	
Rare		101F - 500F	
Exotic		501F - 2000+F	
Cosmetics	50g		
Common		1P - 10P	

TRADE GOODS (CONTINUED)

ITEM	UNIT SIZE	UNIT PRICE	NOTES
Cosmetics (continued)			
Unusual		1F - 10F	
Rare		11F - 100F	
Exotic		101F - 250+F	
Dried goods	1kg		
Common		1F - 5F	
Unusual		6F - 15F	
Rare		15F - 25+F	
Dyes, Inks & Paints	1kg		
Common		1F - 10F	
Unusual		11F - 100F	
Rare		101F - 250F	
Exotic		251F - 500+F	
Fabrics	25kg		
Common		1F - 10F	
Fine		11F - 100F	
Unusual		101F - 250F	
Exotic		251F - 500+F	
Furniture items	10kg		
Plain		10F - 50F	
Fine		51F - 150F	
Exotic		151F - 250+F	
Furs & Hides	10kg		
Common		10F - 50F	
Unusual		51F - 100F	
Rare		101F - 200F	
Exotic		201F - 500+F	
Lumber	20kg		
Local		10F - 100F	
Unusual		101F - 250F	
Exotic		251F - 500+F	
Perfume	50g/ml		
Common		1F - 10F	
Unusual		11F - 100F	
Rare		101F - 250F	
Exotic		251F - 500+F	

Transportation

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Carriage	100 Crowns	100%/50%/01%	
Cart	100F	100%/90%/10%	
Oar	2F	only near port or river	
Rowing boat	150F	only near port or river	
Sled	150F	100%/75%/05%	
Wagon	250F	100%/80%/05%	
Gate/Road toll	1F	base price per person	
Messenger (per message)	5F	inside town area only	



Weapons

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Arbalest	250F	10%/05%/01%	2
Arrows (six)	3F	100%/60%/90%	1
Blacksmiths Hammer	50F	90%/60%/25%	3
Battleaxe	30F	85%/50%/70%	1
Bow	15F	95%/50%/90%	1
Crossbow	100F	20%/45%/01%	1
Cudgel	nothing	always available	1
Dagger	7F	100%/100%/50%	1
Flail	10F	85%/50%/70%	1
Footman's Flail	15F	80%/40%/60%	2
Gaff Hook	10F	75%/50%/50%	3,4
Halberd	50F	80%/40%/05%	1
Hand Axe	20F	100%/80%/30%	3
Hoe	6F	75%/75%/55%	3
Holy Water Sprinkler	10F	100%/70%/60%	2
Javelin	12F	80%/40%/10%	1
Longbow	40F	80%/30%/75%	2
Longsword	50F	80%/20%/05%	2
Mace	12F	100%/55%/45%	1
Military Pick	60F	100%/50%/10%	3
Mining Pick	30F	50%/80%/60%	3,5
Morning Star	20F	100%/40%/05%	1
Net	10F	75%/80%/75%	3
Pitchfork	6F	100%/80%/70%	3
Pollaxe	50F	70%/30%/01%	2
Quarrels (ten)	5F	25%/50%/05%	1
Quiver	4F	100%/50%/95%	1

WEAPONS (CONTINUED)

ITEM	PRICE	AVAILABILITY CASTLE/TOWN/VILLAGE	NOTES
Sap	3F	100%/100%/100%	3,6
Scourge	5F	85%/50%/05%	2
Scythe	20F	75%/75%/40%	3
Shield	30F	100%/70%/15%	1
Shortsword	25F	80%/80%/10%	1
Sickle	10F	80%/75%/70%	3
Sling	2F	100%/100%/85%	1
Slingshot (ten)	1F	100%/100%/90%	1
Spear	15F	100%/55%/20%	1
Staff	2F	100%/100%/100%	1
Sword	30F	100%/80%/10%	1
Sword (two-handed)	60F	80%/20%/05%	1
War Axe	12F	100%/80%/80%	2
Warhammer	15F	100%/50%/05%	2
War Lance	20F	100%/50%/05%	2
Whip	10F	100%/80%/70%	3

1: See Dragon Warriors Rulebook, pp 67, 69

2: See Dragon Warriors Players Guide, pp 113

3: See this document, New Weapons pp 79

4: If not a coastal or riverside / lakeside community, these are normally unavailable or much harder to obtain in towns and villages.

5: Mainly in Towns and Villages near Mining Communities, otherwise these are harder to obtain.

6: Considering the purpose a sap is usually used for, asking for one to be constructed for you or purchasing one may arouse some unwanted attention from law enforcement. Price quoted is for raw materials.

