

## Game Rules

When the result of a character's action is in doubt, the Game Master (GM) asks for a dice roll. The player rolls 2 dice and must get equal to or greater than a target number. In a fight the target number is the Rating of the foe. Most tasks can be rated in this way (climb portcullis might be 6). A target of 7 or more would be a challenge; 10 or more would be difficult and 13 or more would be formidable (for starting characters, at any rate). The character's Level is usually added to the roll.

## Foes

Foes are given a Rating from 2 to 20. This is the number that the player has to roll on 2 dice to hit the foe. There is no definitive list of foes, because I intend this game to be nearly all improvised. Monsters and people encountered can be given Ratings to match the situation. Is the dragon young? Or ill? Is the goblin a chief? If a foe has a power, when and how does it work. The short answer is 'when and how the GM decides'. Sometimes, though, especially in the middle of a fight, you don't want to do the thinking for a creature. It can use its powers when it feels appropriate. Let the dice decide! If the foe has some 'tactical' power, let it be 'activated' when it succeeds in combat with a *doubles roll* (ie. double 4, double 2 etc.). Powers can range from bloodsucking for a vampire, meeting a gorgon's stare, a dragon's fire-breath, being swept up into the air by a griffin, and so on. Many monsters will have special tactics like this.

## Fights

When a successful roll is made in combat against a foe, the creature's HITS are reduced by 1. All foes have 3 HITS and no more, this equates to the 'three strikes' rule, whether it's a dragon or a wildcat. At 0 HITS the creature is 'defeated' (which might mean death, unconsciousness, retreat ... the GM can adjudicate). If a combat roll *fails*, then it is the character who is hit by the foe. Unlike foes, characters have 10 HITS and only lose 1 when they fail a roll. They may also lose HITS by falling from walls, and so on.

*Shields:* A shield gives +1 to the player character's combat roll.

*No Weapon:* Lack of weapon reduces the combat roll by -4

*Armour:* Armour in the form of a ringmail shirt can add +1 HITS to the character, a helmet will add another +1, leather vambraces and chainmail greaves will both also add +1 each.

*Healing:* HITS are restored to normal after 'several hours of rest'.

*Multiple Foes:* When a character is outnumbered by several foes, the GM adds +1 to the foe Rating for each additional foe. Track the HITS as normal, knocking a foe out of the fight (and off that combined Rating total) when 3 HITS are taken.

*Surprise, Bows & Javelins:* Hitting a foe who is unaware of the character or who cannot fight back (perhaps the character is throwing a javelin or shooting a bow at him) means that even if the combat roll is failed, the character is not harmed by the foe.

## Names

Godric	Aethelhelm	Cathan	<i>Aelflaed</i>
Dagmund	Edmund	Midhir	<i>Agnes</i>
Beorn	Brego	Cormac	<i>Cynhild</i>
Aldred	Aidan	Fergil	<i>Matilda</i>
Aelfstan	Godrum	Lorcann	<i>Iorwen</i>
Aethelwulf	Wulfraed	Drustan	<i>Emma</i>
Eadred	Raedmund	Maldred	<i>Eowyn</i>
Osric	Merewine	Dian	<i>Aethelflaed</i>
Ulf	Wulfmaer	Colban	<i>Leoflaed</i>
Wulfric	Aelfric	Gorthyn	<i>Hilda</i>
Athelstan	Brunstan	Owain	<i>Hildegard</i>
Wistan	Whitgar	Eremon	<i>Hildeggyth</i>
Leof	Beorht	Maredoc	<i>Gytha</i>
Heathwulf	Deor	Artigan	<i>Colleen</i>
Garwulf	Conall	Conor	<i>Dervla</i>
Cuthbert	Finn	Finnian	<i>Brigit</i>
Alric	Brendan	Broccan	<i>Mave</i>

## Character Record



Name: \_\_\_\_\_ Level: \_\_\_\_\_ Shield (+1)? \_\_\_\_\_

Belongings: \_\_\_\_\_ HITS: \_\_\_\_\_ Adventure Tally: \_\_\_\_\_

Sword		Axe		Spear		Mace	
Cloak		Spikes (12) & Hammer		Torches (3)		Helmet (+1)	
Crucifix		Oil Lantern		Wolvesbane		Chainmail Shirt (+1)	
Chain		Small Mirror		Sling & Stones (12)		Dagger	
Canvas		Net		Belladonna Poison		Javelin	
Firestarter		Oil		Leather Vambraces (+1)		Chainmail Greaves (+1)	
Garlic		Pickaxe		Bow & 12 Arrows		Shield	
Holy Water		Big Belt Pouch		Rope		Large Sack	

## Character Record *(reverse)*

Other Belongings & Treasure:

**Belongings:** Characters start with: Cloak, Firemaker, Knife, One weapon (choose from Axe, Sword, Spear or Mace) and 100 coins worth of other non-weapon items from the Items to Buy list.

**Level:** Heroes begin at Level 1. Levels go up to 10. Level measures a hero's fighting ability and knowledge - his 'experience'. Also, add +1 HITS each level after 6. When a number of adventures have been completed successfully equal to the character's current level, he goes up one level.

## Items To Buy

Axe	100	Sword	160	Spear	50	Mace	35
Cloak	25	Spikes (12) & Hammer	55	Torches (3)	3	Helmet	100
Crucifix	60	Oil Lantern	12	Wolvesbane	20	Chainmail Shirt	400
Chain	40	Small Mirror	10	Sling & Stones (12)	5	Dagger	30
Canvas	20	Net	10	Belladonna Poison	60	Javelin	20
Firestarter	4	Oil	5	Leather Vambraces	50	Chainmail Greaves	200
Garlic	5	Pickaxe	50	Bow & 12 Arrows	80	Shield	80
Holy Water	14	Big Belt Pouch	4	Rope	6	Large Sack	5

## Magic-Users

The magic-user concentrates on magic ability to the detriment of fighting ability. He cannot add his level in a physical fight, only a magical attack. He begins with Knife, Firemaker, Staff and Cloak. He begins at level 1 with only 4 HITS (he gains +1 per level, ignore any HITS gains mentioned on the Character Record). HITS, and the glass beads used to track them, are used to 'power' spells. Usually 1 stone per spell, 2 or 3 for more powerful spells. To succeed he rolls the dice to beat a difficulty, adds his level and +1 per bead used (even extra bead of any colour).

Glass beads should be four colours (eg. red, green, blue and clear). Each colour denotes the bead is useable only for a certain spell type: *Transmutation* (eg. Green), *Harm* (eg. Red), *Mental* (eg. Clear), *Movement* (eg. Blue). Spells are created or improvised by the player to suit the situation. For example, turn wooden door to straw door would require 1 green bead (transmutation). Blasting the door with a magical bolt would require 1 red bead, etc. Often, roll the dice to determine success, especially when the spell is opposed (use the Foe's Rating). Remember +1 per glass bead used!

If lacking the correct colour beads, use another colour on a 2:1 basis. Beads/HITS are replenished after either a nights rest or some magical replenishment in the scenario.

Staff or other magic focus allows a spell range of 20m. Without a focus range is 3m.

