

STEVE JACKSON AND IAN LIVINGSTONE

ADVANCED
FIGHTING
FANTASY

HEROES COMPANION



GRAHAM BOTTLEY



Arion Games

Heroes Companion
For the Advanced Fighting Fantasy Roleplaying
Game

Graham Bottley

*Incorporating elements derived from the original
Advanced Fighting Fantasy books written by Marc
Gascoigne and Pete Tamlyn*

The Advanced Fighting Fantasy RPG book provided many of the rules needed to run adventures in the world of Titan. Heroes, combat, magic, monsters and dungeons were all described in that core book. However, some Heroes, players and Directors will look beyond the Dungeons to the great open wilderness, and all of the adventure that can be found there.

This companion book brings new Magical styles, including evil Necromancy, the rare Mask magic and the unpredictable Chaos magic. Rules and guidelines for Hirelings; providing vital support to the Heroes. Holdings and Dominions give the Heroes an income and power. Wilderness adventures are also described including types of terrain and even a random wilderness map generator!

Whilst all of the rules in this book are optional, they will all provide a new direction and new options for any Advanced Fighting Fantasy game.

**REQUIRES THE ADVANCED
FIGHTING FANTASY RPG**

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HEROES COMPANION

ADVANCED
FIGHTING
FANTASY

ARION GAMES
www.arion-games.com

For Florence, Benjamin and Jo

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INTRODUCTION

Advanced Fighting Fantasy is a classic Roleplaying Game that was completely revised in 2011 to bring it to a new generation of gamers. The core rule book provides most of the rules for Hero creation, action resolution, combat, spellcasting, dungeon design and much more. However, Titan is a huge place with much adventure to be found, and this book brings you even more excitement.

The Heroes Companion aims to expand your Advanced Fighting Fantasy horizons with new rules and ideas. All of these new concepts can either be slotted seamlessly into an existing game to change the scope and focus of the campaign, but can also be used from the very start of a new heroic epic. Mix and match these rules as you see fit to get the game you want.

Have fun with these new options!

ACKNOWLEDGEMENTS

The Heroes Companion has taken a lot of work, and I have had a lot of support from several people. James and Simon have been invaluable for the pitching of ideas and proofreading, and Ben, Andy and Paul have also provided lots of helpful comments. Dom at Cubicle 7 also gets a lot of thanks for actually getting the book out there.

A huge amount of credit also has to go to Marc Gascoigne and Pete Tamlyn for their implementation of the Fighting Fantasy system into a full roleplaying game. Without the success that was Dungeoneer, Blacksand! And Allansia, you would not be holding this book now.

Steve Jackson and Ian Livingstone have of course been critical in the release of the revised version of AFF and I am indebted to them for their help and support.

And lastly, I have to thank my family for keeping me sane through the many long hours of writing!

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CHAPTER 1 - NEW HERO OPTIONS

The new rules and Magic styles presented later in this book require a few additional Special Skills to function properly from a Heroes perspective. The majority of these new Special Skills are actually not ones that many starting Heroes would take, and thus there are usually few problems slotting these options into an existing game.

Of course, these new Special Skills can be learned by any existing Hero using the normal rules.

Talents present a slightly different problem as they are so much more difficult to acquire during play than Special Skills. Some of the new Talents presented in this book are related to the new rules, but otherwise these are taken as from normal rules.



NEW SPECIAL SKILLS

The special skills below can be taken by Heroes at creation, with the approval of the Director, or learned later on in the usual way.

New Combat Special Skills

Battle Tactics

This Special Skill allows the Hero to read a potential battlefield, understand the effective placement and movement of troops and react effectively to enemy action. This Special Skill is useful for any Hero who will command troops, from a handful of ragged mercenaries to a great Royal army.

Siege Weapons

This Special Skill is used to operate, aim and fire a range of Siege Weapons such as bolt throwers, catapults, rams and trebuchets. A Hero with this Special Skill cannot construct these weapons, but can perform most routine maintenance. As Siege Weapons are often the only way to break into a castle or other fortification, skilled Siege Weapon operators are much in demand in both regular and mercenary armies.

New Knowledge Special Skills

Engineering

A broad Special Skill, which can be used to design building, plan earthworks, undermine castle walls or build Siege engines. Any form of construction, both large and small, can be covered by this Special Skill, including building emergency bridges, cranes etc.

Navigation

This Special Skill is used to travel efficiently from one place to another. This can apply to sea travel or overland travel, and a bonus can be applied if good maps or navigation tools are available. A good navigator is essential for any long distance travel.

Stewardship

The use of this Special Skill allows the Hero to effectively run a business and make money. This can be anywhere from a smallholding to a city tavern to a thieves guild to a huge temple complex. Organising workers, managing money and stock and arranging deals are all essential facets of this Special Skill. This Special Skill is useful for a Hero who wants to invest his loot into an honest (or less than honest) business, but is also common amongst hirelings taken on to manage the said business whilst the owner is away slaying monsters.



New Magical Special Skills

Magic-Mask Magic

Also known as Southern Mask Magic, this rare magical school uses specially created and enchanted Masks to impart specific powers to the wearer. This school of Magic may be learned by Wizards or indeed Sorcerers in addition to their other spellcasting abilities. Chapter 2 contains further details about Mask Magic.

Magic-Conjuration

Conjurors make use of this Magical style to summon and bind creatures from other planes and to create artificial life forms. Difficult, time consuming and expensive to pursue, Conjurors only ever master a few of the possible rituals, but can become very powerful nevertheless. See Chapter 2 for more information. This Special Skill can be taken by spellcasters in addition to other Magical styles.

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Magic-Necromancy

Generally considered an evil use of Magic, Necromancy uses the power of the dead to create foul undead or curse enemies. Due to the irrevocable damage to the soul of a Necromancer, this form of Wizardry precludes the casting of other Wizardry spells. The spells and specific rules are described in Chapter 2.

Magic-Tattooing

It is suggested that the Magic-Tattooing Special Skill is restricted to Director-controlled NPC's. This Special Skill allows the Tattooist to ink certain designs into the skin, providing magical powers to the recipient. Generally a very rare art, Magical Tattooists command a very high price for their work. Available Tattoos are described in Chapter 2.

Magic-Battle Magic

This Special Skill may only be learned by very experienced practitioners of Magic, and allows the casting of spells able to defeat whole units of enemies. Very rare and highly regarded, Battle Mages often find a permanent place at the court of a King or warlord, or at the head of a Mercenary army. This Special Skill may be learned in addition to Wizardry or Sorcery, but not by starting Heroes as described in Chapter 2.

Magic-Enchanting

Enchancers use natural and magical ingredients, reagents and items to create all kinds of magical equipment. The easiest to create are Potions, which store the magical effect in a liquid form, but with experience temporary and permanent magical items can be created. This Special Skill can be learned in addition to Wizardry or Sorcery, but potential Enchancers should be warned that the use of Enchanting requires a workshop and extensive raw materials. See Chapter 2 for more details.

Magic-Chaos Magic

Very rarely learned by Heroes, this dangerous but powerful school of Wizardry Magic allows the replication of almost any other Magical spell by tapping into the raw chaos that underlies Titan. This amazing versatility comes at a price however; the intended effect does not always materialise and in fact can be dangerous to both the caster and everyone nearby. A spellcaster who learns Chaos Magic cannot cast traditional Wizardry or Sorcery spells. A full description of Chaos Magic is given in Chapter 2.



NEW TALENTS

As with the new Special Skills, these new Talents may be taken when a new Hero is created. For an existing Hero to acquire one of these during a campaign requires both experience points and an explanation. A Hero does not wake up one day and just decide to become a Templar or is suddenly a Master Tactician. Instead, the Hero must perform a great service for his God, or train at the feet of a legendary tactical genius.

Obviously, the Director has the final say on whether a Talent may be acquired.

Templar

This Talent requires the Hero to devote his life to a Deity in much the same way as a Priest, and grants the Hero the ability to use one of the appropriate abilities (See AFF p88-98). However, the Templar does not need to have any points in their MAGIC characteristic or the Magic-Priestly Special Skill. Instead, the Templar is considered to have a Devotion score of 5. The power, once chosen, cannot be changed and may only be used once per day. All other restrictions still apply. The Templar must still follow the edicts of his God and religion.

Dark Veil

Something in the Heroes background or past has shaded his soul from the sight of demons and undead spirits. If the character does not take obvious aggressive action against the demon or spirit, the foul creature will not even be able to detect the Hero. Once the Hero attacks the demon/spirit in whatever form, that demon will forever be able to see the Hero.

Natural Leader

A Hero with this Talent is held in high regard by all who follow him, and inspires loyalty, respect and trust. This Talent is very useful for anyone who intends to command an army or lead men in any way. Any Hirelings or troops of the Hero required to make a Morale check may add +4 to their base morale if they are within direct sight of the Hero or +2 if they are nearby and under the direct command of the Hero.

Magical Resistance

You are curiously resistant to most lesser Magic, be it good or bad. A Hero with this Talent will be completely unaffected by all 1 Magic Point or 1 STAMINA spells, as

well as all Minor Magic spells. However, the downside to this Talent is that this includes beneficial spells also; the Talent cannot be switched on and off at will. In addition to the above, the Hero will benefit from a +2 bonus to LUCK tests to resist more powerful malign magic.

Clearsight

The eyes of a Hero with this Talent see true, and will not be fooled by what is not really there. As a consequence, the Hero will recognise most Illusions for what they really are. Only illusions created directly by Gods will not be recognised for what they are.

Entrepreneur

A Hero with this talent is an astute businessman, recognising the potential for profit before most ordinary folk. Whether running a shop or organising a band of mercenaries, this Hero is organised and efficient and may add +2 to the result of any Profit rolls made when in direct control of a business (see Chapter 4 for full details).

Packhorse

This Talent sets the Hero apart in a seemingly mundane and boring way. They can carry an awful lot, for an awful long time. This Hero can now carry 20 normal items, with an extra two items per point in the Strength Special Skill. Heroes with the Packhorse Talent are often very popular with comrades on long treks through difficult terrain!

Master Tactician

A Hero with this Talent has an instinctive understanding of military tactics and will usually make good decisions regarding any forces under his control. As a result, the Hero may add +2 to the result of any Tactics tests made as part of a battle situation.

Lightning strike

This Talent allows the Hero to land the first blow in a combat with incredible speed, surprising his opponent and hopefully drawing first blood. In practice this means that in any combat where the Hero is not surprised, his opponent may not do damage if he wins the first round. The opponent rolls his attack roll as normal, but if he wins, he does not roll damage. This effect only applies to the very first round of a combat, not the first round against an individual opponent, and only one opponent is affected.

**Complete List of New Special Skills and Talents****Combat Special Skills**

- Battle Tactics
- Siege Weapons

Knowledge Special Skills

- Engineering
- Navigation
- Stewardship

Magical Special Skills

- Magic-Mask Magic
- Magic-Conjuration
- Magic-Necromancy
- Magic-Tattooing
- Magic-Battle Magic
- Magic-Enchanting
- Magic-Chaos Magic

Talents

- Templar
- Dark Veil
- Natural Leader
- Magical Resistance
- Clearsight
- Entrepreneur
- Packhorse
- Master Tactician
- Lightning Strike

The options presented in this chapter are, as with all options, subject to approval by the Director. Some campaigns will benefit greatly from having a Hero with Battle Tactics or Siege Weaponry, whilst others would fall apart if one of the Heroes had the Magic-Necromancy Special Skill.



CHAPTER 2 - NEW MAGICAL STYLES

Wizards, Sorcerers and Priests, all described in the core AFF book, are by a long way the most common and adaptable spellcasters to be found on Titan. They are however far from the only spellcasting traditions. Other types of magic are known, and it is possible for some of them to be learned in addition to the more common styles.

Heroes who are already experienced and part way through a campaign may immediately want to learn these new magical styles. It can actually be a good driving force to introduce a new NPC who promises to teach the party Wizard or Sorcerer some new tricks....as long as they do something for him first!

Some of the new magical styles can be learned in addition to sorcery or wizardry, and some cannot be learned if a Hero is already a sorcerer or wizard. All of these styles however are a lot more focussed than existing magical styles and so are suited to more experienced players.



MASK MAGIC

Introduction

Mask Magic, or Southern Mask Magic, is a very specialised type of enchantment using the essence of different creatures embodied within sigils to achieve an effect. It can be learned in addition to wizardry or sorcery, but anyone who does so may no longer improve in those styles, nor acquire new wizardry spells. Mask magic is difficult to learn and even more difficult to find a teacher, but can be worth the effort for those that master it.

Practitioners

Mask magic requires a huge amount of determination, but also a large investment of time and so many practitioners become hermits and live far away from civilisation to avoid distraction. Because of this, and the nature of their magic, mask magicians are often strange individuals with peculiar habits.

When first learned, the new mask magician is taught one mask. Others must be learned from a teacher and will cost 100xp.

Mask magicians are excellent non-player characters, who must be sought out to create a specific mask to help the Heroes in a quest.

New Spells

Mask magicians learn to create a physical mask, marked with a sigil, embodying the essence of a profession and with the appearance of a specific creature. This mask may be made in advance, but when worn grants significant magical power to the wearer. A mask magician may only have a limited number of masks prepared however, and each of these takes a significant time to prepare.

A mask magician may prepare a standard mask, which may be worn by anyone, or an attuned mask, which is tied to a specific person. An attuned mask will have no effect if worn by anyone other than the designated wearer, but will have additional powers. Each mask, whether attuned or not, will also have an extra effect that may be triggered by the wearer, although this will have specific consequences.

A mask is made with whatever ingredients are at hand, and usually takes most of a day to make. No test is required to see if the mask is made successfully unless the construction time is reduced to one hour.

The mask will be dormant until first worn, after which its power will be in effect for 24 hours. A mask magician may only have a number of dormant or active masks equal to his MAGIC score plus his Magic-Mask Magic rating. The target of an attuned mask need not be present when the mask is created, but must be known to the creator.

Mask of the Healer - Spirit of the Giant

Description: The mask of the healer features an ugly and warty giant's features, but focuses the strength and durability of those huge creatures into healing energy.

Standard effect: The wearer will recover 3 STAMINA points every hour the mask is worn.



Attuned effect: The wearer will be cured of any active poisons, and be immune to poisons whilst the mask is worn.

Extra effect: The wearer may, by sacrificing one SKILL point, recover all lost STAMINA. This takes a full round of action to accomplish and the lost SKILL point will take one day per point to recover naturally.



Mask of the Dreamwalker - Spirit of the Ganjee

Description: This mask appears as a dark-edged pale face with a black headcloth. When donned, the wearer falls into a deep sleep from which they cannot be awakened until the mask is removed or 24 hours have passed. The



wearer enters a dreamworld version of Titan. This means that the wearer can travel through the real world as a disembodied and ghostly face. The dreamwalker sees a warped and distorted version of the real world and cannot be attacked by physical means.

If the dreamwalker encounters another incorporeal spirit, "normal" combat may take place. The dreamwalker uses his MAGIC plus Magic-Mask magic as his combat skill, and his Magic-Mask magic special skill as his Dodge skill. The dreamwalker always inflicts 2 STAMINA damage.

As soon as the mask is removed, the dreamer wakes irrespective of the distance between the dream body and the physical body.

Standard effect: The dreamwalker functions as above.

Attuned effect: If the mask is a specific one, the dreamwalker inflicts damage as a sword on other incorporeal enemies.

Extra effect: The dreamwalker may see the real world as it actually is rather than a warped version, but must sacrifice 1 STAMINA per minute.



Mask of the Bard - Spirit of the Harpy

Description: This visage of a screaming and ugly old crone actually improves the first impression made by the wearer and helps with all sorts of communication skills. The mask is visible to random passers by, but will not be noticed by anyone the wearer engages with in conversation (including enemies).



Standard effect: The wearer receives a +2 bonus to all persuasion skills.

Attuned effect: A specifically created mask will grant the wearer a +4 bonus to persuasion skills.

Extra effect: Enemies will not attack the wearer without provocation. Hating the wearer is not a strong enough reason, although attacks, obvious preparations for attack, obvious theft etc would all be suitable reasons. If the enemies are however provoked, the wearer of the mask will become the primary target for every enemy for at least 1 combat round.

This power must be consciously activated by the wearer.



Mask of the Farmer - Spirit of the Woodling

Description: This mask features the wizened face of a Woodling, complete with huge nose and large sad eyes. The mask of the Farmer gives the wearer intimate local knowledge of any rural area, and will impart a +6 bonus to all local Lore tests (forest lore etc) as well as survival and navigation tests.



Standard effect: These bonuses apply to all terrain within a days walk of where the mask was first donned and apply for 24 hours.

Attuned effect: If a specific mask is created, the wearer will automatically know the location of major features such as caves, ruins and towers.

Extra effect: At a cost of 2 STAMINA points, the wearer will know the rough location of any major monsters within an hours walk of the current location. This knowledge is imparted at the point of spending the STAMINA points, and of course the monsters may move after they are located.



Mask of the Ruler - Spirit of the Gonchong

Description: This mask appears to be a foul bony spider clinging to the face of the wearer. It grants the wearer greater powers of leadership and is especially useful for anyone leading an army.



Standard effect: The wearer receives a +2 bonus to all leadership tests, and also to morale tests made by troops under his control.

Attuned effect: A specific mask will also grant the wearer a bonus of +2 to Battle tactics tests whilst worn.

Extra effect: Any unit to which the wearer is attached will not be required to make a morale test, even if magic is used against it. However, the wearer must fight a full 10 rounds of heroic combat that round to receive the benefit.



Mask of the Priest - Spirit of the Caarth

Description: A reptilian face with needle-like teeth presents a terrifying visage, but this mask grants the wearer some of the power of their chosen God when combating demons or undead.



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Standard effect: The wearer receives a bonus of +1 to SKILL and MAGIC when directly fighting demons and undead.



Attuned effect: A specific mask also grants a bonus of +1 to damage and armour rolls against demons and undead.

Extra effect: At a cost of one MP or STAMINA per round, the wearer may now hit ethereal creatures even without a magical weapon. The point must be spent at the start of the round before the outcome of the attack totals are known.



Mask of the Mountebank - Spirit of the Mantis Man

Description: This large-eyed and dark-skinned mask will allow the wearer to assume an illusionary appearance, which may be generic (an "orc") or may be specific ("Alton Thistlethwaite"). The latter will only be as accurate as the knowledge of the wearer, and only one illusionary form may be chosen.



Standard effect: The visual form will convince onlookers, but the sounds & smell etc will not be changed.

Attuned effect: The specific version of the mask will also include specific sounds (such as jingling chainmail or creaking leather) and smells.

Extra effect: At a cost of one SKILL or MAGIC point, the wearer may also speak in the voice and language of the illusionary form for one hour. The lost SKILL/MAGIC points are recovered at 1 point per day.



Mask of the Warrior - Spirit of the Sentinel

Description: This harsh crystalline face presents an impassive visage to viewers. The mask of the warrior grants a certain combat ability to the wearer whilst worn.

Standard effect: The wearer has an effective 2 points in every Combat special skill, including Strength and Brawling (AFF p26). These points are not added to the current score, and so if the wearer has more points than 2, there will be no effect on that special skill.

Attuned effect: When a specific mask is first donned, the wearer may choose one of the following Talents to take effect whilst the mask is worn: Ambidextrous, Combat reactions, Solid defence or Swashbuckler.



Extra effect: The wearer may channel the power of a Sentinel on a round by round basis, receiving an additional bonus of +2 to attack total, damage and armour rolls, and also having 2 attacks (AFF p59). However, once the mask is removed, the Hero will fall into a deep unwakeable sleep for 1 hour per round this bonus is used.



Mask of the Scout - Spirit of the Nanka

Description: This black mask with slanted gleaming eyes gives the wearer almost supernatural powers of perception.

Standard effect: The wearer receives a bonus of +2 to all awareness tests, regardless of the senses employed.



Attuned effect: A specific mask grants the wearer a bonus of +3 to all awareness tests.

Extra effect: When required to make an awareness test, the wearer may sacrifice one point of STAMINA or MP and automatically make the test. This sacrifice must be made before the dice are rolled for the test.



Mask of the Archer - Spirit of the Manticore

Description: This gnarled and bearded old face has a mane that covers the head. The mask of the archer grants the wearer greater accuracy and ability with any missile or thrown weapons.

Standard effect: The wearer receives a +1 bonus to damage rolls with ranged weapons.



Attuned effect: The wearer also receives a bonus of +1 to attack totals with missile weapons.

Extra effect: The wearer may increase the damage bonus to +2, but this destroys the missile itself (arrow, bolt, throwing knife etc).



Mask of the Sailor - Spirit of the Flying Fish

Description: This piscine face with a wide fang-filled maw slowly drips salty water whilst worn. It grants the wearer greater capability when on board a ship, boat or other water vessel.

Standard effect: The wearer has an effective Sea lore special skill rating of 4.

Attuned effect: The wearer cannot drown whilst wearing the mask.



Extra effect: At a cost of one LUCK point per hour, any ship steered by the wearer will sail 10% faster than conditions would allow.



Mask of the Thief - Spirit of the Krell

Description: This mask has the features of a brown-skinned monkey, and helps the wearer with any larcenous activity.



Standard effect: The wearer receives a bonus of +1 to all Stealth special skills (AFF p26) whilst the mask is worn.

Attuned effect: A specific mask increases the above bonus to +2.

Extra effect: The wearer can, at the cost of one LUCK point, automatically make any Stealth special skill test. This decision must be taken before the test is rolled.



CONJURATION

Introduction

Conjuration is part specialised enchantment and part summoning. Conjurers either create a shell for an animating spirit (such as in a Golem) or use a summoning circle to draw an otherworldly creature to Titan (as in a Demon). It should be noted that the summoning or creating of some of these creatures is regarded as an evil act. A conjurer must also know the specific ritual to summon or create the intended creature.

Conjuration may be learned by a wizard or sorcerer in addition to their standard magic, but must have a rating of at least 3 in either wizardry or sorcery special skill.

Practitioners

Conjurors fall into two broad groups. There are those that dabble in order to acquire a guardian for their tower or dungeon, and then there are those that see conjuration as the means to achieve all of their goals. The former are usually indistinguishable from other spellcasters, whilst those who practice conjuration as their speciality are often attended upon by one of their new servants!



New Spells

Each summoning or creation ritual must be learned separately from a teacher, mentor or ancient grimoire. Constructs that are then animated take a long time to create and often require rare materials. However, these constructs may last for years or even centuries. Summoned creatures by contrast require the correct ritual and possibly an ingredient or two, but the creature is often bound for but a short time.

The Conjurer must make a test against his special skill at the completion of the ritual. A bonus of +2 may be applied to the test for each extra time unit taken in the ritual, up to a maximum of +6. Failure indicates that the ritual fails, although the ingredients are not lost. A double six indicates that the ritual works, but the creature is not under the command of the Conjurer.

A Conjurer may have a number of active creatures equal to the sum of his MAGIC rating and his Magic-Conjuration score. When a conjurer dies, any created creatures remain, and continue to follow their last instructions, whilst any summoned creatures vanish from Titan.

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Each ritual has a stated rarity:

Common - Many non-conjurers will have heard of this ritual, and most conjurers will have learned this Ritual.

Uncommon - Still common knowledge amongst conjurers, but only a few will know it.

Rare - Very few conjurers will know this ritual, and some may not even know of its existence.

Legendary - Veteran conjurers may have heard rumour of hints of its existence, but no-one today is known to use it.

The following rituals are examples of Conjunction, but this list is not exhaustive. Many of the creatures in Out of the Pit or Beyond the Pit can be summoned or created, and the Director should feel free to create more rituals to suit his own campaign.

Each Ritual gives details of the minimum Magic-Conjunction rating the conjurer must have, whether the ritual is a summoning or creation, what components are required, the time taken to complete the ritual and the rarity.



Ritual of the Flaming Nightwing

Magic-Conjunction: 1
Type: Summoning
Components: An eight-faceted firestone
Time Taken: 5 Hours
Rarity: Common

Description: This lengthy ritual will summon a Demon Bat from the Elemental plane of fire and bind it to the will of the Conjurer. Some Demon Bats are used as guards, ordered to attack any intruders into a specific room, whilst others are sent out into the world to kill a specific target. The pentagram created by the Conjurer will protect him at the time of summoning and the giving of orders, but if the Conjurer encounters the Demon Bat at a later date it will not hesitate to attack. Demon Bats persist for a year and a day.

[See Out of the Pit p34 for more information on Demon Bats]



Ritual of the Unearthly Acolyte

Magic-Conjunction: 2
Type: Summoning
Components: The skull of a hanged servant
Time Taken: 3 Hours
Rarity: Common

Description: This ritual will summon one of the lesser demons known as a Demonic Servant. These demons appear as a hooded and robed figure, and whilst not terribly bright are still able to follow instructions. Of some use as guards, these demons are better suited to act as general lackeys to a conjurer. Once summoned, a Demonic Servant will persist for a year and a day unless killed or dismissed by the conjurer.

[See Out of the Pit p35 for more information on Demonic Servants]



Ritual of the Cursed Soul

Magic-Conjunction: 2
Type: Summoning
Components: Ichor from the grave of a murderer
Time Taken: 4 Hours
Rarity: Common

Description: This ritual summons a Demonspawn to serve the will of the conjurer. These small demons of varied appearance are created from the cursed souls of evil men. These demons are able to follow simple commands, but are unimaginative and so are best kept close to their conjurer. Demonspawn are not stable demons on the earthly plane and so each month 1D6 must be rolled. On a 6, the Demonspawn will dissolve into a pool of acid.

[See Out of the Pit p36 for more information on Demonspawn]



Ritual of the Elemental Plane

Magic-Conjunction: 6
Type: Summoning
Components: 500gp worth of silver dust
Time Taken: 24 Hours
Rarity: Legendary

Description: This ritual can be cast one of four different ways to summon an earth, fire, water or air Elemental. In addition to the components listed above, a copious amount of the appropriate element must be at hand. An earth Elemental requires stony ground, a fire Elemental a huge bonfire, a water Elemental a river, lake or sea and

an air Elemental should be summoned in a high place. The ritual is long and difficult and must be completed without pause or interruption. As soon as the Elemental appears, the conjurer must make another Magic-Conjuration test. If this second test is failed, the Elemental is not controlled and immediately leaves the site of summoning.

If controlled, the Elemental will persist for one week, unless bound into an item. In this case, the Elemental can be released with a single word, although the Elemental will be uncontrolled.

[See Out of the Pit p44 for more information on Elementals]



Ritual of the Precious Guardian

<i>Magic-Conjuration:</i>	5
<i>Type:</i>	Creation
<i>Components:</i>	Scale from a dinosaur Horn of a gargoyle Blood of a lizardman
<i>Time Taken:</i>	6 Weeks
<i>Rarity:</i>	Legendary

Description: This ritual creates a coin or gem enchanted such that it becomes a huge Sentinel of metal or gemstone if touched by a mortal hand. Used to protect a treasury from thieves, this creation ritual is known by only a few court conjurers. Once the item is created however, it will retain its enchantment for many hundreds of years.

[See Out of the Pit p100 for more information on Sentinels]



Ritual of the Quartz Soldier

<i>Magic-Conjuration:</i>	4
<i>Type:</i>	Creation
<i>Components:</i>	Huge block of pure quartz crystal Mithril hammer and chisel
<i>Time Taken:</i>	4 Weeks
<i>Rarity:</i>	Rare

Description: Most spellcasters are weak in combat and so over the years a ritual was developed to provide some protection. This ritual turns a huge block of pure quartz crystal into an animated crystalline warrior, able to recognise two faces and a symbol, attacking anyone else. These Crystal Warriors are used to guard the tower or castle of a conjurer, and are rarely seen outside due to their hostility to those they don't recognise. Crystal Warriors are stable for many centuries, or even millenia, due to their construction.

[See Out of the Pit p32 for more information on Crystal Warriors]

Ritual of the Unshaped Form

<i>Magic-Conjuration:</i>	3
<i>Type:</i>	Creation
<i>Components:</i>	The rendered ichor from three demons
<i>Time Taken:</i>	1 Day
<i>Rarity:</i>	Uncommon

Description: Golems are one of the archetypal created servitors. The most common types are Flesh, Stone and Wood, and all require a humanoid form created from the appropriate material in addition to the components above. Although the ritual to animate the Golem is only 1 day long, the preparation of the form often takes much longer. Once animated, the animation lasts for a year and a day although the ritual may be repeated to extend that time. Golems are not highly intelligent, but are able to follow simple instructions.

[See Out of the Pit p61 for more information on Golems]



Ritual of the Shadow Hunter

<i>Magic-Conjuration:</i>	6
<i>Type:</i>	Summoning
<i>Components:</i>	The skeleton of an assassin A potion of Magic
<i>Time Taken:</i>	2 Weeks
<i>Rarity:</i>	Legendary

Description: This ritual summons a Spirit Stalker, an undead demon used to find and kill a specified target. Once summoned, the Spirit Stalker will immediately head towards its target, travelling primarily at night, and attacking when the target is at their most vulnerable. Upon completion of its mission, or if the target has not been killed within a year and a day the Spirit Stalker will dissipate.

[See Out of the Pit p109 for more information on the Spirit Stalker]



Ritual of the Ambulatory Strongbox

<i>Magic-Conjuration:</i>	1
<i>Type:</i>	Creation
<i>Components:</i>	4 Bristlebeast Legs Strong oak chest
<i>Time Taken:</i>	5 Days
<i>Rarity:</i>	Common

Description: This ritual creates a strong chest with a stumpy leg at each corner. Independently mobile, and capable of violence, these Chest Creatures are a fairly safe place to store your valuables!

[See Beyond the Pit for more information on Chest Creatures]

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Ritual of the Nightmare Mount

<i>Magic-Conjuration:</i>	3 / 5
<i>Type:</i>	Summoning
<i>Components:</i>	The tongue of a Wyvern
<i>Time Taken:</i>	2 Hours / 4 Weeks
<i>Rarity:</i>	Uncommon

Description: Sometimes a standard steed of flesh and blood is just not enough to travel those really long distances. For this purpose some conjurers summon a Demon Steed. There are in fact two forms of this ritual, which must be learned separately. The simplest form allows a demon steed to be summoned and bound for 24 hours, allowing the summoner only to ride it. The second form inscribes a pentagram on a suitable surface. When touched, the Demon steed will materialise and can be ridden for 24 hours. This pentagram will last for a year and a day before needing to be re-inscribed.

[See Beyond the Pit for more information on Demon Steeds]



Ritual of the Animate Mandrake

<i>Magic-Conjuration:</i>	6
<i>Type:</i>	Summoning
<i>Components:</i>	Mandrake root
	1 pint of the Conjurers blood
<i>Time Taken:</i>	1 Month
<i>Rarity:</i>	Common

Description: This ritual will create a mandrake plant whose root may be harvested after 1 month of growth. Properly treated this humanoid-shaped root can be animated into a small demon-like creature called a Homunculus. Usually stable for several years, these intelligent creatures are both assistant, guard and familiar to many a conjurer.

[See Beyond the Pit for more information on Homunculi]



Ritual of the Featureless Shade

<i>Magic-Conjuration:</i>	3
<i>Type:</i>	Summoning
<i>Components:</i>	The heart of a slain warrior, collected at midnight
<i>Time Taken:</i>	2 Weeks
<i>Rarity:</i>	Rare

Description: This ritual will summon a minor demon, black of skin and with no face, robed in deepest night. These Nightgaunts make effective sentinels as they are both dangerous in combat as well as emitting an unearthly scream when attacked. These demons will persist for a year and a day when summoned.

[See Beyond the Pit for more information on Nightgaunts]

NECROMANCY

Introduction

Necromancy is a specialised branch of wizardry, calling on external power to speak with, summon and control the undead. Most right thinking peoples regard necromancy as evil, and a known necromancer will find it difficult to gain entry into many towns or cities. Whilst the speaking with undead part is fairly benign, the summoning, raising and controlling is most definitely evil.

Practitioners

Necromancers themselves tend towards pale skin and thin features, even if they start their career rosy cheeked and chubby! Black robes and plenty of skull motifs also tend to be common, at least when the necromancer is on home territory, although when travelling many adopt a much plainer style of dress. The general unpopularity of necromancers often makes it hard for them to find suitable apprentices. To this end necromancers often frequent the rougher parts of cities looking out for the bullied, downtrodden and victimised. If these poor unfortunates exhibit any natural magical ability, they are given some...assistance with their tormentors. The necromancer thus hopes to lure away those angry at society and give them power to strike back.

New Spells

Necromancers, as a type of wizard, utilise magic points to cast their spells. In return for their powers, necromancers lose part of their essential soul and the ability to cast standard wizardry spells. Necromancers may not, of course, ever learn sorcery or any of the other "base" magical styles.

Necromancers can, and do, learn minor magic in addition to their more powerful spells. There are several new minor magic spells listed below that only necromancers may learn and cast.

Necromancer spells are cast using exactly the same rules as for wizardry (described in the AFF core book) although some of the new spells here require a material component or special condition to be met.



Corpse Face (Minor)

This cantrip is actually a specialised minor illusion that allows the necromancer to take on the visage of a rotting cadaver. Maggots crawl across the surface and green and putrid flesh hangs off. This vision lasts for up to 10 minutes and will cause most normal people to be scared of the necromancer.

Grave Stench (Minor)

When cast, this necromancer will cause one touched object or spot to start emitting the foul odour of rotting and decomposing flesh. Most animals will be repulsed (although scavengers such as vultures may actually be attracted) and normal people will feel very uncomfortable within the area. This cantrip is obviously more effective indoors, where there is no wind to disperse the smell, but regardless of where it is cast, will last for 10 minutes.

Minor Skeleton (Minor)

This cantrip allows the animation of a small animal skeleton or corpse such as that from a mouse, rat or monkey. Anything larger than a domestic cat cannot be animated with this spell. The animated corpse will be under the full control of the caster as long as it is within sight, and will remain animated until the following dawn. If used in combat, the corpse has SKILL 3, STAMINA 1 and inflicts 1 point of damage on a successful hit. The corpse can however be used to move or manipulate objects that the necromancer cannot otherwise reach.

Corpse Talk (1)

Used by necromancers to speak to the dead, the spell must be cast either directly onto the dead body or else upon the spot where the creature died. Whilst this spell can be cast upon any formerly living creature, the necromancer must be able to understand the language spoken in order to communicate.

The spell will allow the asking of three questions, which must be asked promptly. The dead do not like to be kept hanging around!

**Spectral Blade (1)**

The necromancer causes a ghostly blade to spring from a specially prepared bone hilt and crossguard (which is not damaged by the spell). This blade will last for 2 minutes per point of arcane power and will both use the Swords special skill and inflict damage as a normal sword. However armour will provide no protection from this blade unless it is magical.

Spectral Dart (1)

This spell causes a small translucent dart to fly through the air and strike a living target. Although no roll is required to hit the target by the caster, the target may still attempt to use the Dodge special skill or Test their Luck to avoid the dart. If the dart does indeed hit, it will inflict 1-3 STAMINA damage, but only magical armour will provide protection.

Tomb Rot (1)

The target of this rather nasty spell must immediately Test their Luck to avoid being infected with Tomb Rot. If infected, the target must, every morning, Test their Luck again. A failure indicates that one SKILL point and two STAMINA are lost, whilst a success indicates the disease does not worsen that day. Successful tests on two consecutive days means that the Hero has recovered and is no longer infected, but if SKILL or STAMINA are reduced to 0, the Hero dies. This disease is non-magical and may be cured by normal means.

Chill of the Grave (2)

The target of this spell is allowed a Test for Luck to avoid the effects. If the Target is unlucky, they are chilled to the bone and cannot stop shivering, even if a Heat cantrip is used upon them. The target will then suffer a penalty of -2 to combat, spellcasting and other physical actions. This penalty will last for a number of rounds equal to the arcane power of the necromancer.

Eyes of the Ghoul (2)

This spell functions exactly as the Darksee spell on page 76 of the AFF core rule book.

Swarm of Bones (2)

This spell requires the necromancer to be holding a handful of long bones such as arm bones, ribs or leg bones. Whilst casting the spell the necromancer throws the bones at one target, who may not make a Test for Luck. The bones whirl and fly around the target, distracting and preventing activity. Missile fire becomes impossible and spellcasting and melee attacks suffer a penalty of -3. However, missile attacks against the target also suffer a penalty of -3. The spell lasts for one round per point of Arcane power.

Grim Beacon (4)

This spell will cause a ghostly skull to appear above the head of the target if a Test for Luck is failed. This skull will follow the movements of the target for 10 minutes per point of arcane power, and will call to all undead within 10m to come and attack the target. Undead will be able to sense a Beacon even through walls, and will try and make their way directly to the target. A counterspell will remove the Beacon, but any undead in sight of the target when the spell is cancelled will still attack.

Poltergeist (4)

This spell will target a number of enemies equal to the Magic-Necromancy score of the caster. Each target is allowed a Test for Luck to avoid the effects. Any targets who are affected will become the focus of poltergeist activity. Weapons will be drawn from scabbards, arrows scattered, cloths will be thrown over heads, belts undone etc. Each target will suffer from one effect each round, to be determined by the Director. A hero may test their luck each round to avoid the effect, but for that round only. The spell will last for one round per point of arcane power,

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but once successfully cast cannot be cancelled by a counterspell as the poltergeist is already in the world...

Wall of Bones (4)

This spell requires 4 leg or arm bones, and will create a circular wall of bones around the target. The wall functions as a standard wall spell (AFF core book page 78) but will also inflict 1D6 damage to any living being touching it.

Call of the Underworld (6)

This spell functions exactly as the Banish Undead spell on page 78 of the AFF core rule book.

Ghost Fence (6)

This spell takes a considerable time to cast, as wooden poles are placed into the ground with a skull on top of each. Each post must be within sight of its neighbours, all posts must be placed whilst the spell enchantment is underway, and there is a maximum of 12 posts allowed.

Once active, any living being crossing the line of the fence will activate the magic. The eye sockets of the skulls either side of the intruders will glow red. All living intruders will take 1D6 STAMINA damage and the necromancer

will be aware that someone has crossed and where. If a living being grabs or strikes an active pole (even with a missile weapon or ranged spell) they will take 3D6 STAMINA damage as all of the dead spirits previously bound within the fence stream towards the attacker. A counterspell will however cancel the fence.

If not cancelled, the fence will last for one day per point of arcane power.

Raise Undead (6)

This spell functions exactly as the Raise Skeleton spell on page 79 of the AFF core rule book, except that a true necromancer may have 8 raised undead per point of arcane power.

Spirit of the Assassin (8)

This spell functions exactly as the Assassins Dagger spell on page 80 of the AFF core rule book.

Eye of Death (8)

This spell functions exactly as the Death spell on page 80 of the AFF core rule book.

Transcend Death (8)

When cast, this spell takes a portion of the necromancers life force and implants it in an object. The necromancer loses 1 point from his SKILL and 2 points from his STAMINA. This object will radiate a faint enchantment.

If, during the next month and a day, the necromancer is killed, his life force will be tethered to the mortal plane by the object and will return to his body when safe, although the invested SKILL and STAMINA points are lost. If the

necromancers earthly body is totally destroyed, the necromancer becomes a Death Wraith.

If the necromancer does not die in the allotted time, the SKILL and STAMINA points are recovered and the spell ends.



Oops Table

Necromancy has its own Oops table that is referred to if the casting roll is a double 6:

2D6	Effect
2	Caster becomes emaciated. Lose 4 STAMINA permanently.
3	One of the casters limbs withers; Lose 1 SKILL point
4	Caster is possessed by an evil spirit for 1D6 rounds
5	A Spirit Stalker appears and attacks random enemies for 1D6 rounds
6	Caster loses all Magic Points
7	Caster develops tomb cough. May not run or jog for 1 week.
8	Nearest undead becomes enraged for 2-12 turns, attacking nearest living being
9	All flesh melts from caster's face, reappearing slowly over 24 hours
10	Weakness; Everyone within sight has a 1 in 2 chance of suffering -1 to damage rolls for 10 minutes
11	All undead under the caster's control become independent; These may never be controlled by that caster again.
12	Caster becomes an intelligent undead! This is permanent.



MAGICAL TATTOOING

Introduction

A rare but much sought after magical style, magical tattooists are usually found in port cities. The embedding of magical power in tattoos allows heroes, sailors and others with cash to spare to have access to magical powers without the years of learning it takes to cast spells.

Practitioners

Magical tattooists are often indistinguishable from the non-magical kind, and in fact often spend most of their time inscribing standard tattoos. Most magical tattooists are of course covered in tattoos themselves! Due to the material constraints and other limits, it is suggested that this magical style be restricted to NPCs.

New Effects

All magical tattoos take around an hour to ink in, and require standard needles etc in addition to the rare ink

ingredients specific for each tattoo type. A Tattooist knows as many designs as they have points in the Magic-Tattooing special skill. More designs may be learned, but cost 100xp each.

A Tattooist must make a test against the special skill once the design is completed, but if properly equipped, this test is made with a bonus of +4. The inking time can be cut down to 15 minutes, but in this case there is no bonus to the test. Unlike other magical skills, a roll of double 6 does not require a roll on the Oops table; rather the tattoo is non-magical.

An individual may only ever have one magical tattoo, and once successfully inscribed may not be removed. In order to function, the tattoo must also be clearly visible. If covered by clothing or armour, the tattoo will be latent and there will be no benefits until it is visible.



Rising Sun

Ink component: Brain ichor from a Nandibear

This sun design provides the bearer with protection from extremes of weather and temperature. If active, the tattoo will prevent the bearer from taking any damage from normal heat or cold, although food and water are still required as usual. This protection is granted even if the bearer is woefully under- or overdressed, and so this tattoo is popular with travellers of all kinds.

Spring of the Tiger

Ink component: Ground fang of a sabre-toothed tiger

This stylised tiger motif provides the bearer with the speed of a jungle predator. An active tattoo of this kind provides the bearer with a bonus of +1 to attack total in the first melee round of a fight. This bonus only applies to the first round the bearer fights hand to hand in any one encounter.



Eye of the Raptor

Ink component: Feathers of a Night Hawk

This eagle-head design gives the bearer the sharp eyesight of a hawk or falcon. In any Awareness test purely involving sight, the bearer may add a +1 bonus to their special skill.



Hood of the Cobra

Ink component: Poison glands of a poisonous snake

This vivid tattoo allows the bearer to mesmerise one living opponent by staring into its eyes. The target does get a Test for Luck, but if failed will be mesmerised and unable to act for three combat rounds. The bearer of the tattoo also cannot act for these rounds, and any overt attack on the target will cause the target to break out of their trance.



Guardian's Shield

Ink component: Carapace of a Grannit

This elaborate shield design helps to protect the bearer, and must be inscribed on the forearm. The bearer cannot use a physical shield and receive the benefits of this tattoo. The tattoo provides magical protection, protecting against one point of damage on an armour roll of 6, and two points of damage on a 7. This tattoo is popular with mages, who cannot wear armour, and barbarians who choose not to.



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Dive of the Dolphin*Ink component:* The gills of a Flying Fish

This vibrant tattoo of a dolphin diving into the sea is favoured by sailors, marines and other seafarers. The bearer of this tattoo will be able to breathe freely underwater for a number of minutes equal to the bearers SKILL. This tattoo does not grant the ability to swim, and once used the bearer must breathe air for SKILL hours to recharge the magic.

**Wings of the Harrun***Ink component:* The wing of a Harrun

A design featuring a gliding monkey, this tattoo allows the bearer to glide rather than plummet if falling. This tattoo will reduce the effective falling distance by 100m when calculating damage. The bearer need not even be conscious for this tattoo to take effect.

**Rune of the Archmage***Ink component:* A potion of Magic

This ornate and arcane rune design can act as storage for magical power for any spellcaster. The bearer of this tattoo can charge it with one or two Magic Points or STAMINA points (deducted at the time of charging) that can be used at a later time for spellcasting. This rune glows slightly when charged and storing energy. If covered, the MP and STAMINA cannot be utilised, but are not lost.

**Cloak of the Assassin***Ink component:* The skin of a Wrapper

This tattoo features a swirling black cloak, and can help magically hide the bearer. The bearer must be absolutely still for the magic to work. If the bearer is completely still and attempting to hide, they receive a +4 bonus to the stealth test.

**Mask of the Jester***Ink component:* Hair from an Elvin

This jovial design features a jesters mask in raptures of delight. The magic inherent in the tattoo can help improve the disposition of those he meets. Whenever the bearer is the spokesman for or at the front of the group, and they encounter a group of people or creatures, the bearer must roll a D6. On a roll of 5 or 6, the attitude of the encountered creatures improves by 1 [Hostile > Unfriendly > Neutral > Friendly].

**Price List**

Although the amount charged by an NPC tattooist will vary from place to place, the prices given below can be used as a guide:

Tattoo	Price
Rising Sun	65gp
Spring of the Tiger	110gp
Eye of the Raptor	80gp
Hood of the Cobra	95gp
Guardians Shield	130gp
Dive of the Dolphin	45gp
Wings of the Harrun	60gp
Rune of the Archmage	120gp
Cloak of the Assassin	80gp
Mask of the Jester	70gp



BATTLE MAGIC

Introduction

Most magical spells can be powerful and have wide reaching effect, but against an army even these magics seem weak. Battle Magic was developed by wizard kings of old to destroy and demoralise enemy armies. These rituals take considerable time to cast and require large amounts of magical energy, but can prove decisive on the battlefield.

Practitioners

In order to learn Battle Magic spells requires a MAGIC score of at least 10 and a Magic-Wizardry rating of at least 5. A wizard with these ratings may then start to learn the Magic-Battle special skill, although finding a tutor is often difficult.

New Spells

The new spells detailed below must also be learned individually (as per standard wizardry spells). Most spells also have three different magic point costs, depending on whether the spell is cast during a skirmish, engagement or battle. These points can be provided entirely by the caster or can be drawn from assistant wizards in the ritual. These assistants need not know the spell itself, but must have Magic Points, and must take part willingly in the ritual.

Each of these ritual spells takes a whole battle round to cast, and so cannot normally be used in non-battle situations.

The spellcasting roll is made as per normal wizardry, and the normal casting success modifiers from page 72 of the AFF core book also apply here. Of course, extra rounds of preparation refer to battle rounds of preparation for these spells. Where spells have the option to be continued for multiple rounds, the spellcaster may cast other spells and do other things, but must remain alive and pay the appropriate points every round.

It is also worth noting that a spell that affects a whole unit will also affect any Hero attached to it, and the effects will also apply to heroic combat.



Siege Breach (15)

When cast, this spell inflicts 2D6 BATTLE STAMINA damage on a building within 15cm, although the structure does receive an armour roll. If BATTLE STAMINA is reduced to 0, the building is no longer secure as described in Chapter 5.

This spell has only one specified casting cost as the effect is irrespective of the size of battle.

Reinforce walls (10 per day)

This spell infuses the very structure of a building with a web of magical energy, helping to hold it together against siege engines and spells. This spell must be recast each day in order to maintain the reinforcement. Whilst the spell is active, the building will only take half damage from any attack (rounded down). The excess damage is ignored, but should still be totalled up and recorded, as it will be applied to the building when the spell is finally cancelled. In many cases cancelling this spell will lead to the collapse of a damaged building. It is of course possible to repair a damaged building whilst the spell is maintained.

Blast (10/20/30)

This spell is a classic attacking spell bringing down a rain of fire, ice or lightning on an enemy unit. Regardless of what form the attack takes, the spell will inflict 1D6 BATTLE STAMINA damage on the unit which receives no armour protection. This spell has a range of 10cm.

Swirling Winds (5/10/15 plus 2/4/6 per round continuation)

This spell will cause a violent gale to centre on one enemy (or friendly) unit within 10cm, causing all missile attacks by, or directed at, the unit to automatically fail. This spell requires a set number of Magic Points to cast and only lasts one round, although the spell may be continued indefinitely as long as the continuation cost is paid. The gale moves with the unit and only moving completely off the battlefield will cause the spell to end.

Protection (8/16/24 plus 2/4/6 per round continuation)

This spell will magically protect the target unit from harm, reducing all inflicted damage by 1 point of BATTLE STAMINA. This may in some cases prevent the unit from taking any damage at all from an attack. The protection is proof against melee and missile attacks and spells of all kinds.

Fireblades (8/16/24 plus 2/4/6 per round continuation)

This spell enchants every weapon in the target unit causing them to flame when wielded or fired. This will allow the unit to inflict damage on magical creatures that are immune to normal weapons and will also give a +1 bonus to any damage rolls made by the unit. The spell may be cast on any friendly unit on the battlefield and must be continued in order to last more than one round.

Disrupt (12/24/36)

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This spell disrupts the magical structure of demons, undead or other summoned creatures in an enemy unit within 10cm but has no effect on living creatures. If cast on a suitable unit, the spell inflicts 2D6 BATTLE STAMINA damage, with no armour roll allowed.

Fear (5/10/15)

When cast on an enemy unit within 15cm, the target unit must make a morale check at the end of the round regardless of the damage taken so far. This test is taken at a -4 penalty.

Bog (5/10/15)

This spell will create a morass at the feet of and surrounding an enemy unit within 15cm. The unit may not move at all for the next two rounds unless able to fly, although the unit may fight as normal.

Hasten (6/12/18 plus 1/2/3 per round continuation)

This spell is cast on a friendly unit within sight, and increases the movement rate of that unit by double for as long as the spell is continued. This spell does not increase the number of attacks the unit may make, only its rate of movement.

Antimagic (6+)

This spell functions in exactly the same way as counterspell (AFF p75) except that it is used to cancel or dispel Battle Magic effects.

Oops Table

As might be expected, an Oops on a Battle Magic spell will have much greater repercussions than a standard spell. To this end a new Oops table is provided here:

2D6	Effect
2	Caster and all casters within 5cm are drained of all Magic Points
3	Nearest unit to caster (friendly or enemy) vanishes.....
4	Nearest 3 units weakened (-1 penalty to all) for rest of battle
5	Lightining bolt strikes random standard destroying it.
6	Casters unit glows brightly for one hour.
7	Casters unit moved 5cm in random direction.
8	Quicksand opens beneath caster's unit. May not take action on next battle round.
9	Unit of Demonspawn appears next to caster. They are angry!
10	Nearest unit becomes beserk. Move and attacks random unit each round.
11	Cloudburst: For 1 hour, all missile attacks are impossible and all melee at -4
12	All units within 15cm (including Caster's unit) take 1D6 BATTLE STAMINA damage

ENCHANTING

Introduction

Enchantment is a magical skill that may be learned in addition to wizardry or sorcery, although a spellcaster must have a rating of at least 4 in their primary magic special skill before they can begin to learn this. Enchantment is the process by which magical items are created, whether simple items such as potions or more involved items such as magic swords.

Practitioners

Enchanters are already experienced users of magic, and each will learn the intricacies of enchantment for their own reasons. Some sell potions and other trinkets to fund their own mystical research, whilst others will be in the employ of a great lord or king.

New Recipes

Enchanting items requires a magical laboratory and workshop, costing 1,000gp per rank of recipe to be constructed.

Recipes must be found or learned individually, and require the expenditure of 20xp per rank of recipe learned. Recipes for items such as potions can be commonly found or bought, but as the rank of the recipe increases it will be more difficult to find. Recipes for artefacts could well be the focus of an entire campaign to locate. Even less powerful recipes may well be found in treasure hordes and forgotten grimoires.

Similarly, each recipe will require specific components that are used up in the creation of the magic item. Potion ingredients may be gathered or purchased fairly easily in any city, but the ingredients for an artefact may well require another campaign! It would be impossible to list every possible recipe here, and so samples are given for each type. The Director must come up with a list of ingredients suitable for the type of recipe.

The Enchanter must have a suitable workshop, have compiled the appropriate ingredients and must take the listed time. At the end of this time, a roll is made against the Magic-Enchanting special skill. A failure means that the enchantment has failed, and another attempt may be made with the same ingredients. A double 6 indicates that the enchantment fails, and the ingredients are destroyed.

It is possible to voluntarily take more time than listed. For each extra time period taken, a bonus of +2 may be applied to the enchantment roll, up to a maximum of +6.

Scrolls, Potions & Sundries

<i>Enchantment required:</i>	1
<i>Cost of recipe:</i>	50-150gp
<i>Cost of ingredients:</i>	1-50gp
<i>Time to craft:</i>	1 Hour

Description: Potions are transient magical objects that are drunk (or applied to the skin), scrolls must be read by someone with Magical Lore special skill and sundries are very minor objects that are usually used once before their magical energy is used up. All of these items have fairly short production times and can usually be brought from a minor enchanter in many cities.

Potion of Stamina

<i>Enchantment required:</i>	1
<i>Cost of recipe:</i>	100gp
<i>Ingredients:</i>	Red Lotus Root Anaesthetic Moss

<i>Cost of ingredients:</i>	25gp
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Description: Probably the single most common magical item on Titan, Potions of Stamina restore the drinkers STAMINA score to its initial level. There is usually a strong market for these potions amongst adventurers, soldiers and travellers.

**Curiosities**

<i>Enchantment required:</i>	2
<i>Cost of recipe:</i>	200-400gp
<i>Cost of ingredients:</i>	75-150gp
<i>Time to craft:</i>	1 Day

Description: Curiosities are minor magical items that may be used repeatedly, unlike potions, but will have a specific effect or only work under specific conditions. Thus an item may protect against fire damage inflicted by Fire Demons only, but no other creatures, or a crystal ball may only work at midday each day for 10 minutes. Some curiosities have no apparent useful effect at all!

Pendant of Bravery

<i>Enchantment required:</i>	2
<i>Cost of recipe:</i>	20gp
<i>Ingredients:</i>	Heart of a Sabretooth Tiger Bi-coloured Topaz Silver Chain

<i>Cost of ingredients:</i>	125gp
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Description: The pendant of Bravery has a two colour Topaz suspended on a fine silver chain, and will grant the wearer a bonus of +2 to any Luck tests against fear or fear magic.

Trinkets

<i>Enchantment required:</i>	3
<i>Cost of recipe:</i>	500-800gp
<i>Cost of ingredients:</i>	200-400gp
<i>Time to craft:</i>	1 Week

Description: Trinkets are similar to curiosities in that they have a specific use, but are generally more powerful and are sometimes destroyed or drained when used. Many trinkets are created with a specific goal or adventure in mind

Arrow of Trollslaying

<i>Enchantment required:</i>	3
<i>Cost of recipe:</i>	500gp
<i>Ingredients:</i>	Red Firestone Ebony tree wood Feathers from a Deathhawk
<i>Cost of ingredients:</i>	250gp / 6 arrows

Description: Arrows of Trollslaying have a black shaft and fletching and a bright red arrowhead. If a Troll of any kind is hit with one of these arrows, it will take 2D6 damage instead of normal damage. Armour will still apply.

**Enchanted**

<i>Enchantment required:</i>	5
<i>Cost of recipe:</i>	1000-2000gp
<i>Cost of ingredients:</i>	500-1000gp
<i>Time to craft:</i>	1 Month

Description: Enchanted items are much more powerful than trinkets and usually have a permanent enchantment. Magical swords, armour and staves are usually of this class, as are most magical rings. Recipes and ingredients for enchanted items are occasionally available for purchase, but this is rare and the buyer must normally be well known to the seller.

Sword of Slicing

<i>Enchantment required:</i>	5
<i>Cost of recipe:</i>	1600gp
<i>Ingredients:</i>	White steel from the Mountains of Grief Bomba tree wood Wyvern Scales
<i>Cost of ingredients:</i>	900gp

Description: A sword of slicing is a much sought after weapon by warriors. The white, inlaid blade and dark wooden grip make it instantly recognisable, and its ability to ignore all non-magical armour make it feared. Only magical armour will provide protection against a blow from this sword.

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Artifact

<i>Enchantment required:</i>	6
<i>Cost of recipe:</i>	N/A
<i>Cost of ingredients:</i>	N/A
<i>Time to craft:</i>	1 Year

Description: Artefacts are the most powerful type of magical item, and many Heroes will never even see one, let alone craft one. Artefacts are usually legendary, much sought after and worth a king's ransom! Unlike other recipes, an enchanter may only ever use an Artefact recipe once.

Ring of Moonlight

<i>Enchantment required:</i>	6
<i>Cost of recipe:</i>	N/A
<i>Ingredients:</i>	Starmetal The eye of an Earth Elemental The fang from a Night Demon A blood diamond
<i>Cost of ingredients:</i>	N/A

Description: The Ring of Moonlight is a dark grey ring with a high lustre, inlaid with a white and red design. The ring has no power during the day, but if the ring is worn after the moon has risen it grants great power to the wearer. The wearer may see clearly in the dark and also receives a bonus of +4 to all awareness and stealth tests. If the wearer is in the open air, he may call down a beam of moonlight to strike an opponent inflicting 2D6 damage to a living enemy and 3D6 against Demons and undead. This moonbeam may be called down four times every night at full moon and twice per night at other times. In addition, the wearer receives a bonus of +1 to armour rolls and +2 to damage rolls against undead and demons at night. Once per night the wearer may also glow with an inner moonlight and heal himself of 2D6 STAMINA damage.

**CHAOS MAGIC****Introduction**

Chaos magic is not for the fainthearted or those who have a long life in mind. This very different magical style does not use formulaic spells and rituals to make specific effects happen. Chaos Mages do not draw on the natural energy of the world or their own physical power for their magic as do wizards and sorcerers. Rather chaos mages tap into that most primeval of energies; that of chaos. Hugely powerful whilst at the same time hugely dangerous, chaos magic is a threat to its caster and target.

A chaos mage may not cast any wizardry, sorcery or minor magic spells, or indeed any other standard magical spells at all, even if the special skill is possessed. The channeling of chaos makes it impossible to control standard magical energies.

It is strongly suggested that a Director limit chaos magic to non player characters due to the risk to the Hero and his companions!

Practitioners

Chaos magic is outlawed in most civilised countries, but still persists in wild areas of Khul and Kakhabad. Chaos magic has found most favour with races such as orcs and goblins as it offers the potential of huge power without the years of apprenticeship and learning. Chaos mages tend to be loners who avoid civilisation due to the changes wrought by their craft, and tend towards voluminous robes and other covering clothing.

**New Powers**

Chaos magic does not have a list of standard spells or powers due to the nature of chaos energies. Instead, a chaos mage may attempt to replicate any wizardry or sorcery spell, with no components required.

The spell casting roll may not benefit from extra preparation or quiet surroundings, but equally suffers no penalty for incoming attacks. The casting roll does however suffer a penalty equal to the magic point or stamina cost of the replicated spell. As usual, if the casting roll succeeds the spell will be cast as desired. On a roll of a double 6, the spell will as usual automatically fail to be cast. On any double (including double 6), something random will happen even if the spell is a success! On a double, consult the following table to determine the effect:

Roll	Effect
11	Spell works but will affect opposite target A spell cast on an enemy affects the caster and vice versa
22	Everyone within 10m is healed to full STAMINA except caster
33	Caster Mutation - Roll once on random mutation table
44	A Random Spell is cast on a random target within sight. Use the random spell table below to determine spell cast on target. The Director should interpret effect and duration
55	Everyone within 10m takes 1-6 STAMINA damage including caster. Armour does not apply.
66	Reroll 1D6: 1-3 Caster is teleported to random location Could be within sight or different continent (Director discretion) 4 Random Target suffers one Mutation Roll on random mutation table 5-6 A Chaos Gate opens. Roll on chaos gate table for effects

Random Mutation table

1D6	1D6	Mutation
1-2	1	Scaly skin
	2	Two heads
	3	Compound eyes
	4	Animal paw
	5	Tentacles
	6	Spines
3-4	1	Mucus coating
	2	Extra arm
	3	Extra eyes
	4	Tail
	5	Beak
5-6	1	Clawed legs
	2	External ears
	3	Crab claws
	4	Trunk
	5	Carapace
	6	Stretched/Squashed

The exact game effect of any of these mutations may vary from person to person, as will the exact appearance of the change. It is best left to the Director to determine the details of any particular mutation.

Mutations due to Chaos magic casting will take 6-12 hours to fully change, and will inflict 1-6 STAMINA points of damage over that time (although this damage will not kill the target). Once changed, it takes very powerful magic or divine intervention to change back. This magic could well be the goal of a quest or short campaign to achieve.

Chaos Gate Table

D6	Gate Effect
1	An Elemental gate opens; Appropriate elemental comes through and attacks all
2	Lesser Demonic gate; 2D6 Demonspawn come through and attack all
3	Demonic Gate; 1D6 Demonic servants come through and attack all
4	Greater Demonic Gate; 1D2 Fire Demons come through and attack all
5	Hellgate; 1 Hell Demon comes through and attacks all
6	Holy Gate; 1 Suma comes through and helps any Good beings



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Random Spell Table

1D6	1D6	1D6	Spell	1D6	1D6	1D6	Spell
1-2	1	1	Shrink (Wizard 4)	4	1	1	TEL (Sorcery 1)
		2	Fog (Wizard 2)		2	2	Fear (Wizard 1)
		3	DOP (Sorcery 2)		3	3	ZAP (Sorcery 4)
		4	Weakness (Wizard 1)		4	4	PEP (Sorcery 1)
		5	See Future (Wizard 6)		5	5	Breathe (Wizard 2)
		6	Sure Shot (Wizard 2)		6	6	Teleport (Wizard 6)
2	1	FOG (Sorcery 2)		5	1	YAZ (Sorcery 1)	
	2	Fire Bolt (Wizard 1)			2	Peace (Wizard 1)	
	3	Explode (Wizard 4)			3	FAR (Sorcery 1)	
	4	SAP (Sorcery 2)			4	Magic Bridge (Wizard 4)	
	5	Strong Arm (Wizard 2)			5	ROK (Sorcery 1)	
	6	GOD (Sorcery 1)			6	Levitate (Wizard 2)	
3	1	Light (Wizard 1)		6	1	FOF (Sorcery 4)	
	2	Raise Skeleton (Wizard 6)			2	Ignite (Wizard 1)	
	3	DIM (Sorcery 2)			3	NIP (Sorcery 1)	
	4	Sleep (Wizard 2)			4	Wall (Wizard 4)	
	5	Starry Orb (Wizard 2)			5	SUN (Sorcery 1)	
	6	GAK (Sorcery 1)			6	ESP (Wizard 2)	
4	1	Restrain (Wizard 4)	5-6	1	1	Grand Illusion (Wizard 4)	
	2	Befuddle (Wizard 1)			2	Wall of Power (Wizard 6)	
	3	Find (Wizard 4)			3	HUF (Sorcery 1)	
	4	WOK (Sorcery 1)			4	Strength (Wizard 1)	
	5	Farseeing (Wizard 2)			5	SUS (Sorcery 2)	
	6	KIN (Sorcery 1)			6	Weather Control (Wizard 4)	
5	1	Animate (Wizard 2)		2	1	Glowing Eyes (Wizard 1)	
	2	MUD (Sorcery 1)			2	WAL (Sorcery 4)	
	3	Sentry (Wizard 2)			3	Grow (Wizard 4)	
	4	FAL (Sorcery 2)			4	JIG (Sorcery 1)	
	5	Fly (Wizard 4)			5	Web (Wizard 6)	
	6	Ironhand (Wizard 1)			6	Thunder (Wizard 1)	
6	1	RAZ (Sorcery 1)		3	1	ZIP (Sorcery 1)	
	2	Where's Home (Wizard 2)			2	Assassins Dagger (Wizard 8)	
	3	HOT (Sorcery 4)			3	Darksee (Wizard 2)	
	4	Arrow-Snake (Wizard 4)			4	RES (Sorcery 1)	
	5	Breach (Wizard 2)			5	Banish Undead (Wizard 6)	
	6	Gills (Wizard 4)			6	ZEN (Sorcery 1)	
3-4	1	Petrify (Wizard 6)		4	1	Tongue Twister (Wizard 1)	
	2	LOCK (Wizard 4)			2	Invisibility (Wizard 4)	
	3	BIG (Sorcery 2)			3	KID (Sorcery 1)	
	4	See Through (Wizard 2)			4	LAW (Sorcery 4)	
	5	DOZ (Sorcery 2)			5	Flash! (Wizard 1)	
	6	Darkness (Wizard 1)			6	NAP (Sorcery 1)	
2	1	Poison (Wizard 4)		5	1	Lightning Blast (Wizard 4)	
	2	Command (Wizard 4)			2	Death (Wizard 8)	
	3	BIG (Sorcery 4)			3	GOB (Sorcery 1)	
	4	Force Bolt (Wizard 2)			4	Consume (Wizard 2)	
	5	NIF (Sorcery 1)			5	DUM (Sorcery 4)	
	6	Speak to Animals (Wizard 4)			6	Cockroach (Wizard 6)	
3	1	Illusion (Wizard 1)		6	1	YOB (Sorcery 1)	
	2	MAG (Sorcery 2)			2	Ward (Wizard 1)	
	3	Hurricane (Wizard 6)			3	Earthquake (Wizard 8)	
	4	Open (Wizard 1)			4	Langages (Wizard 2)	
	5	GUM (Sorcery 1)			5	Exchange Shape (Wizard 6)	
	6	Mirror Selves (Wizard 2)			6		

CHAPTER 3 - HIRELINGS

Sometimes, being a Hero is just not enough. Sometimes you need help to defeat the evil Archmage, save the Princess or recover the lost Artefact. Or sometimes just help carrying your possessions through rough country. Whatever your requirement, Hirelings can be the answer.

The rules given here for Hirelings cover any situation where the employed person works for a Hero for any significant length of time. So hiring an Alchemist for a day to prepare a specific potion would not be covered; this would be a set fee. But hiring an Alchemist for a month to analyse metal ore would use these rules. Essentially, if you are hiring someone for one self-contained task taking a few days or less, you can skip this bit.

If however you are looking for guards for your shiny new castle, servants to keep you comfortable, baggage porters or scouts to guide you across a vast desert, you should be looking for Hirelings. Some Hirelings will have a service role (making a Hero's life easier), some will have a commercial function (make money for their employer) and some will go on adventures with the Heroes. It is this last type that will probably be most common in an Advanced Fighting Fantasy game, but the same rules apply for all types.

Game Profile

There are two main ways to describe a Hireling in game terms, and which is chosen for a particular Hireling will depend on the situation, Director and Player. The easiest way is the Simple Profile, which is also used for most monsters. This consists of SKILL, STAMINA, weapon and armour (if any) along with any special abilities.

Example: Groth the Barbarian decides that he needs to hire a man-at-arms to help protect his new flashy townhouse. After numerous interviews in the Orc's Head tavern, Groth decides to employ Macreed the Tall, a veteran mercenary. The Director and Player decide that as Macreed will only appear in game occasionally, they will use a simple profile. Macreed has the following characteristics:

Macreed the Tall

SKILL 7

STAMINA 8
Weapon: Sword

Armour: Chain Hauberk and Small Shield

Simple profiles are mostly used for servants, porters, general guards and indeed any NPC that will see limited action in game, but for whom it is still important to know their capabilities.

More specialised Hirelings will require a more advanced profile, akin to that of the Heroes themselves. It is worth noting that the Director does not have to create the Hireling using the normal Hero creation rules, and does not necessarily need to list every Special Skill, Spell or piece of equipment, simply what is relevant to their profession. Hirelings may or may not have talents, and may have more than one. Hirelings almost never have LUCK however, as this is restricted to Heroes and the most powerful of enemies.



If using the more advanced type of Hireling, the Director should be very wary of creating very powerful Hirelings who could overshadow the Heroes themselves. Hirelings should in general be inferior to the Heroes (even if only just).

Example: Groth the Barbarian is very happy with his new house guard, but must set out on an epic journey across the Flatlands. As he is unfamiliar with the terrain, he hires

Leola the Huntress for a substantial amount of time, will need specific skills and will almost certainly become embroiled in a fight (or three). The Director thus decides to assign Leola to an advanced profile:

Leola the Huntress

SKILL	7
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STAMINA	12
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Swords	2
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Bows	2
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Ride	2
------	---

Swim	1
------	---

Awareness	3
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Sneaking	1
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Plains Lore	4
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Equipment: Sword, Leather Cuirass, Longbow & Arrows, Horse & Tack, Outdoors gear

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This profile will allow both the Director and Player to use the full capabilities of the Hireling without relying on one overarching SKILL rating. In addition, it allows specialists in non-combat special skills to be detailed without also making them combat monsters. The Director should feel free to add in both special skills and small bits of equipment at a later date if required: "Fishing? Of course I can fish. Did I never mention that before?" Of course, suddenly revealing that a long-term Hireling has had a 3m long polearm all along is not so credible!

MORALE

One additional characteristic that all Hirelings have but Heroes do not is MORALE. This is an indicator of the mood, bravery, determination and loyalty of the Hireling. A low-paid kitchen drudge will feel they owe their employer nothing if they encounter nocturnal intruders, and simply hide or flee. A well paid veteran soldier will however stand their ground.

The base MORALE rating of a Hireling is equal to their SKILL rating plus the rating of their highest combat

Special Skill. Other modifiers may be applied by the Director as appropriate. Higher wages will increase MORALE, as will their relationship with their employer, their general conditions, the results of any recent battles, racial differences (eg Dwarfs employed by an Elf) etc.

Any time the loyalty and resolve of a Hireling is in question, a test should be made against MORALE, with a failure indicating flight or inaction as appropriate. Magical Hirelings may substitute their MAGIC characteristic and highest Magical special skill when calculating their base MORALE rating.

Example: Macreed the Tall has a MORALE of 7. Not that high, but then he is paid a standard wage to guard a house almost unnoticed by Groth.

Leola meanwhile is given a share of the recovered loot by Groth, shares his campfire and meals and finds him great company. Her base MORALE rating is 9, but the extra rewards and friendship with Groth adds a +2 bonus to this for a current rating of 11. Leola is unlikely to run away!



CONTRACTS

Contracts are something usually insisted upon by literate Hirelings, and even arranged by illiterate ones. After all, would you trust new-in-town itinerant wanderers? (and by this we mean the Heroes of course!) A contract may be as simple as verbally defining expected duties and wages, or may specify in writing every final detail of the arrangement.

One commonly defined condition is the provision of equipment, both major and minor. Many men-at-arms expect to have their weapons, armour, uniform, food and mounts provided and maintained for them, whilst most mercenaries will expect to provide their own. In either case, consumable equipment, such as food or arrows, would normally be provided by the employer, as will accommodation, if the Hireling is expected to travel. A special situation is that of Sorcerers for hire. An employed Sorcerer may well get through many gold pieces worth of spell components in the service of their employer and would expect these to be sourced and paid for at the employer's expense. A Hireling will usually attempt to fulfil their end of the bargain, and expect the Hero to do the same.

Example: Groth has reached the far side of the Flatlands and spends a couple of days in a frontier shanty town preparing to enter the Dungeon of the Dawn. Whilst he is there, he decides to hire Bilaff the Expansive, a Sorcerer for hire. After agreeing a weekly wage, Groth must also find and pay for the spell components Bilaff will need to be effective in the dungeon. Having some inclination of what he will find, Groth stocks up on beeswax, goblins teeth and several vials of holy water!

Bilaff the Expansive

SKILL	5
STAMINA	14
MAGIC	5
MORALE	7

Talent: Natural Mage

Armour	2
Staves	1
Magic Lore	1
Second Sight	2
Magic-Sorcery	2

Equipment: Quarterstaff, Leather Cuirass, various personal spell components, 5x beeswax, 7x goblins teeth, 3x holy water.

The fairly vague description of the personal spell components allows the Director some flexibility as to what spells Bilaff can cast, and also keeps a few surprises up his sleeve!

WAGES

Obviously, these Hirelings are not following the Heroes around out of the goodness of their hearts, and will want paying. Most wages are paid in advance, and are paid on a weekly basis unless special arrangements are made.

A standard formula is presented here to calculate suitable wages, although this should be considered very flexible, and adjusted as necessary by the Director. In times of war, veteran mercenaries will charge substantially more as they are in short supply. In the months after a major war has ended however, there will be many out of work sellswords looking for employment and prices will be much lower.

The base daily price for a Hireling is equal to 1gp/point of SKILL per day, and assumes the Hireling feeds and accommodates himself.

If the Hireling has a MAGIC rating equal or greater than his SKILL, the base price is 2gp/point of MAGIC per day.

This base price is modified as follows:

+1 gp/day extra
if STAMINA 3 or more points higher than SKILL

+1 gp/day extra
per point of highest relevant Special Skill

+1 gp/day extra
if Hireling provides his own equipment

+1 gp/day extra
if Hireling provides his own mount (employer provides mount feed)

-1gp/day
if the employer feeds the Hireling #

-1gp/day
if the employer accommodates the Hireling #

+1gp/day extra
per relevant Talent possessed by the Hireling

+1gp/day or more extra
for special abilities

This only applies to Hirelings based in one place. If the Hireling travels, their food and accommodation are supplied by the employer with no reduction in wages.



Relevant Talents and Special Skills are those that can be applied to the job in hand. Thus Leola the Huntress (above) would use Plains Lore as her highest Special Skill if the employment was to guide Groth across the plains. If she was hired to be an archer on a merchant ship, she would use her 2 in the Bows Special Skill.

Example: It is time for Groth to calculate his weekly wages bill. Macreed has SKILL 7 and provides his own equipment, and so costs 8gp/day to retain.

Leola has a SKILL of 7 (7gp), a STAMINA of 12 (+1gp), a plains lore of 4 (+4gp) and provides her own equipment and mount (+2gp) for a grand total of 14gp/day. A long trip might prove expensive!

Bilaff meanwhile has a MAGIC of 5 (10gp) which is used instead of his SKILL, a STAMINA of 14 (+1gp), a Magic:Sorcery of 2 (+2gp), has the natural mage Talent (+1gp) and provides his own equipment (+1gp) for a grand total of 15gp/day.

It is to be hoped that Groth finds plenty of treasures in the Dungeon of the Dawn to pay for his extensive staff!

HIRELING PERSONALITIES

Hirelings should generally, in play, be controlled by the appropriate player. However, the Director should always have a veto on the actions of the Hireling. To help the player with the task of roleplaying an extra character, the Director should apply one or two personality traits to the Hireling, especially in the case of advanced profile Hirelings. These will not always be positive traits, but should nevertheless be used wherever possible to make the Hirelings individuals and not just numbers.



The personality can also be utilised to add a small bonus or penalty (up to +/- 3) to morale tests made by the hireling in certain circumstances. A lazy hireling may well have a penalty to Morale tests unless the situation looks very dangerous, whilst a reckless hireling may well have a large bonus. It is worth remembering that the same personality trait may give a bonus or a penalty to morale tests in different circumstances. This will prevent Heroes discarding a hireling the moment they realise he possesses a particular personality trait.

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It is also worth remembering that occasionally a Hireling may already have been hired by the enemies of the Heroes. Not too often of course, but just enough to make sure they trust no-one!

D6	D6	Trait
1-2	1	Joker
	2	Gloomy
	3	Optimist
	4	Motivated
	5	Rude
	6	Indecisive
3-4	1	Enthusiastic
	2	Stubborn
	3	Focused
	4	Scatty
	5	Lazy
	6	Modest
5-6	1	Arrogant
	2	Efficient
	3	Reckless
	4	Talkative
	5	Patient
	6	Dour

will start to get around, making it much more difficult (and expensive) to recruit future Hirelings.

Lastly, the Director should decide just what part Hirelings will play in his adventures. For small adventuring parties they can be a huge boon, supplying access to skills and abilities the Heroes cannot cover on their own. Hirelings recruited to much larger adventuring parties can however slow things down considerably if each Hero has five guards, two porters, a servant, an outrider and a personal priest!



A Director should also be wary of Hero's who use Hirelings simply to trigger traps, detect ambushes, test for poisons and other antisocial behaviour! For one thing this is certainly not Heroic behaviour, and for another word

Sample Hirelings

Some sample common Hirelings are given below, along with guideline daily wages, for quick reference:

Type	SKILL	STAMINA	MAGIC	MORALE	Sp. Skill	Own Equip?	Wages 5gp
Porter	5	5		5		No	
Merc Soldier	7	7		7		Yes	8gp
Merc Cavalryman	8	8		8		Yes	10gp
Man-at-Arms	6	8		6		No	6gp
Freelance Knight	8	12		9		Yes	11gp
Spell-for-Hire	6	9	6	8	+2 Wizardry	Yes	16gp
Guide	9	9		9	+3 Local Lore	Yes	13gp
Marine	7	8		7	+1 Sea Lore	Yes	9gp
Archer	7	6		7		Yes	8gp
Thug	6	6		5		Yes	7gp
Dwarf Axeman	8	8		8		Yes	9gp
Dwarf Crossbowman	7	7		7		Yes	8gp
Wood Elf Archer	8	6		8		Yes	8gp
Wood Elf Spearman	8	8		8		Yes	8gp
Sorcerer	6	12	4	6	+3 Sorcery	Yes	11gp
Battle Mage	7	14	10	10	+5 Wizardry	Yes	29gp
Thief	7	7		7	+3 Sneaking	Yes	11gp
Servant	4	6		4		No	4gp

CHAPTER 4 - HOLDINGS AND DOMINIONS

Most Heroes in Advanced Fighting Fantasy fit the classic mould; warriors, wizards and other adventuring types delving into dungeons and roaming the wilderness. Sometimes, just sometimes though, a Hero will want to invest some of the spoils of his adventures into a more legitimate enterprise. This could be the classic "Adventurer buys an Inn" investment, it could be a shop, a mine, a mercenary company or even a temple! Anything that makes money will be a good investment, and could also bring additional benefits to the Hero.

The organisations and holdings described in this chapter can be used to generate plot hooks, provide a home base for the Heroes, create an organisation to which all of the Heroes belong, provide hirelings, allies and enemies. In short, these rules can be used as a fun sub-system to spice up a campaign, especially for experienced Heroes.

HOLDINGS

The system given here is a fairly rough-and-ready one, designed to give an easy approximation of income from an organisation or investment. The system has been designed with speed and playability in mind, not economic theory, and so certain idiosyncrasies may be discovered. However, the rules given here, alongside those for hirelings and mass-battle rules, should allow the Heroes to play a larger part in their world.

All Investments are graded on a scale of 1-12, with 1 being a very small investment and 12 being a huge investment, although there are "gaps" in this scale. The table below shows the details for each grade of investment, regardless of the actual type of organisation/investment.



HOLDINGS TABLE

Grade	Buy	Upgrade	Maintenance	Rent	Income
1	250gp		10gp	15gp	2x
2	500gp	225gp	20gp	30gp	4x
4	1,000gp	450gp	40gp	60gp	8x
6	2,000gp	900gp	80gp	120gp	16x
8	4,000gp	1,800gp	160gp	240gp	32x
10	8,000gp	3,600gp	320gp	480gp	64x
12	16,000gp	7,200gp	640gp	960gp	128x

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The columns on the Holdings table relate to the money required and generated by that holding:

Buy:

This is the price to directly buy the investment at that grade. The Investment must be available to buy, and the Hero must hand over that amount of money before taking possession. Generally, there are far more low-graded investments available to buy than high-graded ones.

Upgrade:

The number listed is the price to upgrade the investment from the next lowest grade. An investment may only be upgraded one step at a time, and the upgrade also takes $\frac{1}{2}$ a month for each point of the new grade. Thus to improve a Grade 1 investment to a Grade 2 investment costs 225gp and takes 1 month. To improve a grade 6 investment to grade 8 costs 1,800gp and takes 4 months to complete.

Maintenance:

The given value is what must be paid by the owner to keep the investment going. If this money is not paid, no income will be received for that month, and if three consecutive payments are missed, the investment will be reduced to the next lowest grade.

Rent:

This is the rental value achieved for the investment. Renting an investment out is the safe option, making a reasonable return, but also denying the owner of its use. So renting out a Grade 4 investment will bring in 60gp per month before maintenance is paid, but the owner will not be able to make any personal use of that investment during the month. It should be noted that a suitable tenant must be available, and higher grade investments will be harder to rent out.

Income: Investment is used to make money for the owner directly, this multiplier is used to work out the monthly income. Each month, a 2D6 roll is made and multiplied by the listed number to give the gp income. Maintenance must still be deducted however.



Income

If the investment is run directly by the owner during that month, the Hero's Stewardship special skill value (or appropriate) is added to the 2D6 roll. Opting to take direct income also allows the Hero to make direct use of their investment.

Other modifiers may be added to individual monthly rolls, or over a longer period depending on circumstances.

If a holding is a shop that sells medicinal herbs, and a plague strikes the town, that month's income roll may receive a +2 bonus to represent increased demand. Similarly, a fleet holding may have a penalty of -3 if a nest of pirates takes up residence on a nearby island. These modifiers can be used to increase the potential income without needing to increase the grade. Of course, direct Hero actions can themselves apply modifiers. The leader of a mercenary company who directly arranges a lucrative guard contract will gain a bonus to that month's income roll.

In order for an investment to make money directly, it must be commercially viable. If a Hero buys a large swathe of fertile farmland in a peaceful settled area, it will make money from crops and animals. If that same farm land is bordered on one side by "The Forest of Howling Death" and on another side by "The Swamp of Despair", the likelihood is that both crops and livestock will be ravaged and thus produce no food. It is of course down to the Director to decide whether a an investment is commercially viable.

A holding will also usually provide the living costs of the owner (or steward if the owner is away).



Direct Use

Direct use is another concept mentioned above. How a Hero takes direct advantage of course depends on what the investment actually is. A small fleet of trading ships could be used to ferry the Hero to an adventure in faraway lands, a Rogues Guild could be used to prevent enemy spies from entering a town and an Inn could be used to house a large group of friends. If an investment is used directly in this way for more than two weeks in any month, no income will be made.

Grade

The Grade of the holding can also be used as an analogue of SKILL in some cases. This can be used to find out if a building is still standing after an earthquake, whether a mine survives a gas explosion or whether a fleet of ships survives a terrible storm. A simple 2D6 check against the grade (with appropriate modifiers) is used, with failure being bad, although not always disastrous.

It can also be used in opposed tests where two organisations are in direct competition. If two competing merchants guilds are attempting to convince the lord of a city to change a law in their favour, an opposed roll can be used to determine which guild succeeds.

If a holding is a building, then it may well come into play as a fortification, whether in a full on battle or a small-scale skirmish. In this case, refer to Chapter 5.

Types of investment

The range of things a Hero can put his money into is wide and varied. The ideas given below should be considered representative, and if a feasible idea is put forward by a player, it should be aligned as closely as possible with one of the existing organisation types.



HOLDING TYPES

Grade	Building	Land	Mine	Trees	Temple
1	Cottage	Plot	Stream Pan	Stand	Devotional
2	House	Small Field	Pit Mine	Copse	Way Shrine
4	Inn/Farm	Large Field	Cave Mine	Small Wood	Shrine
6	Hall	Huge Field	Shallow Mine	Large Wood	Chapel
8	Guild House	Hamlet	Normal Mine	Huge Wood	Small Temple
10	Small Castle	Village	Deep Mine	Small Forest	Large Temple
12	Large Castle	Estate	Huge Mine	Large Forest	Huge Temple

Grade	Organisation	Merchant	Tribe	Fleet	Workshop
1	>5	Barrow	10/5	Small Boat	Craftsman
2	>10	Stall	20/10	Large Boat	Small Workshop
4	>20	Small Shop	40/20	Longship	Large Workshop
6	>40	Shop	80/40	Small Galley	Small Craftshop
8	>80	Local Trade	160/80	Large Galley	Large Craftshop
10	>160	Mid-Trade	320/160	Small Fleet	Small Factory
12	>320	Long-Trade	640/320	Large Fleet	Large Factory

Building

This type of holding is a single building or range of buildings. The obvious examples are private houses, Inns, Taverns, workshops etc. Quite often a holding of this sort is not used to generate profit, but is used as a base etc. A small building such as a cottage will be a tiny two room hut, a house will probably be two storey and an Inn or farmhouse will usually have several outbuildings. A hall is a grand house, and a guildhouse is a veritable warren of rooms. Small castles and large castles are impressive fortifications and will have a defensive value as well. All buildings will usually have staff (see below).

Land

A holding of this sort needs to be worked in order to make a profit, and is simply a tract of land. A plot will simply be a large garden, with fields being of varying sizes. The largest sizes are those associated with an entire hamlet or village, or indeed even larger. It should be noted that the land will not necessarily include any tenants or village houses, although any local villagers could well be employed on the land.

This land could be used to grow crops or fruit, keep livestock etc, and the crops, animals, tools and other necessary stock will be included in the finances.

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Mine

A mine investment will produce metal ore, coal, stone, precious metals or gemstones. Many mines are in isolated areas, and may need to be defended against rival miners, bandits or monsters. The sizes given in the table above are for stone/ore etc. A very productive gold mine could be grade 10, even though it is very small in size. Similarly, a huge sandstone mine may only have a moderate grade due to the low value of its produce. The miner numbers may be approximated using the staff table below.

Trees

This investment is in living woodland. Normally this land will either be used for hunting or timber production, but there could be other more esoteric uses. Increasing grades simply refer to larger and larger areas of woodland. If the forest is worked for profit, the number of foresters is given by the staff value.



Temple

Owning a temple is not open or available to most Heroes, being normally reserved for senior Priests or Templars. Temples can however be profitable organisations, bringing in money from pilgrims and worshippers. A devotional is simply a small altar in another building, allowing visitors to worship the God. A way shrine will be a very small building on a major rural road (or possibly an urban street corner) with an altar inside. Larger

temples will have more rooms, more elaborate decoration, holy relics and more priests and acolytes. The number of resident clergy can be estimated using the staff table.

When founded, a temple must be dedicated to a specific God.

Organisation

This type of holding has no land or structural element, and is simply about people. This could be a trade guild, a criminal gang, an assassins brotherhood or a mercenary company. Unlike the staff component of a structural holding, the members of the organisation are all "active". Thus the staff of an Inn will flee if challenged by bandits, will not go on adventures etc, and will simply do their day job. Members of an organisation will not necessarily fight, but will usually be loyal to both the organisation and the owner.

The numbers listed on the table above are the current active members.

Merchant

This type of holding is a concern that buys and sells. A barrow is simply a small mobile platform, selling low cost items on the street. A stall is a larger concern based in one place. Shops are larger than a stall, and have the advantage of storage space, living accommodation and better protection from the weather! Trade routes will buy goods cheaply at source and transport them to a near or far destination. These businesses could be single product (such as food or weapons) or trade multiple different

goods.

Tribe

This holding can normally not be bought outright, but must be inherited, granted or conquered. A tribe is a whole clan of peoples, either nomadic or sedentary, and living outside of normal civilisation. The owner of this holding is the tribal chief, and is responsible for ensuring the survival of the clan. Many holdings of this sort are human tribes, although it is of course possibly a non-human tribe. The numbers listed are for the male/female members of the tribe. There will also be children equal to the number of women in the tribe. Only half of the males will be capable of combat, and although these will not be professional warriors they will often be more than proficient with weapons.

Fleet

This holding is in boats and ships. Boats are used on rivers and coastal waters, and can be propelled by either sails or oars. Longships have both sails and oars, but have no internal space so are not often used for long ocean journeys. Galleys are larger vessels propelled by sails. The largest holding are multiple vessels of appropriate type. Money can be made from trade, fishing, exploration or even piracy! The crew numbers are approximated by using the staff table.

Workshop

This holding produces goods. This can be almost any kind of finished goods, from pottery to furniture to clothing to weapons. If the holding is just a craftsman, then a single employee makes goods in his own home for the holder. Workshops are either rented rooms or small buildings where a craftsman and apprentices work together. A craftshop has more rooms than a workshop, and may have a master craftsman as well as several journeymen and apprentices. A factory is actually just a very large craftshop with several master craftsmen and their staff, often with their own specific component to make.



Staff

Several of the holdings described above are listed as having staff. These could be foresters, sailors, servants etc, but they are all common people. They are considered to have 5 SKILL, 5 STAMINA and 2 in their appropriate special skill, but otherwise are unremarkable. They will only fight if they absolutely have to, will not go on adventures and have only as much loyalty to their employer as their wage will command.

In most games, the staff are there in the background, but play little role in any of the action. However, sometimes it is desirable to know just how many servants there are in the rambling castle or the roadside inn. In these cases, the staff table below can be used to estimate the numbers based upon the grade of holding, although this should only be treated as a rough number.

Grade	Staff
1	1
2	2
4	5
6	10
8	20
10	40
12	80

Customisation

Once a holding has been purchased, granted (or even conquered), the player and Director must also customise the details. The level of detail will depend on the style of campaign and the inclinations of all parties involved.

At one end of the scale is a list of numbers and a brief description. This would detail the name of the holding, the grade, description and location, and any staff if appropriate. This is suitable for games of high adventure where the focus is on defeating foul enemies and finding lost treasures, and where the holding just provides some of the monies to accomplish this.

At the other end of this scale is a fully detailed holding with name, grade, maps, staff hierarchy, details of income and customer etc. This would be ideal for a game where the heroes are more settled, and use every resource at their disposal (including investments) to achieve their goals.



Combined holdings

It is also possible to combine two or even more holdings together. Thus you could have a mountainside holding with both a mine and wood, producing timber and ore. Or you could have a magicians guild and guildhouse. In the latter case, the building itself would not make money, but would rather serve as accommodation and meeting space for the members of the guild. The staff of the building would be guild servants, and the maintenance for the guildhouse would be paid for out of the profits of the organisation. Essentially, the guildhouse becomes a status symbol, although a generous Director may allow a +1 bonus to the guild income roll if business was actually conducted at the guildhouse.

In the case of two holdings that each make money, they should be maintained as essentially separate even if they are in the same place and owned by the same person.

Sample Holdings

The sample holdings below can be dropped straight into a campaign for a Hero to take over, as competitors or as inspiration for new creations. It is of course fairly easy to take one of these samples and increase or decrease the grade as desired.

The Warlock Inn

<i>Owner:</i>	Shenny the Brewer
<i>Grade:</i>	4 Building
<i>Maintenance:</i>	40gp/month
<i>Rent:</i>	n/a
<i>Income:</i>	8x
<i>Income modifier:</i>	+4 (Shenny Brewer Special Skill)
<i>Staff:</i>	5 Servants

Description: Located on the main marketplace of Salamonis, the Warlock Inn was built by the legendary brewer Shepal over one hundred years ago. Now run by his ancestor Shenny, the Warlock still boasts some of the best ale in the city. As well as ale and food, the Warlock also offers several clean bedrooms and has a small stable in the yard. Whilst not a fancy establishment, the Warlock is a favourite with visiting adventurers.



Madsocks Farm

<i>Owner:</i>	Bittern Madsocks
<i>Grade:</i>	2 Land
<i>Maintenance:</i>	20gp/month
<i>Rent:</i>	n/a
<i>Income:</i>	4x
<i>Income modifier:</i>	+2 (Bittern's Stewardship Special Skill)
<i>Staff:</i>	2 Labourers

Description: This small family farm in the Moonstone Hills produces mutton, wool and chickens. Bittern and his two labourers have a small number of tiny fields, all bounded by stone walls, and a cottage divided into three rooms. There is also a small stone barn for storing hay and wintering some of the animals.

Blacksand Temple of Sukh

<i>Owner:</i>	High Priest Manist Seaborn
<i>Grade:</i>	10 Temple
<i>Maintenance:</i>	320gp/month
<i>Rent:</i>	n/a
<i>Income:</i>	64x
<i>Income modifier:</i>	+3 (Manist's Stewardship Special Skill)
<i>Staff:</i>	40 Priests

Description: Located on the dockside in the infamous port city of Blacksand the Temple of Sukh, God of storms is one of the first sights returning mariners see. Tall and be-spired, the temple receives regular donations from sailors, pirates, merchants and fishermen alike to try and avert the wrath of this notoriously unpredictable God. The High Priest is a regular sight, striding along the dockside and screaming warnings and threats at the top of his voice.

Snorri Kneebreaker's Biddable Axemen

<i>Owner:</i>	Snorri Kneebreaker
<i>Grade:</i>	6 Organisation
<i>Maintenance:</i>	80gp/month
<i>Rent:</i>	120gp/month
<i>Income:</i>	16x
<i>Income modifier:</i>	+2 (Snorri's Stewardship Special Skill) and +1 for excellent reputation
<i>Staff:</i>	40 Mercenaries + 10 Support staff

Description: Originally a dwarf-only mercenary company, Snorri has been forced to take humans (although no elves) due to attrition and a dearth of short bearded warriors in the coastlands of west Allansia. Known by their crossed-axe symbol and their common armament, the Biddable Axemen are available to hire for 120gp/month for light duties. They are also available for shorter and more interesting contracts (income in this case is determined by the roll).

Sneshuth's Weapons Emporium

<i>Owner:</i>	Baltoff the Scarred
<i>Grade:</i>	4 Merchant
<i>Maintenance:</i>	40gp/month
<i>Rent:</i>	n/a
<i>Income:</i>	8x
<i>Income modifier:</i>	+1 (Baltoff's Stewardship Special Skill)
<i>Staff:</i>	5 General staff

Description: Founded ten years previously by Sneshuth the Slicer and his adventuring partner Baltoff, the latter is now in full control after the unfortunate incident with the double headed flail, the Half-Ogre and the boar spear... Located in one of the seedier districts of Kháre, this shop specialises in the production and supply of the rarer and

more esoteric weapons. Although a customer is unlikely to receive a warm welcome, they know they will get a weapon of quality for a good price.

Agrat Longtooth - Gentleman Pirate

<i>Owner:</i>	Agrat Longtooth
<i>Grade:</i>	8 Fleet
<i>Maintenance:</i>	160gp/month
<i>Rent:</i>	n/a
<i>Income modifier:</i>	+3 (Agrat's Leadership Special Skill)
<i>Staff:</i>	20 Pirates

Description: The two small pirate galleys under the command of Agrat Longtooth - a Half-Orc of both reputation and snappy dress sense - sail from Port Blacksand to prey on smaller merchant vessels that stray from their escorts. The captains, crew and passengers of their target vessels are usually treated with decorum and dignity, although this does not stop them being deprived of valuables, cash and ship!

Arkleton Brotherhood of Rogues and Thieves

<i>Owner:</i>	Adarsh
<i>Grade:</i>	8 Organisation / 6 Building
<i>Maintenance:</i>	160gp + 80gp/month
<i>Rent:</i>	n/a
<i>Income:</i>	32x for organisation
<i>Income modifier:</i>	+5 (Adarsh's Stewardship Special Skill) and -2 from crackdown
<i>Staff:</i>	80 Rogues + 10 Guildhouse servants

Description: Adarsh, originally a native of Cantopani in the Shamutanti Hills, moved early to Arkleton (the capital city of neighbouring Analand) and soon attracted a gang of like-minded thugs and thieves to his fledgling and unofficial guild. Specialising in protection rackets and extortion, the keen business mind of Adarsh saw him accumulate large profits, even to the point where he was able to buy a large hall to act as their guildhouse! However, the local authorities are having a crackdown on this sort of crime, so takings are down.

Lord Scythenettle's Tanthir Estate

<i>Owner:</i>	Lord Basil Scythenettle
<i>Grade:</i>	12 Land / 6 Building
<i>Maintenance:</i>	640gp + 80gp/month
<i>Rent:</i>	960gp + 120gp/month
<i>Income:</i>	[128x for tenant of land]
<i>Income modifier:</i>	As tenant
<i>Staff:</i>	80 Estate labourers + 10 Household servants

Description: The Scythenettle family has long owned land along the Whitewater river in Allansia, including at the small village of Tanthir. Here they hold a huge tract of arable land and a fine manor house. In previous years the family would place a steward or family member on the estate to maximise revenues. However, the reputed madness of Basil, the current Lord, has seen many of their estates leased out to tenants to make what they can and this includes Tanthir. It is possible for a tenant to make a good return on this estate, but he will need good skills.



Using Holdings in Play

Holdings can be a difficult element to integrate into play, as they are normally not a mobile asset and so can tie the Hero to one place.

If the Heroes are the classic "wandering adventurers", this can be overcome by either making the investment self sufficient (with the Hero picking up the profits whenever he passes through) or by using a holding which can actually assist in these travels such as a merchant route, a fleet or a mercenary company. Renting out a holding is a good way of ensuring a return on investment without needing to actively manage it.

A holding will decrease in grade as described above if maintenance is not paid, but can also decrease in grade or even be lost entirely through hostile action or disaster. A fleet of ships could be lost to a storm, a farm could be

raided and razed to the ground, a castle could be captured by the enemy or a temple could be cast into a rift in the ground by a hostile god. In this case, the entire value of the holding is lost. The Director should of course be very careful when considering this course of action as to suddenly remove a substantial investment without warning could be considered very harsh. Of course, if the holding is lost due to actions or inactions of the Hero...

A holding can of course also increase in value without having to pay for said increase. Holding increases (or even entire holdings) can be granted as rewards for quests, or may even be seized from evil beings as booty! Imagine the initial disappointment of a party of Heroes opening a chest to find not a huge pile of gold coins and gems, but a single piece of paper. And then imagine their reaction when they see they hold the deeds to a whole castle or rich estate!

DOMINION MANAGEMENT

The rules and ideas already described in this Chapter will allow a Hero to own, control and profit from an organisation ranging from a market barrow to a huge agricultural estate and castle. However, some Heroes will aim even higher than this, and want to become Lords and even Kings.

To simulate this, a variant of the holding system is described below. Like the normal holding system, Dominion management is highly abstract.

A dominion is graded on an identical scale to that of smaller holdings, and ranges from a small hamlet with a few cottages and fields up to a whole country. Unlike smaller holdings however, a Hero cannot simply purchase a dominion, regardless of how much treasure that hero has! To possess a dominion either requires the Hero to be granted lordship by a more powerful King or Lord or else the Hero (with army in tow) must conquer the dominion. Conquering a village will probably be fairly easy although the current overlord is sure to have an objection, whilst conquering a whole country will be the goal of a major war.

The dominion grades are as follows:

DOMINION TYPES

Grade	Dominion	Treasury	Army
1	Hamlet	25gp	10x Militia
2	Village	50gp	20x Militia
4	Town	100gp	25x Watch, 100x Militia
6	District / Small City	200gp	50x Soldiers, 50x Watch, 200x Militia
8	County / Large City	400gp	60x Elite, 200x Soldiers, 160x Watch, 400x Militia
10	Region	800gp	200x Elite, 600x Soldiers, 800x Watch, 1200x Militia

Dominion:

This is the rough physical scale of the dominion. The actual land area covered will vary depending on species, land and other factors. A traditional Dwarf village may cover just a few enlarged caves, some mountain fields and a small mine. A steppe nomad "village" may cover many square miles of terrain. Similarly, actual populations, number of buildings etc may vary a lot and may be determined by the Director or left abstract.

Treasury:

This figure gives the approximate amount of cash left each month after all costs have been deducted. Dominions do not require maintenance as this is deducted before cash is added to the treasury, and also tend to have more administrative staff. A village might have a Reeve, constable etc, whilst a country will have a chancellor etc. All of the standard running costs of the dominion have been deducted before the treasury is received, but there are still many things a ruler can or should spend this spare cash on. Luxuries, specific hirelings and gifts must all be paid for out of this treasury. A higher ruler may demand tribute, mercenaries may need to be hired and spies deployed.

Although fairly stable, a dominion income may vary depending on events and circumstances. These are less easy to define than for a small holding, but tend to be of much larger scale.

The presence or absence of a ruler will not affect income, but prolonged absence may encourage a usurper to take over!

Army:

This value describes the number of regular soldiers available to the ruler as part of the standing army. This army includes those on garrison or patrol duty, and so not all of these troops are available at a moments notice to march off to war.

Militia are part time soldiers, not well equipped or trained. Watchmen are better armed and trained, but mainly used to keep the peace, so not battlehardened.

Soldiers are just that; archers, cavalrymen or infantrymen who fight for a living. They are usually well trained and equipped.

Elite soldiers are Knights, berserkers or other shock troops. Usually well equipped and supported, they are the best the Dominion has to offer.

A ruler may also hire mercenaries out of the treasury or his own pocket if required.

Morale:

Each dominion also starts with a Morale rating of 6. This rating describes how happy the dominion is and to some extent how happy the people are with their ruler.



Dominion Sizes

Sizes of dominions are given below. This is obviously biased towards civilised human settlements, but could easily be modified to encompass dwarves, elves, goblins or just about any other race.

Hamlet:

A hamlet is usually a small cluster of houses, home to a few extended families and their land and animals.

Village:

More extensive than a hamlet, a village will also have an inn or tavern, several craftsmen (such as a smith, miller etc) and may even have crude defences such as a palisade.

Town:

A town will be quite compact, have regular streets and may have a wall surrounding it. There will probably be a temple, several inns, a guild etc. Most towns have numerous craftsmen and may also have a market. There will be associated farmland and outlying farms.

District/Small City:

A dominion of this size will either be a region of two or three towns and numerous villages or else a small city. A city may well be walled, but either of these will have a large population and many resources.

County/Large City:

This will incorporate either quite a few towns and hundreds of smaller settlements, or else a large city and surrounding lands.

Region:

This dominion size incorporates several adjacent counties and/or cities, and is a sizeable part of a country. It may have its own separate identity within that country and inhabitants may feel more loyalty to their region than their state.

Country:

Although most countries on Titan are small compared to their modern equivalents, these are still sizeable areas of land and may wield considerable political power in the area.

Dominions in Play

In general, dominions are difficult to integrate into an Advanced Fighting Fantasy game, even more so than a holding. Heroes generally get out there and vanquish evil rather than lurking in a throne room. Sometimes they can however be a good reward for great heroics and so can become a part of the campaign. Unless the dominion is to itself be a central part of the action, it is good if the Hero(es) are also given a reliable and loyal steward to keep their dominion running smoothly whilst the ruler is off adventuring.

It is also worth noting that not all dominions are held from a greater power. There are, in the wilds of Titan, many independent hamlets, villages, towns and cities, who owe allegiance to no-one.

The dominion rating can also be used for very abstract inter-dominion warfare. This system is far more abstract even than the mass battle system. If one dominion



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declares war on another, and the Director does not wish to play out each individual battle, both dominions should make a combat roll and add their rating each season (spring, summer etc). The winner adds +1 to their domain score to represent conquered lands and resources, and the loser deducts 1 from their rating. If a rating reaches a new level, the dominion is downgraded or upgraded as appropriate, with income, army etc altered. Wars can be long and drawn out unless one side takes decisive action or has a run of luck.

The Morale rating of a dominion is used to show how happy its people are. The Director may ask a ruler to make a test against the Morale score if there is rebellion or an attempted coup, or if a ruler pursues an unpopular war. Morale changes can be applied by the Director based upon events. Defeating a hated enemy will increase morale, whilst famine or plague for example could reduce morale.

As with smaller holdings, the Director and players will need to provide some customisation and detail to the new dominion. Again as with standard holdings, the desired and required detail will very much depend on the type of campaign being played. It may be desirable to list and create significant non-player characters, major locations, history, trade routes, local legends etc.

The ruler of a domain will usually be granted a title by the overlord (or custom) of that dominion. The granted title itself will vary by region and race, but some ideas are suggested below. If the dominion is independent, the title could in fact be anything. The leader of a town could style himself a King if he wished, as long as there is no higher lord to object.

Grade	Dominion	Common Title
1	Hamlet	Chief
2	Village	Headman
4	Town	Lord
6	District / Small City	Baron
8	County / Large City	Earl
10	Region	Duke
12	Country	King



Example Dominions:

Like the sample holdings above, the example dominions given here can either be dropped straight into a campaign as Hero dominions or opponents, or else used as inspiration.

Village of Blueford

Ruler:	Headman Doden
Grade:	2
Type:	Village
Morale:	7
Income:	50gp/month
Army:	20 Militia

Description: Located on the Gulf of Ariona on the continent of Khul, Blueford is a small fishing village with houses perched on ledges of the granite cliffs. With a small amount of clifftop land to supplement the fruits of the sea, it can be a hard life in Blueford during the winter. With around one hundred villagers and a handful of goats, Blueford is passed by most travellers without a second glance.



Town of Hadnar

Ruler:	Lord Apun XXIV
Grade:	4
Type:	Town
Morale:	8
Income:	100gp
Army:	25 Watchmen / 100 Militia

Description: The town of Hadnar is about 60 miles east of Wolftown in the flatlands of Allansia. Reliant on the trade caravans that cross the Flatlands, Hadnar sits on the most productive water source for miles around, and is protected by a thick mudbrick wall. The town has been the sole property of the Apun family for many hundreds of years, and seems to thrive because of it. There are several inns and taverns in the town, as well as smiths and woodworkers to keep the travellers moving. The total population is around 1,500.

City of Pellod

<i>Ruler:</i>	Baron Cript
<i>Grade:</i>	6
<i>Type:</i>	Small City
<i>Income:</i>	200gp/month
<i>Army:</i>	50 Soldiers / 50 Watchmen / 200 Militia

Description: A small city of about 5,000 inhabitants, Pellod lies on the Allansian coast north of Rimon. With the vast Desert of Skulls to the east, almost all food supplies and trade reach Pellod by sea. Pellod is an independent city that owes no tribute, but has passed through a succession of rulers every few years or so. The portly and vicious Baron Cript is the current incumbent of the Baron's Tower, but how long he will hold onto power is anyone's guess. The vast majority of citizens make a living from ships, the sea or hospitality to travellers.

in villages and small towns, although there are also several Ducal castles scattered around. The north of Gallantaria has a reputation for rebellion, and so the King keeps a close eye on his Duke!



County of Leonar

<i>Ruler:</i>	Earl Austas
<i>Grade:</i>	8
<i>Type:</i>	County
<i>Income:</i>	400gp/month
<i>Army:</i>	60 Knights, 200 Soldiers / 160 Watchmen / 400 Militia

Description: The county of Leonar is a small rural county to the north-west of Salamonis on the continent of Allansia. Ruled by the aged Earl Austas, the county has little to make it famous. Gently rolling farmland, small villages and the occasional market town are all that are to be found here. Still, the county has few worries, other than some bandit activity and occasional monsters.

North Gallantaria

<i>Ruler:</i>	Duke Alfred Dremmers
<i>Grade:</i>	10
<i>Type:</i>	Region
<i>Income:</i>	800gp/month
<i>Army:</i>	200 Knights / 600 Soldiers / 800 Watchmen / 1,200 Militiamen

Description: North Gallantaria is in the extreme north-western corner of the Old World, and borders the wild and desolate Cragrocks, home to the Netherworld Sorcerers. Duke Dremmers rules this region in name, but many areas are outside his direct control. The majority of the population live

CHAPTER 5 - MASS BATTLES

Heroes spend their lives risking danger against foul monsters, evil traps and dangerous spells. They explore ancient dungeons, dangerous cities and expansive wildernesses. And generally they do this on their own, in small groups, or even with a few specialist hirelings. Sometimes though, when the Heroes are asked; "You and whose army?", need to be able to reply; "Mine!"

In some cases this will be an army the Heroes have hired or raised to defeat a specific enemy. At other times they will find command thrust upon them as there is no-one else with sufficient status to seize control. Sometimes it is destiny. However the Heroes come by their enemy, and whoever that enemy might be, rules are needed to determine who wins. This chapter presents such rules, along with suggestions for ways to integrate them into an Advanced Fighting Fantasy campaign.

Sometimes, especially when the Heroes are not in command, the Director will know exactly how a battle is going to go. In these circumstances, it is perfectly acceptable for the Director to only really describe what the Heroes can see from their part of the battlefield. Their actions may or may not have any effect on the final outcome.

The battle rules given here are, like other Advanced Fighting Fantasy rules, fairly abstract. They will not give detailed reports of every injury, wounded soldier or yard of ground taken. Miniatures or paper tokens can be used for each of the units in the battle if desired, but if these are not available the name of a unit can be written on a piece of paper to represent its position on the battlefield.

Battle Setup

We start the rules at the point where two (or more) armies are about to join battle. Exactly how they got there, how they were provisioned, how effective scouting has been and whether one army is hidden from the other are best handled by roleplay and narrative.

At this stage, the combatants on each side should be listed so that the scale of the battle can be determined.

In a Skirmish, each unit consists of 10 normal-sized soldiers, 5 cavalry or 1 large creature such as a Giant. This level is obviously suited for fights larger than those using the standard combat rules, but still with fairly few combatants.

In an Engagement, each unit will consist of 100 normal soldiers, 50 cavalry or 10 large creatures. A truly awesome

creature such as an elemental, dragon or greater demon will still count as one unit.

In a Battle, each unit consists of 1000 soldiers, 500 cavalry, 100 large creatures or ten awesome creatures. This level is obviously for serious engagements between massive armies.



The Director is the final arbiter of what scale to use, but in general each side should have 2 or more units on the battlefield. That is to say that if there are 100 soldiers on one side and 130 on the other, it is better to have 10 units against 13 units rather than one unit against one full strength and one depleted unit. Equally, it is not sensible to have 52 units on one side and 67 on the other as the fight will take a long, long time. Much better to have 6 units against 7.

The statistics used for battle units are very similar to those used for normal monsters. It will be much easier to work out unit characteristics when every member of that unit has the same characteristics, and when a unit is at full strength, but this will not always be possible and so the best must be done wherever possible. Each unit should have a card filled out with the appropriate battle characteristics.

BATTLE SKILL: This is analogous to the SKILL characteristic and in fact is equal to the average SKILL of the soldiers in the unit. This should be rounded off to the nearest whole number. In the case of a unit that possesses special skills, the SKILL plus weapon special skill should be used to calculate the BATTLE SKILL. This score is calculated the same whether the unit is at full strength or not.

BATTLE STAMINA: Calculated in the same way as BATTLE SKILL, this is the average of the STAMINA scores of the individual soldiers. Unlike BATTLE SKILL, BATTLE STAMINA should be reduced proportionally according to the strength of the unit. This is unlikely to be exact, but it should be assessed as near as possible. If a unit in an engagement consists of 63 men, each with 7 STAMINA, the unit's BATTLE STAMINA should be 63% of 7..... This is actually a little under four and a half, so the unit would have a BATTLE STAMINA of 4.

ATTACKS: This should be a whole number, and should be representative of the Attacks scores of the majority of the individual soldiers. In practice this means that only units composed almost entirely of 2 Attack creatures will have an ATTACKS score of 2. Units with more than one ATTACK will only roll once each round, unlike individual combats, but will do double damage, triple damage etc as appropriate.

WEAPON: Ideally every member of a unit would be equipped with the same weapon(s), but in cases where there are mismatched weapons, the most common weapon should be used. The weapon damage line from the AFF core book (p60) should be used here for the battle system. Units may have several weapons (Handaxe, Battleaxe and Crossbow etc) and each damage line should be recorded.

ARMOUR: The standard or majority armour type should be recorded here, along with a shield if used. The standard armour and shield lines from AFF (p62) should be recorded here. Monster armour types or even Dodge could be recorded here.

MOVE: This is a generally abstract number giving the relative movement of the unit. In a mixed unit, this should be based upon the slowest member of the unit. On most tabletop battlefields, the unit will move this number of cm each round.

Troop Type	Movement
Humanoid	4
Ogres/Trolls etc	5
Horses/Wolves etc	8
Most Undead creatures	4
Zombies/Mummies	3
Golems	2
Dragons, Walking	5
Dragons, Flying	12
Flying creatures	10

The movement of creatures not listed here can be approximated from those listed.

MORALE: Unless otherwise modified, the starting Morale of a unit is equal to the BATTLE SKILL value. In a campaign of linked battles where different units have their own identity or even name, MORALE will be modified by events and will carry over from battle to battle.

NUMBER: This is simply the number of combatants currently active in the unit.

Once the units and their cards have been determined, the setup of the battlefield should take place. The form this takes on your tabletop will depend upon the time, effort and money you are willing to put into it. At the most basic end, small regular pieces of paper can be used as unit cards and also used to mark the location of the unit on the battlefield. Terrain such as lakes, woodland, hills, buildings and swamps can be represented with irregular shaped paper. It is also possible to use either paper, plastic or metal miniatures in place of the unit cards and either

books, boxes or shaped and coloured card as terrain. If you are really keen, it is possible to use model trees and buildings. Exactly how you set up the battlefield is up to you, but it is worth remembering the movement distances given above. It will be a very slow start to the battle if each of the sides start 60cm apart and all units have a 4cm movement rate!



The placement of the individual units should be determined primarily by the Director based upon the events that lead up to the battle. Roleplaying events are useful here. In addition, both commanders should make an opposed Battle Tactics test. The winner may then make small changes (still requiring the approval of the Director) to the placement of their units. On a critical success, the commander may also make minor changes to the placement of the opposing units. These changes should be made with common sense in mind; If a unit is initially placed just outside a fortified and defended building, they may not be moved inside with a successful result.

It should also be decided which units any Heroes are attached to. Once decided, this attachment will probably be the same for most of the battle. A Hero may only change their attachment if both units are adjacent to each other and not actively fighting.

Lastly in the setup stage, the leaders of both armies should make a Leadership test. The result of this test will modify the starting Morale of every unit commanded by that leader:

Result	Effect
Critical failure	-3 MORALE
Failure	-1 MORALE
Success	+1 MORALE
Critical Success	+3 MORALE

This roll is normally only allowed if the leader has a chance to address his forces and encourage them. This could be as simple as yelling "Destroy the hated enemy" or could be a more formal address in front of his arrayed troops.

Once all of these steps have been followed, the battle is ready to commence!

SETUP EXAMPLES

EXAMPLE: Groth the Barbarian has finally gathered together enough gold pieces to hire some units of soldiers to deal with a troublesome Goblin tribe. The first unit he hires is a group of 10 human spearmen. Their battle characteristics look like this:

Name:	Human Spearmen									
Battle Skill:	7									
Battle Stamina:	7									
Attacks:	1									
Morale:	7									
Weapons:	Spear	2	2	3	3	3	4	5		
	S.Sword	1	2	2	3	3	3	4		
Armour:	Chain Cuir. & Shield	0	0	0	1	3	3	5		
Numbers:	10	Current Numbers:								

Groth also wants to hire some Dwarf axemen, in case the goblin caves need to be cleared, but he can only find 6 of those. He hires them anyway, and will just have to manage with a partial unit. If the unit was at full strength it would have BATTLE STAMINA 8, but because it is missing 4 out of 10 soldiers, it currently has a BATTLE STAMINA of 5.

Name:	Dwarf Axemen									
Battle Skill:	8									
Battle Stamina:	8									
Attacks:	1									
Morale:	8									
Movement:	4									
Special:	Darkseeing									
Weapons:	Battleaxe	3	3	3	3	4	4	5		
	Handaxe	2	2	2	3	3	3	4		
Armour:	Ch. Haub.	0	1	2	2	2	2	3		
Numbers:	10	Current Numbers: 5								
	Current Numbers: 6									

The small army marches to the goblin caves under the command of Groth himself, who has a SKILL of 8, a Leadership of 2 and a Battle Tactics of 1. When they arrive, they find a unit of Goblin Swordsman, one of Bowmen and one of Wolf Riders. Their battle cards look like this. Battle starts immediately. This battle will require little in the way of movement or terrain.

Groth's player makes a Battle tactics test but fails, and the Director makes a test for the Goblins and passes! The Director tweaks the position of some of the units. Groth himself attaches himself to the dwarf axemen.

The player and Director also make Leadership tests, and both pass, adding one to the MORALE rating of all units on both sides.

GENERAL BATTLE RULES

Battle combat follows very similar rules to personal combat. The battle is split into combat rounds, although each round here varies in the length of time it takes. A street skirmish may be over in minutes, whereas a pitched battle could take all day.

Each round follows the same order:

- 1 Battle Tactics test
- 2 Unit Movement
- 3 Spellcasting or special abilities
- 4 Heroic combat
- 5 Missile fire
- 6 Melee combat
- 7 Morale and other resolution

1 - Battle Tactics test

Both commanders must make an opposed Battle Tactics special skill test at the beginning of each round. The winner of this will have several advantages over the course of that round.

Example:

The player and Director both make Battle Tactics tests. Groth's player wins, and so will have an advantage over the first round.

2 - Unit Movement

Each side should move their units at this stage. The loser of the Battle Tactics contest moves a unit first (or designates a unit that will remain stationary) up to their movement rating in cm. The winner of the Battle Tactics test moves a unit next, then the loser and so on until all of the units have either moved or been declared as stationary.

A non-flying unit will only move at half the normal rate through difficult terrain such as hills, swamp, rivers or forest. Changes such as unit facing, wheeling etc are considered to be included within the standard movement rate.

Voluntarily leaving combat will allow all engaged units a "free" attack, although the attacking unit does not gain a +2 bonus as they would do against a fleeing

unit (see below).

Example:

As the loser of the Battle Tactics test, the Goblins move first. The swordsmen charge towards the human spearmen, and the wolf riders charge at the dwarf axemen. The goblin archers do not move. Groth, moving second, decides to intercept the wolf riders with the spearmen and the goblin swordsmen with the dwarfs.

3 - Spellcasting and Special Abilities

The next step is for spellcasters and creatures with special abilities to determine effects. In this stage, the army that won the Battle Tactics contest states their actions and determines success and effects first. Magical spells, priestly effects, Dragon breath etc will all be resolved at this stage. Refer to the Battle Magic section of this book for further details on the use of spells in mass combat.

A spellcaster using battle magic in this stage does not need to enter Heroic combat, and indeed cannot enter heroic combat in step 4.

Example:

None of the units have any spellcasting or special abilities, so this part of the round passes by without incident.

4 - Heroic Combat

After any spells and abilities have been used, it is time for the Heroes to be heroic! Any Hero attached to a unit in melee combat or about to enter combat will need to fight some enemies themselves. If the Hero refuses the fight, no enemies are fought but the unit suffers a -1 penalty in the subsequent battle round and also a -4 penalty during the morale test.

Assuming the Hero accepts the combat, he will fight

a leader or elite of the enemy unit. As a general rule, add +1 to the SKILL and +2 to the STAMINA of the creature. The Director may also wish to give the unit leader better armour or weapons. This combat will last a maximum of ten normal combat rounds, but if the Hero flees, the unit will automatically rout during the morale stage. If the Hero defeats their enemy in less than ten combat rounds, they may if they wish attack normal members of the unit in the remaining time.

The Director may, especially with larger scale battles, decide to use a champion of the unit. A unit of 100 orcs may have a troll or ogre champion, or even something stranger like a manticore.

If the Hero kills their enemy, it is only appropriate to reduce the BATTLE STAMINA of the enemy unit in skirmish scale battles. When the enemy unit numbers

100 or 1000 men, defeating 1 or 2 is only of symbolic value.

Example:

Groth, as the only Hero on the battlefield, shouts a challenge as the dwarfs and goblin swordsmen close, and a huge goblin steps ahead of his fellows. This goblin has SKILL 6 and STAMINA 7, and Groth defeats the goblin easily within 4 combat rounds. The Director reduces the BATTLE STAMINA of the swordsmen by 1 to represent the loss of their champion.

5 - Missile Fire

Any units that have missile weapons and are not otherwise in melee combat may use their weapons to shoot at any enemies within range (see below) that they can see. Line of sight is usually fairly obvious, but the Director has the final word.

The attacking unit makes a standard attack roll using 2D6 and BATTLE SKILL, and the defending unit does the same. If the units are firing at each other, then the test is resolved as a normal attack, with the winner doing damage. If one unit is the attacker and the other a defender, the attacker will only do damage if they have the higher total. If multiple units are shooting at a single target unit, the target only makes a single roll and uses the total against all attackers. There are a range of modifiers that apply to ranged battle combat, and these are listed below.

Damage is resolved as in normal combat, with the winner making a roll using their damage table and the defender making a roll on their armour table. Any excess damage is applied to the BATTLE STAMINA of the defender.

Modifier	Situation
+1	Unit on Higher Ground
+2	Unit in Fortified position Unit in Highly fortified position
-2	Outnumbered #
+1	Better quality troops @
-1	Mixed unit (different races or troop types)
+1	Army Commander won Tactics contest
-1	Army Commander lost Tactics contest
+1	Every Hero attached to the unit
-1	If unit BATTLE STAMINA is less than full but more than $\frac{1}{2}$
-3	If unit BATTLE STAMINA is less than $\frac{1}{2}$
+2	Attacking fleeing unit
-1	Defender has light cover
-2	Defender has thick cover
-3	Target at long range

Outnumbering applies to enemy units actively attacking the unit with melee or missile weapons

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@ Better quality troops are those with extensive training or experience and is independent to SKILL. A unit of SKILL 10 giants straight off the hills are inferior to a unit of SKILL 9 veteran knights.

Example:

The goblin archers fire a volley at the human spearmen, and make an opposed combat test. The spearmen have a penalty (-1) due to being outnumbered 2:1, but Groth did win the Battle Tactics test (+1). The goblins have a penalty (-1) due to losing the Battle Tactics test. The goblins total 15, whilst the humans only total 14, meaning that the arrows hit. The damage roll inflicts 3, and the armour of the spearmen stops 2, reducing the BATTLE STAMINA of the spearmen to 6.

6 - Melee Combat

At this stage, any adjacent enemy units fight hand-to-hand. This, like missile combat, is resolved almost exactly as in standard AFF combat. Double 6's are still an instant-win but don't inflict double damage, and whilst double 1's are still an automatic loss, they don't cause any further fumble results. A draw results in both units inflicting damage. Damage and armour are calculated as normal, but if a unit has more than one attack, then the damage is doubled,

tripled etc after Armour protection has been deducted.

As with normal combat, if a unit is outnumbered, it may only attack one opponent itself, but the same total is used to defend itself against the other enemies. Like missile battle combat above, there are a range of modifiers that are applied to the attack total.

Modifier	Situation
+1	Unit on Higher Ground
-1	Fighting in Marshy Ground
+2	Unit in Fortified position
+4	Unit in Highly fortified position
-1	Outnumbered by 2:1 units #
-2	Outnumbered 3:1 units #
-3	Outnumbered by more than 3:1 units #
+1	Better quality troops @
+1	If unit is mounted
+2	Charging cavalry (must move full move)
-1	Mixed unit (different races or troop types)
-2	Unit has been ambushed
+1	Army Commander won Tactics contest
-1	Army Commander lost Tactics contest
+1	Every Hero attached to the unit
+1	Every Spellcaster attached to the unit (in addition to Hero bonus)
+1	Every special ability possessed by the unit troops (Fire breath / fly etc)
-1	If Hero refuses Heroic combat
-1	If unit BATTLE STAMINA is less than full but more than $\frac{1}{2}$
-3	If unit BATTLE STAMINA is less than $\frac{1}{2}$
+2	Attacking fleeing unit



Outnumbering applies to enemy units actively attacking the unit with melee or missile weapons

@ Better quality troops are those with extensive training or experience and is independent to SKILL.

Example:

The dwarf axemen fight the goblin spearmen. The dwarfs are better quality troops (+1), have Groth himself attached (+1) and Groth won the Battle Tactics test (+1) but the dwarfs are at less than full BATTLE STAMINA (-1). The dwarfs have a bonus of +2 this round. The goblins are also at less than full BATTLE STAMINA due to Groth (-1) and their leader lost the Battle Tactics contest (-2). Both units roll a 6, and so the dwarfs easily beat the spearmen. A damage roll of 5 inflicts four damage and an armour roll of 1 does not protect the goblins at all. The goblins, already damaged by Groth himself, are completely destroyed.

The human spearmen take the charge of the wolf riders. The spearmen have a bonus due to Groth winning the Battle Tactics test (+1) but are also outnumbered 2:1 (-1) and have taken a small amount of damage (-1). The wolf

riders are cavalry (+1) and also charged (+2), although their side did lose the Battle Tactics test (-1). The spearmen make a good roll and total 16. The wolf riders roll worse than that and total 12, so the spearmen win the combat round. The spearmen inflict 3 damage, of which none is stopped

by the armour of the wolf riders, reducing the BATTLE STAMINA of the goblins to 2.

7 - Morale and other resolutions

If a unit has been reduced to 0 STAMINA, it is destroyed and is removed from the battlefield. Not all the individuals will be dead, most will be unconscious or wounded.

A unit that loses a round of battle combat when at half BATTLE STAMINA or less must also test their morale at this stage, as must a unit whose attached Hero refused heroic combat.

A morale test is made by rolling 2D6 and comparing the result to the MORALE rating of the unit. There are several modifiers listed below that should be applied to the MORALE score before the test is made.

Modifier	Situation
-4	Attached Hero refused heroic combat
+Leadership	Leadership special skill rating of attached Hero
-1	Unit outnumbered by 2:1
-3	Unit outnumbered by 3:1 or more
+1	Enemy unit outnumbered
+1	Attached Hero
+1	Hated enemy
+2	Unit in fortified position

Outnumbering applies to enemy units actively attacking the unit with melee or missile weapons

If a unit fails a morale test, it will turn and run in the movement stage of the following round. Any engaged enemy units may attack the fleeing unit with a bonus of +2. In addition, even if the fleeing unit wins the combat round, they will not inflict any damage. The unit may make another morale test on

subsequent combat rounds to regain control and re-enter the battle.

If a unit rolls a double 6 on their morale test they will rout and flee the battlefield without further morale tests. If their army wins the overall battle, the unit may creep back when safe.

Example:

The wolf riders are below half BATTLE STAMINA and lost the battle round, thus has to make a morale test. The goblins have a MORALE of 5, but their enemy unit is outnumbered (+1). The goblins roll a 10, and so will turn and flee.

On the following battle round, the wolf riders will flee allowing the spearmen a free attack against them.

Once all of the steps have been completed for the battle round, either commander may surrender and put the remainder of his army at the mercy of the victor. If neither commander wishes to surrender at this point, another round of combat starts from stage 1.

After the battle

Once a battle has been decided by either surrender or all of one army's units being destroyed or fleeing, some tidying up needs to be done.

Any units that have taken damage will need to have their numbers updated. From the BATTLE STAMINA lost it should be possible to work out roughly how many soldiers the unit lost. One third of these will be dead, one third injured and one third unconscious. The dead soldiers are obviously gone for good (destroyed in the case of undead troops!), the injured soldiers will be able to rejoin their units within 3 days or so, and unconscious units will be incorporated back by the end of the day. An army that loses the battle however will have its injured and unconscious soldiers captured by the enemy, and these

~~can only be added back to their units if they are rescued. Any restored soldiers should of course also increase the BATTLE STAMINA of the unit.~~

Any troops captured or surrendered will be wholly at the mercy of the victorious army. Human soldiers captured by a rival state will probably be ok and may be ransomed or exchanged, but dwarves captured by goblins or anyone captured by an undead or chaos army will probably suffer a grisly fate.

The MORALE of surviving units that actually entered combat should be increased by 1, provided they still have more than half their original BATTLE STAMINA remaining at the end of the day.

A victorious army will occupy the site of the battle, although this may only be temporary, and a defeated army will regroup over the course of a day or so.

Example:

The wolf riders are destroyed as they attempt to flee, and the outnumbered archers flee into the depths of their cave. Groth is very happy as his units took almost no casualties. The Spearmen took 1 point of BATTLE STAMINA damage, and so the Director decides that one soldier is unconscious and one wounded. There are four dead goblin swordsmen, three unconscious and three wounded. One of the wolf riders is dead, two wounded and two unconscious. The goblins had better hope Groth's good mood continues.



SPECIAL RULES

The above rules will enable a wide range of battles to be fought quickly and easily, from a street fight between two rival gangs to a full scale war between rival empires. There are several special situations that require specific rules.

Standard Bearers

Having a standard bearer for your army gives it a point of focus, easily identifies where the leader is and gives the troops a sense of pride in their army. A standard does not need to be a fantastically elaborate construction, simply something that will inspire the army. Common standards are flags, banners, shields, the heads of enemies etc. It is however important to have a long pole to mount the standard on so that the standard itself can be seen by the whole battlefield.

The downside of having a standard is that it identifies the location of the army leader and acts as a magnet for enemy units. If the army standard falls to the enemy, that is if the unit is destroyed, forced to flee or routed, then the whole army will be disheartened. Lost standards often end up in the hall of the victor as trophies.

A standard-bearer provides the following benefits:

- +1 to Morale of all friendly units who can see the standard
- 2 to Morale of all friendly units if standard falls



Undead Troops

Undead soldiers are slightly unusual in that they don't have a MORALE rating and never make morale checks. However, if the Necromancer or powerful intelligent undead that created the undead is killed or disabled, the army will cease fighting as they no longer have anyone controlling them. For this reason, the leader of an undead army will often not have a standard, and will be attached to the most powerful unit they have.

Monster Troops

Although the commonest troop types are humanoid (Human, dwarf, goblin, orc etc), it is also possible to have units composed of stranger monsters such as Demon Bats or Death Spiders. As a general rule, any special abilities the individuals have, the unit will have too.

Thus if a Demon Bat unit hits two rounds in a row, they will inflict an extra 5 BATTLE STAMINA damage, and if the unit is finally defeated, the Bats will explode causing a further 4 BATTLE STAMINA damage to any engaging units. The Director of course has the final say on how any special abilities are applied.



SIEGES

In some battles the defenders do not oblige their attackers by marching out onto a nice flat battlefield to engage man-to-man. Indeed no! Sometimes these defenders will retreat inside a fortified building and hope to keep their enemy out long enough for reinforcements to arrive or the enemy to give up and go away. This of course could apply equally to a couple of small units hiding in a house or a large garrison sheltering inside a stone fortress.

Each building will have its own BATTLE STAMINA and Armour score though not of course any other characteristics. The BATTLE STAMINA is based upon the size of the building and the Armour rating upon its construction. So a cottage would have 2 BATTLE STAMINA, but its resistance to damage would be based upon its construction.

When a building is at full BATTLE STAMINA, enemies may not attack fortified units that do not wish to be attacked. When BATTLE STAMINA is reduced to less than half, a breach has opened, and one attacking unit may press the attack. Unfortunately, two defending units may attempt to repel the attack, also gaining the benefit of being Fortified. When BATTLE STAMINA reaches 0, the structure of the building has been essentially destroyed and multiple attacking units can attempt to storm the building. Until they are inside though, defenders are still allowed to outnumber 2:1 and also gain the benefits of being Fortified.

Building	Battle Stamina						
Hovel	1						
Cottage	2						
House	4						
Inn / Farm	6						
Manor House	8						
Guild House	10						
Small Castle	20						
Large Castle	40						

Building Armour	1	2	3	4	5	6	7+
Wattle & Daub	0	0	0	0	0	1	1
Mud Brick	0	0	0	0	1	1	1
Timber	0	0	0	0	1	2	2
Brick	0	0	0	1	1	2	3
Dry Stone	2	2	3	3	3	4	4
Masonry	6	6	6	7	7	8	9

Wattle & Daub - A timber framework filled with woven twigs and weatherproofed with a mix of straw, clay and dung. Wattle and daub is cheap and easy to build but fairly fragile and offers little defence against a determined attacker.

Mud Brick - Mud bricks are mud, clay and straw mixed, shaped and baked in the sun. Simple to produce en masse, especially in warmer climates, mud bricks will crumble under determined attack.

Timber - A timber building has a strong wooden frame and planks or beams closing the gaps. Log cabins are another type of timber building. Timber buildings are fairly strong but still may be breached by determined attackers.

Brick - A brick building is constructed of clay bricks fired in a kiln and mortared together. Brick buildings are strong and resilient, and will keep out general raiders and most standard troops.

Dry Stone - Dry stone buildings are built from natural stones fitted closely together without mortar. The fitting together of random shapes gives the walls great strength, although not as strong as proper masonry. However, dry stone construction is much faster and cheaper than full masonry.

Masonry - The strongest type of construction, masonry buildings are all but impervious to attack by foot troops, and will even keep out siege machinery for some time.

Magical - Buildings constructed by magic could be of any toughness or appearance. A magical tower could potentially withstand even siege weapons with ease, although buildings of this type tend to be temporary.

Attacks against buildings may be made by both foot units and siege weapons, although it should be noted that attacks by foot units will be ineffective against masonry buildings. Units attacking a building are of course susceptible to attack by archers and spellcasters inside. These archers may in turn be open to attack by besieging archers.

Siege weapons are very effective against buildings, but are expensive to buy, difficult to transport and requires

skilled artillerists to operate. An army will generally only have siege weapons if it expects to attack an enemy castle. A siege weapon may be fired up to 6 times a day at a target if sufficient ammunition is available, requiring a successful test against the BATTLE SKILL of the artillery unit. Only stationary targets may be fired at, including buildings, other siege weapons and large tents. If a siege weapon does more damage to a single building than it has BATTLE STAMINA remaining, any excess damage is applied to units inside. This generally does not apply to castles.

Siege Weapon Damages

	1	2	3	4	5	6	7+
Ballista	1	2	2	2	3	4	4
Catapult	2	3	4	5	6	7	7
Trebuchet	6	7	7	8	8	9	10
Battering Ram	3	4	4	5	6	7	7

Ballista - A Ballista is a giant crossbow that fires huge iron arrows. Fairly small and cheap as siege weapons go, a Ballista is generally used against the smaller weaker buildings.

<i>Ammo</i> -	Bolt - 18 gp
<i>Crew</i> -	2
<i>Crew Armour</i> -	None
<i>BATTLE STAMINA</i> -	1
<i>Price</i> -	300 gp

Catapult - A fairly light piece of field artillery with a large bucket at the end of the throwing arm. Large stones are the usual ammunition, which are thrown almost directly at the target.

<i>Ammo</i> -	Large stone
<i>Crew</i> -	4
<i>Crew Armour</i> -	None
<i>BATTLE STAMINA</i> -	2
<i>Price</i> -	450 gp



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Trebuchet - A huge machine using a counterweight to lob enormous stones at or over a castle wall. The counterweight is winched high into the air before being dropped again. As the weight drops, the throwing arm flings the projectile at the target. Some trebuchets have a huge rope sling to give further energy to the stone.

Ammo -	Huge stone
Crew -	6
Crew Armour -	None
BATTLE STAMINA -	3
Price -	750 gp

Battering Ram - A battering ram is a huge tree trunk suspended by ropes within a wheeled wooden frame. The frame is wheeled up to the door of a castle and the ram swung repeatedly against the gates to eventually break them. The frame usually has shielding along the sides and a covered roof to protect against archers.

Ammo -	None
Crew -	20
Crew Armour -	As wooden building
BATTLE STAMINA -	3
Price -	350 gp

A castle may also be stormed with siege towers and ladders. Ladders are essentially free, but provide no protection to those storming the walls. Siege towers offer the same protection as a wooden building but do cost 400gp and are difficult to transport and build.

If a besieging army decides to storm a castle, as many foot units may attack as desired, but cavalry receive no bonus. As with entering through a breach, the defending units may outnumber attackers up to 2:1 and gain the benefits of being Fortified. A storming unit must win two successive battle rounds in order to enter the castle.

Flying units can freely attack defending units, who do not gain the bonus from Fortification.

Any non-stone building may also be attacked with fire. This may either be by building a fire up against a flammable wall or by throwing a flammable missile such as burning pitch at the building with a siege weapon. If a successful fire is set, the building will take 1 BATTLE STAMINA damage per round until extinguished or the building destroyed.

A defending army may of course sally out at any time to attack the besieging enemy, although they will of course lose any benefits of the fortifications.

If an attacking army cannot breach the wall and will not storm it, and the defending army does not wish to sally out, the siege will continue until one army runs out of supplies or a relieving force arrives to save the defenders. The supplies of food, water and ammunition possessed by both attackers and defenders may already have been

established during gameplay or may be determined by the Director. It is suggested that supplies are approximated rather than tracking every last loaf of bread.

After a siege has finished, damaged buildings may be repaired at a rate of 1 BATTLE STAMINA per day assuming materials and labour are available.

Lastly, sieges are the perfect setup for character adventures. Sneaking into or out of a besieged castle, scouting and spying, encouraging treachery or carrying messages are all actions for Heroes!



Advice for Directors

Using the Battle system, simple as it is, can be a challenge for Directors as it moves the action up a significant level. It can also be more difficult to judge the challenge level for even a small battle. No longer are the Heroes on their own against a handful of monsters, now there are numerous units each with many soldiers. A good recommendation, which does take a little time, is for the Director to run through the battle before the game session. Rather than include every move, it is far easier to just pair off similar units where possible and use any left over on one side to outnumber enemy units 2:1. Then work down the list running one round of combat for each. When a unit defeats its opponents, reallocate it to another combat and so on. Although this does not take into account Leadership and Battle Tactics skills, Heroes or movement, it should provide a feeling as to how a battle may go. If one side seems to win very easily, then they are likely to win easily in game. Of course, that may be what the Director is aiming for!

The battle rules can also be used for much smaller engagements such as a running battle between two gangs or the defence of a palace from looters during a riot. Whilst the action should remain on the Heroes themselves, allowing them control of some troops can be an interesting direction for a campaign.

Name: Human Spearmen

Battle Skill: 7 **Battle Stamina:** 7
Attacks: 1 **Morale:** 7
Movement: 4 **Special:** None

Weapons: Spear [2 2 3 3 3 4 5]
S.Sword [1 2 2 3 3 3 4]

Armour: Chain Cuir. & Shield [0 0 0 1 3 3 5]

Numbers: 10 / 100 / 1000

Current Battle Stamina: []
Current Numbers: []

Name: Dwarf Axemen

Battle Skill: 8 **Battle Stamina:** 8
Attacks: 1 **Morale:** 8
Movement: 4 **Special:** Darkseeing

Weapons: Battleaxe [3 3 3 3 4 4 5]
Handaxe [2 2 2 3 3 3 4]

Armour: Ch. Haub. [0 1 2 2 2 2 3]

Numbers: 10 / 100 / 1000

Current Battle Stamina: []
Current Numbers: []

Name: Elf Longbowmen

Battle Skill: 8 **Battle Stamina:** 6
Attacks: 1 **Morale:** 8
Movement: 4 **Special:** Darkseeing

Weapons: LongBow [2 3 3 3 3 4 5]
Sh.Sword [1 2 2 3 3 3 4]

Armour: L. Cuir. [0 0 0 0 1 1 2]

Numbers: 10 / 100 / 1000

Current Battle Stamina: []
Current Numbers: []

Name: Human Bowmen

Battle Skill: 7 **Battle Stamina:** 6
Attacks: 1 **Morale:** 7
Movement: 4 **Special:** None

Weapons: Shortbow [1 2 2 3 3 3 4]
S.Sword [1 2 2 3 3 3 4]

Armour: L. Cuir. [0 0 0 0 1 1 2]

Numbers: 10 / 100 / 1000

Current Battle Stamina: []
Current Numbers: []

Name: Human Knights

Battle Skill: 8 **Battle Stamina:** 12
Attacks: 1 **Morale:** 8
Movement: 8 **Special:** None

Weapons: Lance [2 2 3 3 4 4 5]
Sword [2 3 3 3 3 4 5]

Armour: Plate. & Shield [1 1 2 3 4 4 6]

Numbers: 5 / 50 / 500

Current Battle Stamina: []
Current Numbers: []

Name: Human Light Cavalry

Battle Skill: 8 **Battle Stamina:** 8
Attacks: 1 **Morale:** 8
Movement: 8 **Special:** None

Weapons: Lance [2 2 3 3 4 4 5]
Sword [2 3 3 3 3 4 5]

Armour: L. Haub. & Shield [0 1 1 2 2 2 4]

Numbers: 5 / 50 / 500

Current Battle Stamina: []
Current Numbers: []

Name: Dwarf Crossbowmen

Battle Skill: 7 **Battle Stamina:** 7
Attacks: 1 **Morale:** 8
Movement: 4 **Special:** Darkseeing

Weapons: CrossBow [2 2 3 3 4 4 5]
Handaxe [2 2 2 3 3 3 4]

Armour: Ch. Haub. [0 1 2 2 2 2 3]

Numbers: 10 / 100 / 1000

Current Battle Stamina: []
Current Numbers: []

Name: Human Siege Engineers

Battle Skill: 5 **Battle Stamina:** 6
Attacks: 1 **Morale:** 5
Movement: 4 **Special:** +3 Siege Weapons

Weapons: S.Sword [1 2 2 3 3 3 4]
[] [] [] [] [] []

Armour: Leath Cuir. [0 0 0 0 1 1 2]

Numbers: 10 / 100 / 1000

Current Battle Stamina: []
Current Numbers: []

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Name: Goblin Skirmishers

Battle Skill: 5

Battle Stamina: 5

Attacks: 1

Morale: 5

Movement: 4

Special: Darkseeing

Weapons: ShortBow [1 2 2 3 3 3 4]
Sh.Sword [1 2 2 3 3 3 4]

Armour: Light [0 0 0 1 1 1 2]

Numbers: 10 / 100 / 1000

Current Battle Stamina: []

Current Numbers: []

Name: Goblin Wolfriders

Battle Skill: 5

Battle Stamina: 5

Attacks: 1

Morale: 5

Movement: 8

Special: Darkseeing

Weapons: Spear [2 2 3 3 3 4 5]
Sh.Sword [1 2 2 3 3 3 4]

Armour: Light + Shield [0 0 0 1 2 2 4]

Numbers: 5 / 50 / 500

Current Battle Stamina: []

Current Numbers: []

Name: Hill Giant

Battle Skill: 9

Battle Stamina: 11

Attacks: 2

Morale: 9

Movement: 5

Special:

Weapons: Club [2 4 4 4 6 6 8]
[] [] [] [] [] []

Armour: None [] [] [] [] [] []

Numbers: 1 / 10 / 100

Current Battle Stamina: []

Current Numbers: []

Name: Lizardmen

Battle Skill: 8

Battle Stamina: 8

Attacks: 1

Morale: 8

Movement: 4

Special:

Weapons: Spear [2 2 3 3 3 4 5]
[] [] [] [] [] []

Armour: Leath Cuir. [0 0 1 1 2 2 3]

Numbers: 10 / 100 / 1000

Current Battle Stamina: []

Current Numbers: []

Name: Troll Smashers

Battle Skill: 8

Battle Stamina: 9

Attacks: 2

Morale: 8

Movement: 5

Special: +2 Damage roll

Weapons: Battle axe [3 3 3 3 4 4 5]
Club [1 2 2 2 3 3 4]

Armour: Medium [0 0 1 1 2 2 3]

Numbers: 5 / 50 / 500

Current Battle Stamina: []

Current Numbers: []

Name: Felinaur

Battle Skill: 9

Battle Stamina: 8

Attacks: 1

Morale: 9

Movement: 6

Special: +1 Damage roll

Weapons: Javelin [2 3 3 3 3 4 5]
Sh. Sword [1 2 2 3 3 3 4]

Armour:

Numbers: 10 / 100 / 1000

Current Battle Stamina: []

Current Numbers: []

Name: Skeleton Infantry

Battle Skill: 6

Battle Stamina: 5

Attacks: 1

Morale: 6

Movement: 4

Special: Undead

Weapons: Sword [2 3 3 3 3 4 5]
[] [] [] [] [] []

Armour: None [] [] [] [] [] []

Numbers: 10 / 100 / 1000

Current Battle Stamina: []

Current Numbers: []

Name: Rhinomen

Battle Skill: 8

Battle Stamina: 9

Attacks: 1

Morale: 8

Movement: 4

Special: +2 Damage roll

Weapons: Polearm [2 3 3 3 4 4 5]
[] [] [] [] [] []

Armour: Medium [0 0 1 1 2 2 3]

Numbers: 5 / 50 / 500

Current Battle Stamina: []

Current Numbers: []

CHAPTER 6 - WILDERNESS ADVENTURES

Dungeons, labyrinths and ruins are not the only locations for adventure and exploration, and a room full of Orcs are not the only dangers. The great tracts of wilderness between islands of civilisation all across the lands of Titan can also prove rewarding.....or deadly.

The Advanced Fighting Fantasy core rulebook provided a system to generate random dungeons for rapid adventure creation. Here we present a similar system to allow a Director to rapidly produce a random wilderness, and very quickly determine what terrain the Heroes will have to traverse.

This chapter also describes the common terrain types found on Titan, the hazards associated with each and some random tables to add interest to a journey through this type of wilderness.

WILDERNESS MAP CREATION

As with any adventure, time spent planning a wilderness map will create a more believable region, especially important if the Heroes will spend any amount of time there. However, sometimes it is necessary and desirable to find out what the local terrain is.

This process depends upon the Director knowing at least roughly where the Heroes are. Completely random terrain creation will not fit in with the known and mapped geography of Titan, and so using the known cities, coastline, mountains, major rivers etc will provide the basis for the random map.

The first stage is to take a standard piece of paper and draw on rough areas showing the major terrain. At this stage it is easiest to just use rough lines and symbols. The rest of the map at this stage is simply blank. The scale of the map is also not that important, as this technique could be used for a single valley that would take a day to cross or a wide land that would require a week's travel.

Place the paper into a box lid or similar, and then take ten 6-sided dice. Drop the dice onto the paper and let them fall randomly. Any that are touching the edge of the paper should be re-dropped. Lines should then be drawn, trying to get each line about halfway between the dice and its neighbour. Any dice near the coast or mountains should have their lines stop at these barriers. Any dice that land in an ocean should have a smaller area drawn around them (these are islands) and any that land in the mountains should have an area just larger than dice drawn around them.



This should produce an area with marked rivers, mountains, coasts and cities, and the land in between should be filled with an irregular patchwork of shapes. Each of these shapes will be a different terrain type or feature, determined by the result of the dice roll.

To make it easier to work, each die should be removed in turn and the result of the roll written lightly in the area in pencil.

The terrain type will depend on the local climate, but general types are given below. Thus a roll of 1 in a far northern area will result in a frozen lake, in a temperate zone will be a lake or marsh, in a tropical area will be a lake or swamp and in a desert area will be an oasis.

The general terrain type should be determined from the table below and also written in lightly in pencil. Further guidelines on selecting the specific terrain type are given in the following text.

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Roll	Terrain
1	Swamp/Lake/Oasis/frozen lake
2-3	Ice/desert/plain
4	Forest/Jungle
5	Hills
6	Special (See below)

If the result of the dice is a 6 indicating special, then something other than standard terrain is present. This could be mundane like a large town or city, a solitary

mountain or an ancient wizard's tower, or could be something more esoteric such as an area of volcanic lava, residual magical power or a ruined city. If the drawn area is fairly large, this special terrain will probably not take up the entire shape. In this case, extend neighbouring terrains up to where the special is located.

We have not provided a table for these special locations, as they have the potential to completely change the tone of an area, and are best placed to fit in with the campaign being played. It is of course possible to re-roll the random number for a special if standard terrain is all that is desired by the Director.

If a die has landed on an area of ocean (indicating an island), then the result still indicates the general terrain on that island (or possible chain of smaller islands). If the result is a 1, the Director may choose either marsh or swamp, or may instead choose mountains.

A die that lands in an area of mountains indicates either a lake (1), plateau (2-3), cloud forest (4), mountain pass (5) or something special. Again, a special result may be a dwarven stronghold, ancient ruin, magically hidden valley etc.

Once each terrain area has been decided on and recorded, the map needs to be finished off. Major rivers will already be marked on, but lesser rivers can be added, usually from areas of mountains and flowing down. The easy way to do this is to start at a mountain edge, flow through any adjacent hills (5's), then into lower land (2,3,4's) and finally into swamps or lakes (1's) and then to a major river or the sea.

Lesser settlements (small towns and villages) can be added onto the map, and roads can be drawn between the major places.

Once all of the terrain and features have been added, and specific designed adventure locations noted, the scale of the map needs to be determined. As has already been mentioned, this scale could vary widely, so it is probably best to measure distance in units of half a days travel. This normally equates on the flat to a distance of about 10 miles. So on a map of a small valley, the half-day travel scale bar may

well be half the length of the map. A map of a huge area may have a very small half-day travel scale bar. Using travel times as the scale makes it very easy for the Director to judge how far the Heroes travel.

It may also be helpful to use a sheet of hex paper instead of plain paper to draw the map, which will also help with determining distances. As with all Advanced Fighting Fantasy movement, the minutiae of exactly how many miles away a destination is, is not important. What is important is how long it takes to get there.

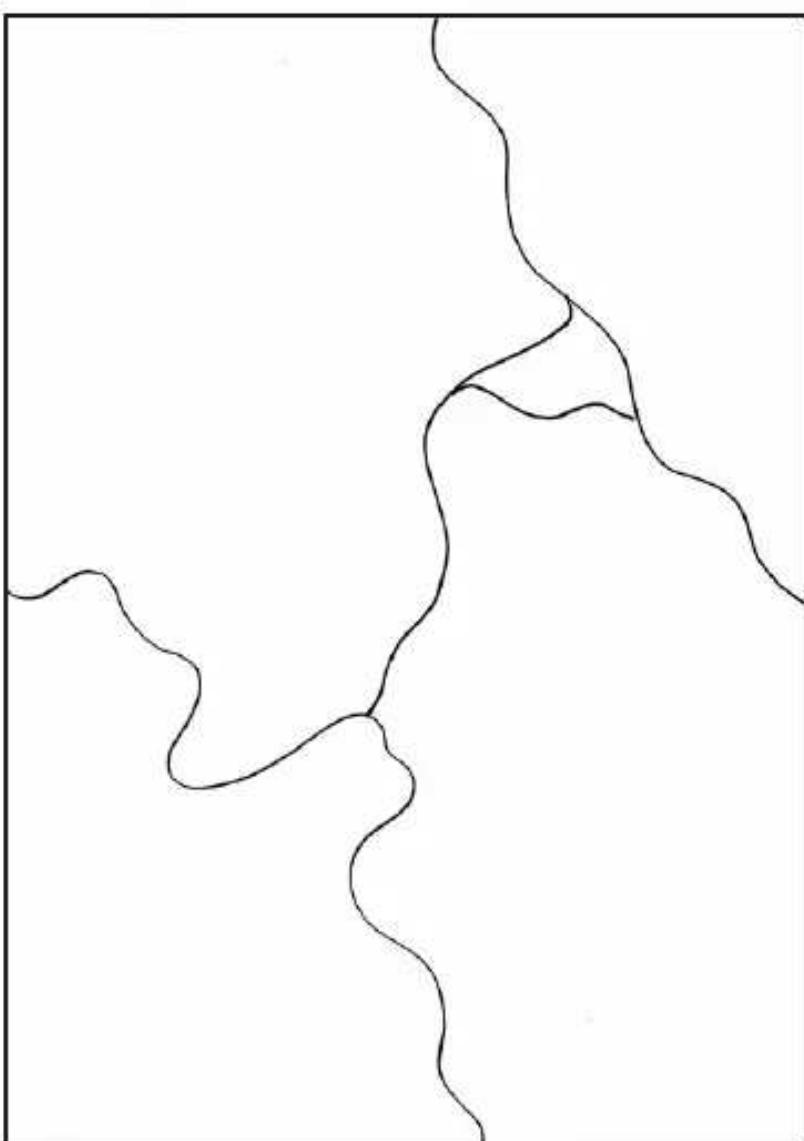
This process will create a rough map of the local wilderness, which may then be drawn as an artistic map or else left as a rough map as desired. The resulting map can be used by the Director and players to give a rough idea of the surrounding terrain, although the level of detail is obviously low.



Example Map Creation

An example of wilderness creation is given here to show how easily and quickly a sample map can be created. This map has not been based on any specific area of Titan, and is of an area with a mountain range a couple of days travel from the coast. A major river flows from the mountains to a wide bay.

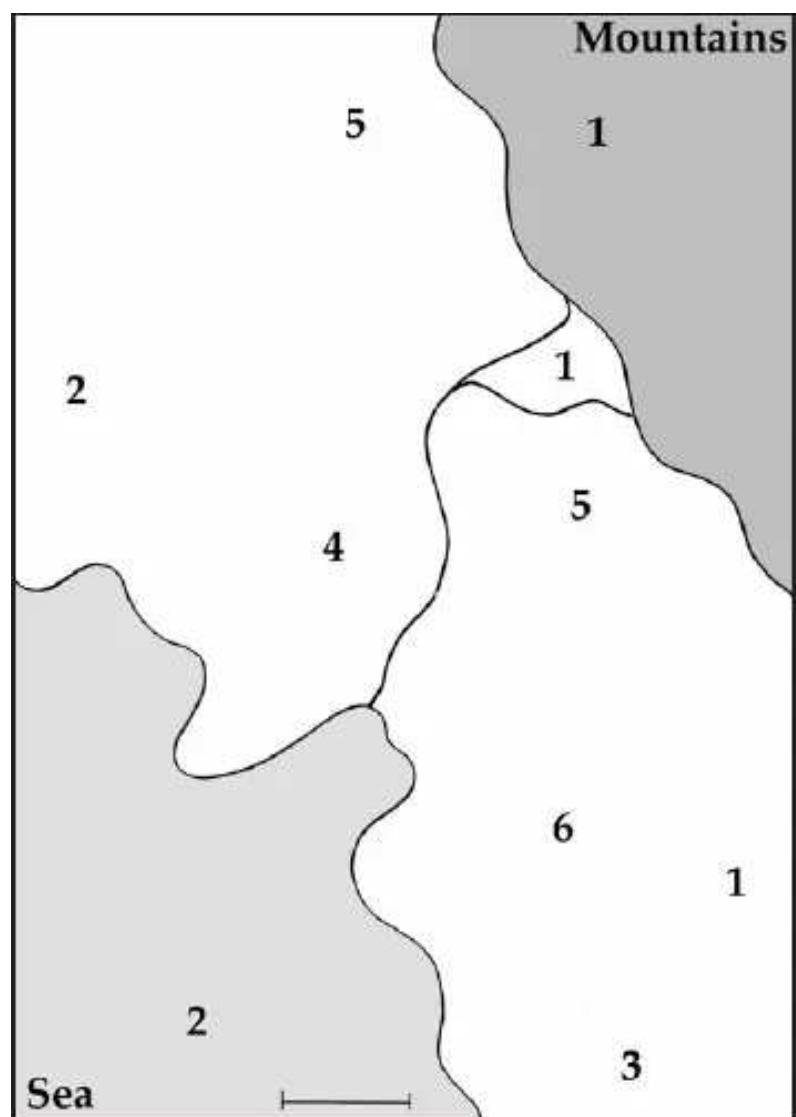
From this start we draw the line of the edge of the mountains in the north east, and the coast in the south west. There are two initial rivers that join and then flow towards the sea. Drawn on blank paper it will look like this:



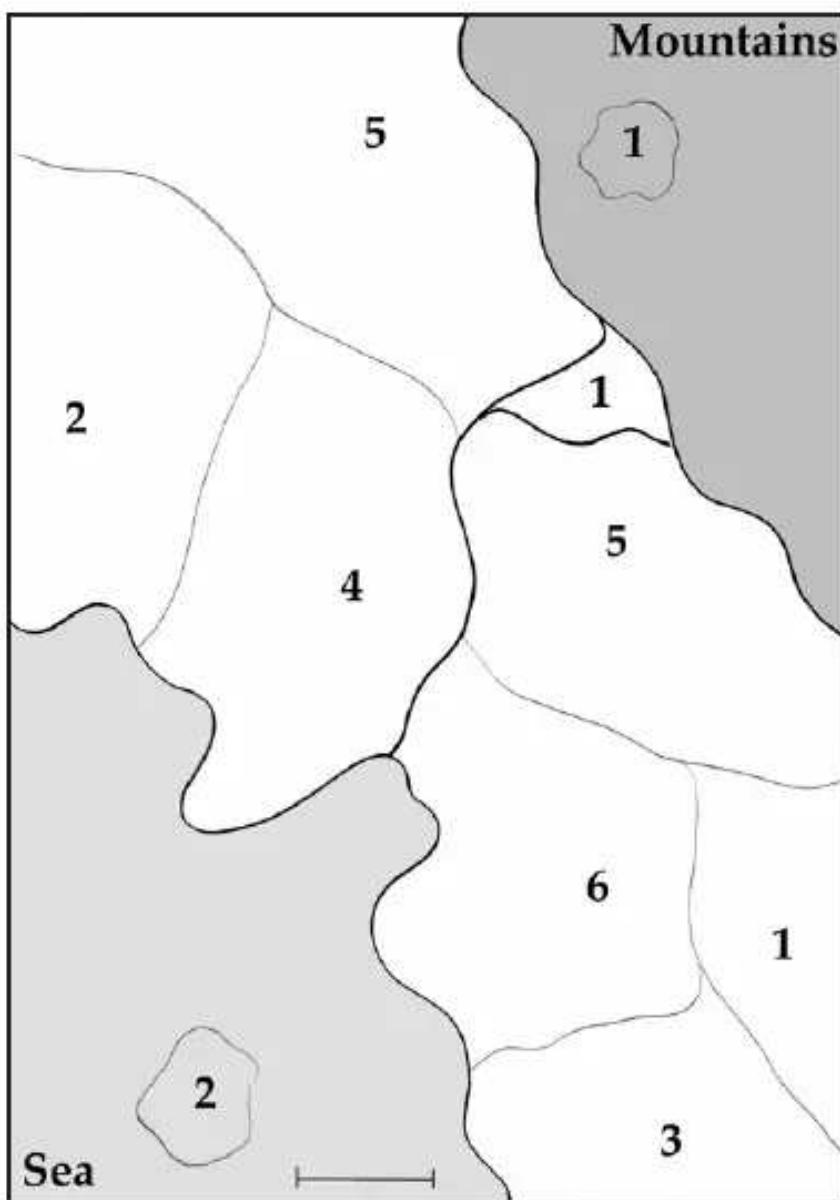
From this very basic map we can begin to fill in some of the detail. I added a 1 day travel scale bar to indicate rough distance.



Putting the paper into a box lid or similar (to make sure all of the dice land within the confines of the page) we drop 10 six-sided dice onto the page. These dice are then removed and the number they rolled recorded where they fell. Here we find that one has fallen in the sea (!) and one in the mountains:



Next we draw a series of lines roughly in the middle of each of the dice locations, using rivers, coasts and mountains as natural boundaries. Each of the regions is of a different size and of irregular shape, but we now have 12 different areas, including the sea and mountains.

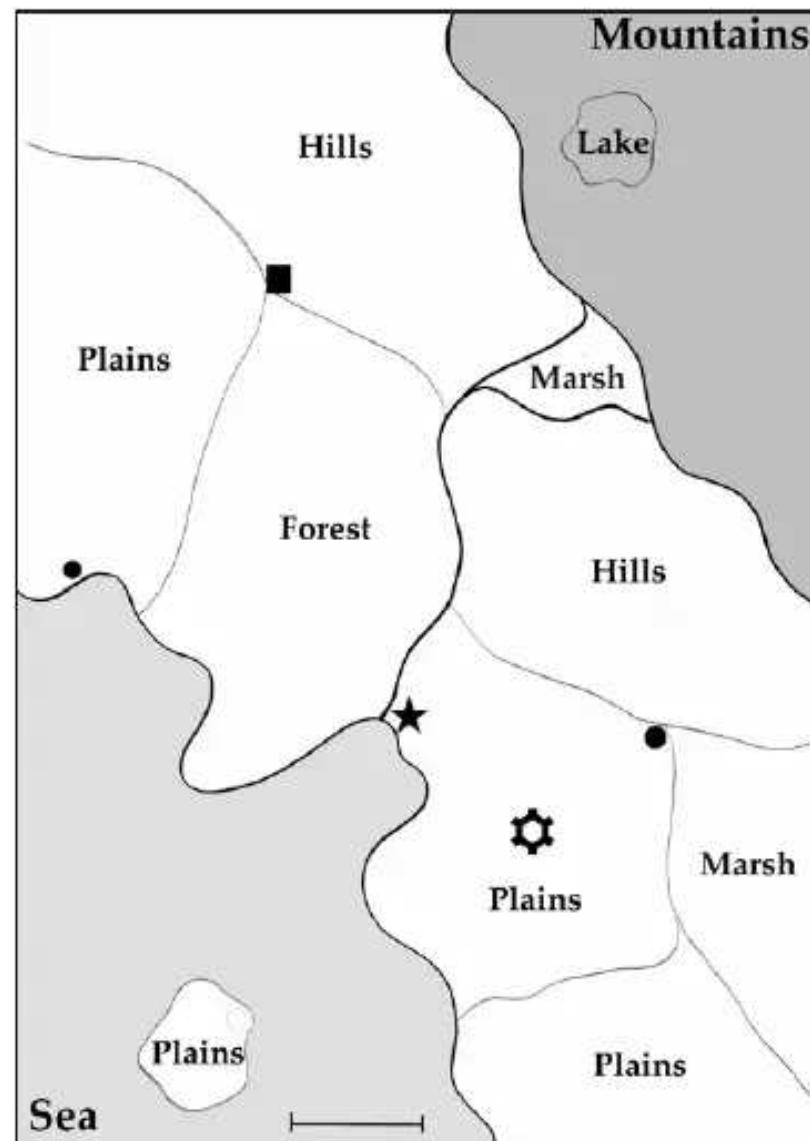


Next we consult the table above and replace the numbers written in the centre of each region with a description of the terrain type. The 1 rolled in the mountain area is definitely a high-altitude lake. The 1 that was rolled between the two branches of the river could be a lake, meaning that there is another lake at the base of the mountains from which the river flows, but I decided to make that area a marsh. Similarly, the larger area of water terrain at the eastern edge of the map I decided would be a marsh.



The 6 that was rolled is something special, and so I decided on an ancient ruined city. The neighbouring terrains are hills, marsh and plains, so I rolled randomly and got plains for the area directly surrounding the ruined city.

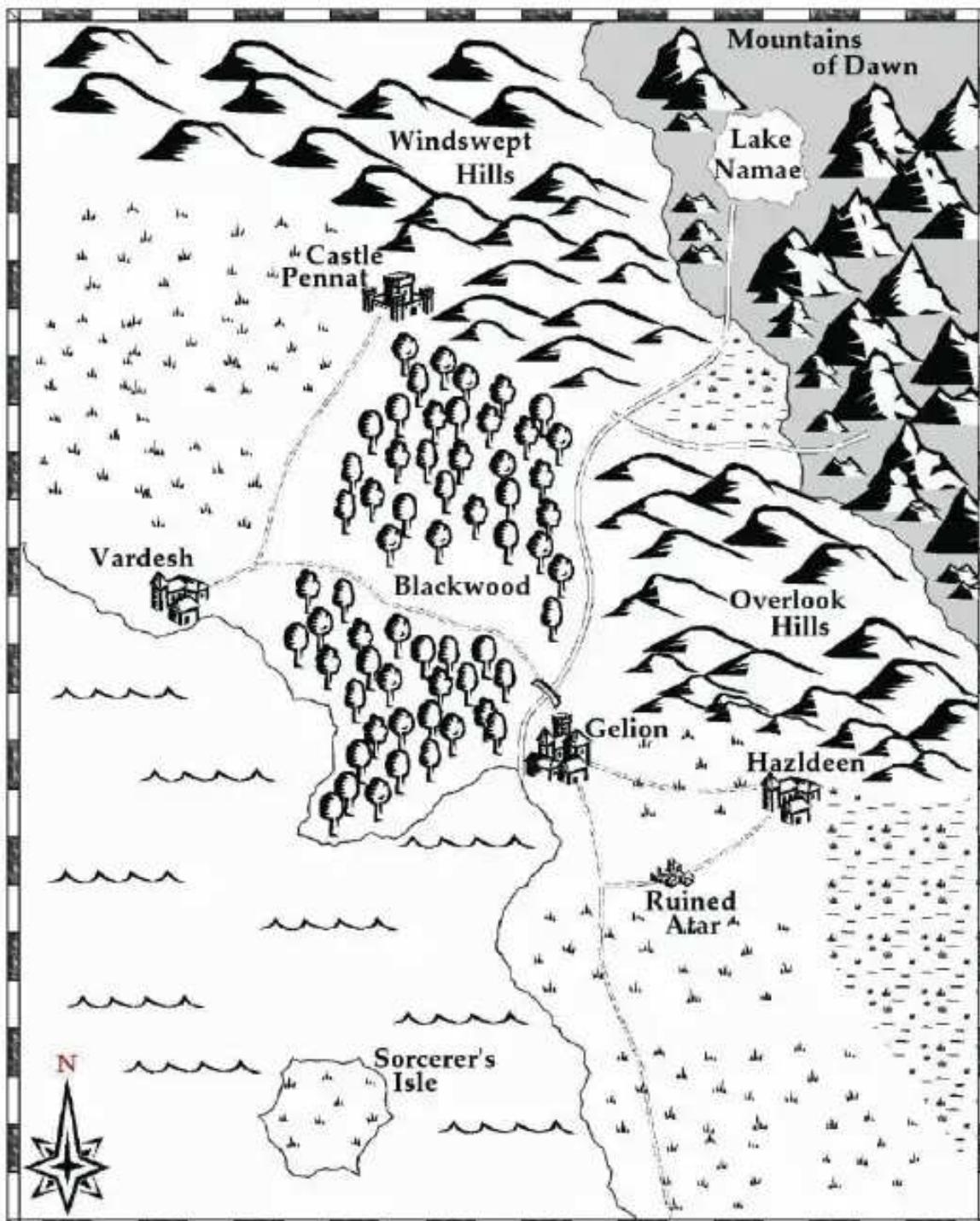
I also decided to put a small port city at the mouth of the river, another coastal town further north, a town where the southern hills met the marsh and a fortress where the northern hills met the forest. All of these settlements have a simple symbol added to the map to show their location, and lines to indicate roads also added to the map:



At this stage, the map could be used as is, although it is functional rather than a work of art.

The scale of the map should also be formalised at this stage, working on a full or half-days travel. Any additional features such as other settlements, adventure locations, etc can also be added at this stage at the Director's discretion.

If desired, this basic plan can then be used to create a more attractive map. Below is an example of how the map could be created with a little time and effort:



provide further information on possible hazards and problems. There are also tables to generate random features. These could be villages, temples or terrain features. How often the Director requires a roll on the appropriate feature table will vary much depend on the nature of the journey. It is suggested that once per day is probably appropriate for most journeys.

Each of the terrain types also includes a random monster table that can be used to determine creature encounters. These may not be particularly keyed for the experience of the Heroes and so should not be used exactly as rolled without a little caution.



Water Terrain

Description

Water terrain is actually land that is mainly or partly under shallow water! That is to say anything except the ocean or sea. Water terrain is usually found in low-lying lands, but can occasionally be found in hills or even mountains, where a natural bowl can prevent the water flowing away. Almost all water terrain requires the presence of one or more rivers to actually feed the water in, and unless directly on the coast will usually have one or more rivers taking away excess water.

A lake is the deepest type of water terrain, and some lakes can be very large and very deep indeed. Lakes normally

form where a natural feature is able to dam the flow of a river in a large but contained area. Some lakes are so large as to be inland seas, and have their own coastal villages etc. A lake in very frigid climes will almost certainly be frozen for part or even all of the year. The ice on top could

TERRAIN TYPES

Whether the Heroes are travelling through a carefully planned or randomly created landscape, they may come across more than just the cities, mountains and forests on the map. It is of course possible to fast forward through a wilderness journey and state that the Heroes arrive X days later if all of the relevant action is to take place at the destination.

If however the journey between locations is to be part of the adventure itself, even as a change of scene, then the wilderness will need to contain more than just trees and rocks.

The following section describes the different types of terrain the Heroes may travel across or through, and also

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be thick and strong enough to support a large cart or mammoth, or could be the merest skim. There is almost no way to tell until you step on it!

Swamp, marsh, fen or river delta are lands that have a large amount of water standing on it. In some places a marsh may be only a few inches deep, and in others even a tall man would sink in above his head. Lush vegetation often disguises where solid land lies, and the mud underfoot is often very soft and deep.

Occasionally, local tribesmen or villagers may build raised wooden trackways across a marsh to join areas of solid land together. The only real difference between a swamp and a marsh is the temperature. In hot climes a swamp will be humid and insect infested, whereas in cooler areas a marsh or fen will be cold, dank and dark. A river delta is simply an area of marsh or swamp created when a major river spreads out over a very wide area before reaching the sea, forming many hundreds of temporary and intertwining streams. Whereas lakes however are normally filled with fresh and clean water, marshes and swamps are often fetid and stagnant.

Travelling

Travel across a lake is usually much easier than by sea or along a river as there are usually less currents, strong winds and tides to contend with. In addition, navigation across a lake is simpler than at sea as it can be done by eye in most cases and does not require specialist instruments. Some local knowledge of landmarks will help with this,

but even amateur seafarers can usually get from one side of a lake to the other. Frozen lakes are often even easier, as they can usually be walked across, although great care must be taken to avoid areas of thin ice.

Swamps and marshes are however much trickier. Areas of deep water, uncertain solid ground and boggy areas all contribute to the difficulties of travel. Travel across these areas is slow careful work, made all the more difficult by submerged tree roots, tall reed beds and reeking stagnant pools. Camping overnight in marshes and swamps is even more of a challenge. Even if a large enough area of solid ground is found, it is likely to be soggy still and finding enough dry wood for a fire will be next to impossible. Add in the mosquitoes, leeches and other small wildlife, and a night in a marsh is an uncomfortable experience!

Primary Hazards

Apart from the risk of drowning or being bitten incessantly by midges and mosquitoes, swamps and marshes are home to a large number of dangerous or deadly creatures from crocodiles to poisonous snakes and frogs to much bigger dangers such as a hydra. In addition to the bestial creatures that roam the wetlands, there are numerous races that call the swamp home such as the Kokomokoa, Slykk or dangerous Lizard Men.

There are similarly many dangerous creatures that lurk in the depths of a lake including carnivorous fish, giant serpents and the aforementioned crocodiles.

Random Encounter - Water Terrain

This table is used to find out what sort of creature the Heroes will encounter in a water environment. Frozen lakes use the cold column of the flatland terrain table below.

First Roll	Second Roll	Lake	Swamp	Marsh
1-2	1	Crocodile	Marsh Goblin	Marsh Hopper
	2	Snapperfish	Slykk	Snake
	3	Snake	Lizard Man	Slime Sucker
	4	Fish Man	Hydra	Giant Leech
	5	Blood Eel	Giant Slug	Marsh Goblin
	6	Flying Fish	Mudclaw	Giant Eel
3-4	1	Slykk	Brontosaurus	Marsh Wraith
	2	Flying Fish	Crocodile	Giant Slug
	3	Merman	Kokomokoa	Fish Man
	4	Tentacled Thing	Giant Toad	Mist Vampire
	5	Plesiosaurus	Giant Spider	Giant Spider
	6	Giant Leech	Slime Sucker	Giant Toad
5-6	1	Piranha	Spit Toad	Giant Dragonfly
	2	Mudclaw	Snake	Will-o-the-wisp
	3	Snapperfish	Marsh Hopper	Marsh Giant
	4	A Boat	Electric Eel	Kokomakoa
	5	Spit Toad	Tentacled Thing	Slykk
	6	Flying Fish	Spit Toad	Mudclaw

Random Feature Table

The table below can be used to determine random features found in a swamp or marsh, and can be used as appropriate. Features such as these are usually not found on the surface of a lake, although they could be found on the shore or on an island.

First Roll	Second Roll	Feature
1-2	1	Ruined Village
	2	Hamlet
	3	Tower
	4	Small Ruin
	5	Grounded boat
	6	Oil-drenched pool
3-4	1	Rocky outcrop
	2	Floating house-raft
	3	Cottage
	4	Treasure-strewn pool
	5	Ancient Temple
	6	Clearing of preserved corpses
5-6		Random monster encounter

Special

One rule that is likely to be used frequently in water terrains is drowning (AFF p50), which can of course happen in a lake, swamp or marsh. Shorter Heroes such as Dwarves may also have trouble in the deeper areas of swamps if on foot.

**Flatlands****Description**

Flatlands are, when compared to the other terrain types, fairly boring. As the name suggests, they are flat lands. Although not usually completely flat, flatlands mainly have gentle undulations rather than steep slopes, and can actually be found at any altitude. Flatlands are usually characterised by low growing (or no) vegetation and few trees. Flatlands in more hospitable and temperate climates have been tamed and cultivated into farmland.

Plains are found in cold climates (tundra), temperate

climates (grasslands) and tropical climates (savannah). In all of these, the principal plants are grasses and other low growing vegetation. Grasslands are often the home of huge herds of herbivores, migrating slowly with the grass growth, and the human and inhuman tribes that follow

Deserts are plains where there is little or no rainfall and usually high temperature. Because of this combination, very little plant life will grow in a desert, and therefore few animals are found there. Most deserts have sand instead of soil, but some have stone or even gravel underfoot. Some deserts have been created by magic or the effects of chaos rather than natural causes.

Ice plains are always found in the coldest areas of Titan, where snow falls all year round and the cold rarely abates.

Ice plains differ from tundra in that they have a layer of ice, however thick, on top of the ground. Obviously nothing at all grows here, and ice plains are almost completely devoid of natural life.

Travelling

Travelling across flatlands is normally fairly easy, or about as easy as it gets. Travellers can generally start off in whatever direction they need to head in, and begin walking or riding. Rivers are probably the biggest challenge, especially in more remote areas where bridges are rare. Wide and fast flowing rivers may need a hastily constructed raft to cross, but even this may be difficult to arrange due to the relative lack of trees growing on most flatland areas. Other than rivers, there are few natural hazards or impediments to travel. The wide open spaces and lack of vegetation also mean that it is easy to spot enemies approaching from a long way away, although it also means that it is hard to hide from enemies.

Roads, tracks or trails are fairly common across flatlands, either built by a great civilisation or worn by animals or travellers. These can often be useful, and may also have Inns, hostels or sanctuaries dotted along their length. Even if no inn can be found, it may be possible to find a bed for the night in a village or hamlet along the road.

Food is usually fairly easy to come by in temperate climates, both vegetable and animal, although some specialist knowledge will help. Frozen or desert areas are obviously bereft of both food and water, and must usually be carried with the traveller.

Primary Hazards

As mentioned above, there are few landscape hazards when travelling across flatlands. Instead, animals, creatures and hostile tribes form the major dangers of travel. Many creatures range across the plains hunting for food, and many more lurk in hidden burrows and lairs waiting for their prey to come to them. Often the biggest threat is from the nomadic tribes of all races, either mounted, with caravans or on foot, that roam the lands. Nomadic tribes being nomadic, they must acquire much of their manufactured goods from either trade or looting, and so often see small groups of travellers as either someone to trade with or someone to loot.

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Random Feature Table

Provided here is a random table to generate interest when travelling across flatlands. This table can be used once per day or whenever required to add interest to flatland travel:

First Roll	Second Roll	Feature
1-2	1	Village
	2	Hamlet
	3	Tower
	4	Small Ruin
	5	Sinkhole
	6	Town
3-4	1	Inn
	2	Stone Circle
	3	Cottage
	4	Tombs
	5	Temple
	6	Nomad Camp
5-6		Random monster encounter

Special

Travel across icy or desert flatlands offers very little protection from the weather, and so precautions must be taken as described below.

In addition, it is almost impossible to be surprised or ambushed by mounted enemies in flatland terrain unless there is significant cover such as a copse of trees or a ruined building.



Random Encounter Table - Flatlands

If a random monster encounter is specified by the table above, or called for by the Director, the following tables may be used to determine the identity of the creature(s). Refer to Out of the Pit for more information on the creatures themselves, their characteristics and the number encountered.

Due to the relative scarcity of life in the ice plains and deserts, some rolls will actually result in no encounter.

First Roll	Second Roll	Cold	Temperate	Tropical	Desert
1-2	1	Frost Giant	Tangleweed	Giant Lizard	Giant Lizard
	2	-	Wild Boar	Gark	Snake
	3	Mammoth	Orc	Black Lion	Basilisk
	4	-	Man-Orc	Weretiger	-
	5	-	Clawbeast	Xoroa	Hamakei
	6	Wurm	Werebear	Giant Aardwolf	-
3-4	1	-	Firefox	Giant Wasp	Giant Scorpion
	2	-	Troll	Ogre	Caarth
	3	Toa-Suo Bear	Baddu-Beetle	Nandibear	Pit Fiend
	4	-	Goblin	Felinaur	Decayer
	5	-	Hawk	Sleeping Grass	Serpent Guard
	6	Werebear	Sleeping Grass	Bristle Beast	-
5-6	1	-	Centaur	Wild Dog	Giant Fly
	2	Neanderthal	Wolf	Basilisk	Sand Devil
	3	-	Giant Wasp	Red-eye	Giant Sandworm
	4	Snow Wolf	Black Elf	Wild Boar	Gretch
	5	-	Werewolf	Tangleweed	-
	6	Yeti	Sting Worm	Rhino Man	Giant Spider

Wooded

Description

Wooded terrain is anywhere there is a high density of trees over a large area. Many of the other terrain types will have scattered and isolated trees or small copses, but true forests will have many thousands of trees, and stretch for

many miles. Woods will usually have thick undergrowth, and will usually be teeming with life both large and small.

Forests will be found in temperate and cold climates, with the former being primarily deciduous trees and the latter tall evergreens. Forests are usually dim and cool places, although deciduous forests usually have more undergrowth than the evergreen variety.

CHAPTER 6 - WILDERNESS ADVENTURES 63**Random Encounter**

The Heroes are likely to encounter many small animals, harmless or suitable for hunting or both, but these should not need to be detailed unless absolutely required. If a monster encounter is desired or generated on the feature table above, the tables below can be used.

First Roll	Second Roll	Cold	Temperate
1-2	1	Werebear	Elvin
	2	Skunkbear	Cat People
	3	Dark Elf	Gremlin
	4	Bear	Giant Spider
	5	Wyvern	Centaur
	6	Forest Giant	Ogre
	3-4	Ogre	Giant Bat
	1	Wolf	Sabre-Tooth Tiger
	2	Fog Devil	Wood Elf
	3	Skunkbear	Gnome
3-4	4	Woodling	Bear
	5	Gark	Treeman
	6	Werewolf	Dripper Plant
	1	Clawbeast	Pixie
	2	Wild Boar	Ape Man
	3	Sprite	Giant Owl
	4	Goblin	Forest Giant
	5	Treeman	Wild Boar
	6		
5-6	1		
	2		
	3		
	4		
	5		
	6		

Jungles are the tropical versions of forests. The combination of sun, warmth and plentiful water means that jungle plants grow very fast, and so the trees are usually large and the undergrowth very thick. Creepers and vines drape the taller trees, and animals and birds infest every level. Jungles can be very testing to travel through.

**Travelling**

Travel through woodland can be very easy, in the case of well spaced evergreens with no undergrowth, or incredibly difficult, as with dense jungle. Where there is significant undergrowth, travel will only be easy along a path or road. Where these are not present, travel rates may be half or even a quarter of normal due to the requirement to cut a path through. The heavy canopy and multitude of trunks will also make it difficult to navigate as the sky and distant landmarks are not visible.

Jungle

Pit Fiend
Krell
Firefox
Pitcher Plant
Great Ape
Stranglebush
Black Lion
Giant Venus Flytrap
Ape Man
Snake
Harrun
Lizard Man
Bhorket
Pygmy
Jaguar
Champaque
Snattacat
Vampire Bat

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Food and water are normally not much of an issue to those who travel well equipped and knowledgeable, as there will be fruit, nuts and leaves to harvest, animals and birds to hunt and springs and streams for water.

Primary Hazards

Forests and jungles are home to large numbers of animals, both small and large. The vast majority will be harmless, but predators such as bears, wolves and tigers will all see

a small group of travellers as an easy meal. Many creatures in a jungle are poisonous, often out of all proportion to their size. There will also be tribes of humans and non-humans with little civilisation, but all the skills and knowledge they need to survive in their tree-shadowed home.

Random Feature Table

The random feature table here will generate a forest feature that can be placed for additional interest in a huge forest.

First Roll	Second Roll	Feature
1-2	1	Village
	2	Hamlet
	3	Tower
	4	Small Ruin
	5	Giant Tree
	6	Magical Pool
3-4	1	Inn
	2	Stone Circle
	3	Cottage
	4	Sacred Grove
	5	Treetop Village
	6	Cave System
5-6		Random monster encounter

Special

There are no special rules required for travel or adventure in woodland, other than a possible penalty to navigation tests due to the very limited visibility.

Hills

Description

Hills are simply terrain higher than what surrounds it. Most hills are a mixture of gentle and steep slopes, high and low peaks, river valleys, moorland, small woods etc. Some ranges of hills are vast and stretch for many miles in all directions, whilst others may be but a single large hill dominating an otherwise flat landscape.

The only significant differences between tropical, temperate and icy hills is in their vegetation. This can usually be deduced from the climate and the surrounding terrain types, although strange neighbours are not out of the question. A range of hills surrounded by desert will probably be of bare sand-scoured rock, although it is possible that they are covered with verdant vegetation due to numerous springs. Hills surrounded by jungle will probably have similar vegetation, but could also be bare rock standing above the surrounding trees.

Travelling

The main issue with travelling through hills is usually the slopes. This may sound obvious, but progressing up a steep slope is slow and hard work, and heading down a steep slope can be tricky. Many valley bottoms are cut through with streams or rivers, and the slopes and tops of hills can be broken, thick with heather or encrusted with rocks. Of course, much will depend on the climate and height of the hills. A rural area of gentle hills may be dotted with farmsteads and crisscrossed with lanes and so easy and pleasant to travel through. By contrast, a wild area of high heather-covered hills will be bare of civilisation and is unlikely to have roads. The wind will howl across the hills and there will be very little shelter or firewood to provide relief.

Hills in desert or icy climates or thickly wooded hills have additional travel issues in addition to the slope!

Primary Hazards

There are few natural hazards to impede travel through hills apart from the difficulty of climbing up and down the slopes. The streams and rivers tend to be fast flowing but not always too wide, but waterfalls are found in some regions. There are some low cliffs in hill regions, but generally a Hero is not at serious risk of falling.



Random Table

Hills can provide many interesting features for a Hero to encounter, many of which will not be seen until the nearest hill is climbed over. If the hills are in desert or arctic climates, the appropriate flatland table can be used, and if the hills are heavily wooded the appropriate woodland table can be used there.

First Roll	Second Roll	Feature
1-2	1	Village Hamlet
	2	Tower
	3	Small Ruin
	4	Spring (enchanted or holy)
	5	Hilltop Cairn burial
	6	Inn
3-4	1	Stone Circle
	2	Cottage
	3	Landslide
	4	Cave System
	5	Waterfall
	6	Random monster encounter
5-6	1	
	2	
	3	
	4	
	5	
	6	

Special

Travelling through hills offers better visibility than woodland but much less than on the plains, and so ambushes are possible.

Oceans**Description**

Oceans are the huge salty expanses of water that separate the continents and islands of Titan from each other. Usually deep, the oceans suffer tides, storms and fierce winds. Although there are several civilisations known to lie below the surface, and many strange creatures are to be found there, most travellers will encounter nothing

more unusual than ships and smaller boats.

Apart from the temperature of the water, most oceans are fairly similar. Tropical oceans may have coral reefs just offshore, and polar waters will probably have icebergs or smaller floating ice, but otherwise there are few differences.

Travelling

Travel across the oceans, or even along the coast, requires a ship and quite probably a crew. A small longship or large boat with oars and a sail could be crewed by one or two sailors and could in fact travel across large stretches of ocean. The limiting factor with a smaller vessel is the amount of food and water that can be carried and the lack of shelter from the elements. Larger vessels are able to carry taller masts to catch the wind better as well as carrying more food, water and supplies. Larger ships will also have rooms and holds where the crew and passengers can sleep. Of course, the larger the ship, the larger the crew required and the greater the cost!

Random Encounters

The tables below can be used to generate a monster encounter for hilly regions. As with features, desert or wooded monster encounter tables can be used as appropriate.

First Roll	Second Roll	Cold	Temperate	Tropical
1-2	1	Clawbeast	Jib-Jib	Night Hawk
	2	Aakor	Cyclops	Mungie
	3	Ogre	Sprite	Dracon
	4	Boulder Beast	Gnome	Sleeping Grass
	5	Sleeping Grass	Cave Troll	Great Ape
	6	Wild Hill Man	Hill Giant	Giant Wasp
3-4	1	Gark	Bear	Earth Demon
	2	Tarator	Dwarf	Giant Lizard
	3	Goblin	Wolf	Harpy
	4	Wild Boar	Skunkbear	Xoroa
	5	Neanderthal	Caveman	Wraith Ape
	6	Hobgoblin	Hill Troll	Bird Man
5-6	1	Bear	Elvin	Will-o-the-wisp
	2	Giant Eagle	Ogre	Red Eye
	3	Sabre Tooth Tiger	Mountain Elf	Champaque
	4	Man-Orc	Manticore	Wyvern
	5	Giant Owl	Wild Boar	Howl Cat
	6	Caveman	Goblin	Nandibear

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Ocean travel is one area where specialised magic can help ease the problems. A good naval sorcerer can help with navigation, speed of travel, weather mitigation and food and water preservation.

Primary Hazards

Travel across the oceans is a risky business, with storms, strong currents, high waves and even whirlpools. The most common of these is probably violent storms that can damage or even capsize a ship. An experienced captain can avoid many of these, but even the best can be caught up in a sudden storm. If a ship is damaged or capsized, it is likely that most of those on board will drown.

Random Table

Stationary features are of course very rare in oceans and seas, although there are a few that can be found. Generally, these will be fewer and further between than land-based feature.

First Roll	Second Roll	Feature
1-2	1	Underwater City
	2	Raft-Town
	3	Shallow Reef
	4	Castaways
	5	Whirlpool
	6	Tiny Island
3-4		No Encounter
5-6		Random monster encounter

Random Encounters

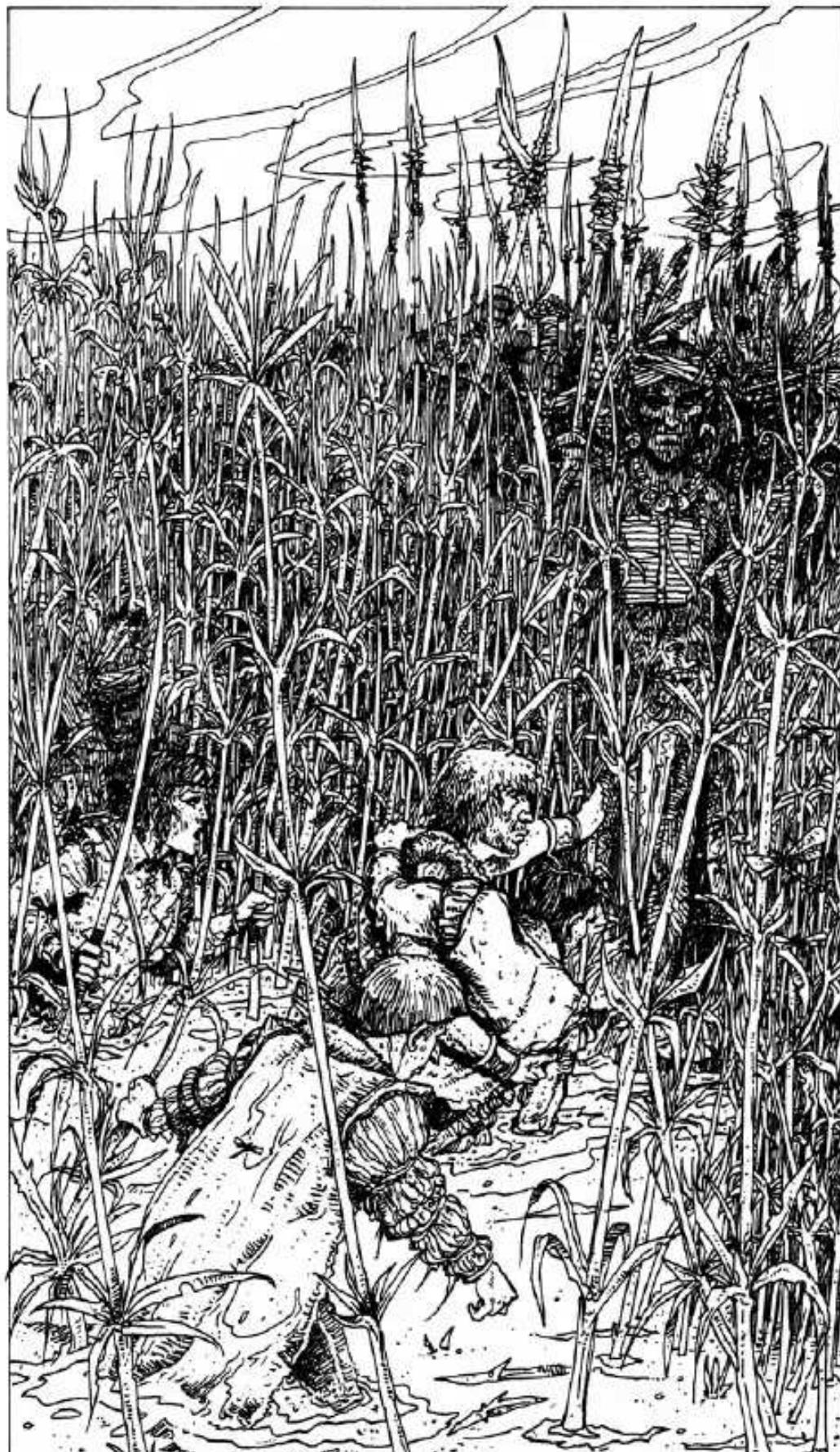
Creatures encountered at sea that are a threat to the crew need either to be large enough to threaten the ship itself, able to fly or intelligent enough to use ranged weapons. Natural sea creatures such as sharks will only be a significant threat to any Heroes actually in the water.

First Roll	Second Roll	Encounter
1-3	1	Giant Eel
	2	-
	3	Sea Troll
	4	Plesiosaurus
	5	Giant Octopus
	6	Merman
4-6	1	Shark
	3	Giant Snake
	4	Giant Crab
	5	Water Elemental
	6	Sea Giant

Special

When travelling at sea special rules such as navigation, shiphandling, swimming and drowning will come into play.

In addition, it becomes much more important to consider the supplies of water, food, weapons, ammunition, spell components and indeed everything the Heroes (and crew) will need during the journey.



Mountains

Description

Mountains are huge rocky edifices, rising far above the surrounding hills and flatlands. Sheer cliff faces, deep ravines and slopes composed of loose scree all make mountains an unforgiving place to travel through or survive. Most mountains are part of an extended range, although a few may rise alone. Even peaks in tropical

regions may have snow at the very top due to the altitude, with lower slopes often thickly forested or wooded. A very few mountains are actually volcanoes, with a crater instead of a peak. If active, these volcanoes may be producing lava, gasses and heat.

Mountains that rise from deserts are often barren from the lowest rocky slopes to the snow at the peak, as are arctic mountains. Tropical and temperate mountains will usually have forest or jungle around their lower slopes.

Travelling

Travelling through mountains can be very testing indeed. There are often no trails or roads, slopes are steep and may consist of loose stone and there is little in the way of shelter, food or firewood on the upper slopes. Sheer cliff faces may be many hundreds of metres high, and in fact may completely block movement altogether. It is very difficult to take carts or wagons through mountains, and even standard riding horses will struggle in places. Some mountain dwellers breed mountain ponies or mules to transport goods over long distances. The weather is also a major factor as storm winds may blow a Hero straight over a cliff, and sudden and heavy snowfall can completely cut off a group.

Some areas of mountains are considered completely impassable to normal travel, and indeed passes are normally the only way through a mountain range.

Primary Hazards

The obvious hazard when travelling through mountains is falling. Cliffs, ravines, chasms and even very steep slopes all provide a perfect place for a Hero or enemy to drop to their death. A five metre wide chasm may force the Heroes to take a five day detour as it is too wide to jump or bridge. Rockfalls and avalanches are also a common hazard, and the wise here look up as well as down when travelling through mountains.



Random Table

The features generated by the table below should be modified where necessary for the actual altitude and location the Heroes are travelling through.

First Roll	Second Roll	Feature
1-2	1	Hamlet
	2	Lookout Post
	3	Waterfall
	4	Temple
	5	Hidden Valley
	6	Chasm
3-4	1	Cave System
	2	Rockfall
	3	Crystal Outcrop
	4	Hut
	5	Tower
	6	Rope Bridge across gorge
5-6		Random monster encounter

Random Encounter

Creatures are fairly rare in the mountains, but there are various predators and monsters that will target travellers, especially at higher altitudes where natural prey are rare. Most creatures found here are well adapted to their terrain and can handle steep slopes and loose rock with ease.

First Roll	Second Roll	Encounter
1-2	1	Life Stealer
	2	Cave Man
	3	Howl Cat
	4	Bird Man
	5	Caveman
	6	Mungie
3-4	1	Mountain Giant
	2	Pegasus
	3	Champaque
	4	Giant Eagle
	5	Wraith Ape
	6	Rock Demon
5-6	1	Mountain Elf
	2	Harrun
	3	Dwarf
	4	Yeti
	5	Harpy
	6	Toa-Suo

Special The climbing, falling and jumping rules (AFF p49) will be used frequently when travelling through mountains. Hunting will be quite difficult due to the scarcity of prey.

Expanded Features

The tables below can be used to expand the details of some of the terrain features generated from the encounter tables. These are obviously suggestions, and modifications and changes should be made as appropriate to give variation and keep the element of surprise.

Village/Hamlet/Town

This is essentially a settlement of varying size. It could have human, dwarf, elf, goblin or just about any race (or races) as inhabitants, and could also be well built with a palisade etc or a collection of rough huts placed at random. Most villages will be sited where they are for a reason, whether a river crossing, fertile area of land or crossroads.

Roll	Feature
1	Ramshackle settlement
2	Hostile settlement
3	Fortified settlement
4	Market Town
5	Repressed settlement
6	Planned settlement

A ramshackle settlement is one composed of crude huts or buildings, many of which are on the verge of collapsing. A hostile settlement is one that will be suspicious of or indeed hostile to any visitors. A fortified settlement is one that has a wall around it, and a market town has a weekly or daily market in an open space. A repressed settlement is one where a hostile overlord does not allow the inhabitants any freedom whatsoever. A planned settlement has very neat streets laid out to a plan and will usually be fairly new.

Temple

This feature is a religious establishment of some sort. It may be huge and well run, or it could be a temporary wooden hut with a small altar inside. The temple could be to a specific God, a pantheon of Gods or indeed all Gods. Temples in the wilderness are either sited there to take advantage of the isolation - in which case they may not welcome visitors - or else to help lost travellers. It should be remembered by both the Director and the players that not every Temple will be exactly what it seems.

Roll	Feature
1	Monastery
2	Pyramid
3	Ruined
4	Shrine
5	Temporary
6	Temple Complex

A monastery is a religious community, walled away from the world and often self-sufficient. A pyramid is either a smooth or step pyramid and may well have associated buildings. A ruined temple will of course be in ruins, although there may be a few residual priests still living there. A shrine is a tiny temple, often with a single priest, and a temporary temple is composed of tents or crude buildings, often whilst a permanent temple is built. A temple complex is usually very large, and may indeed have several separate temples.

Cave System

Actually applying to any underground complex, this feature could be entirely natural, entirely constructed or a mixture of both. The entrance may be obvious from a distance, or the Heroes may stumble over it accidentally, and in fact there may be more than one entrance into the



complex. If the Heroes enter and explore, the Director can use the dungeon creation system from AFF to quickly generate a plan.

Roll	Feature
1	Natural cave system
2	Dungeon
3	Worked cave system
4	Giant worm tunnels
5	Underground tomb complex
6	Mine

A natural cave system will usually be difficult to navigate due to narrow gaps etc, whilst a worked cave system will still follow the original cave lines but be widened and smoothed where necessary. A dungeon may take many forms, as will a tomb complex. Worm tunnels will meander around, and there may be a risk of meeting the tunneler. A mine may also take many forms, but will be a more dangerous place than a dungeon.



Hut/Cottage

This feature means that there is a single building, and if desired the table below can be used to find out exactly what type. A single building could be home to a farmer, a hunter, a witch or someone far stranger. The inhabitants of these small buildings may welcome passersby or not, although Inns will always welcome custom. The building does not of course have to be of the standard four walls and a roof variety. Huge hollowed out trees, rooms built into cliff faces, built on platforms in rivers or lakes or even in the branches of large trees are all possible.

Roll	Feature
1	Cottage
2	Special - Treehouse/cave house/lake house
3	Hut
4	Hall
5	Small farm
6	Inn

These buildings are all fairly self explanatory, although the identity of the inhabitant still needs to be decided upon. Almost any humanoid could live there, and could be a simple farmer, a hermit, a retired



Tower

Lonely towers standing in the wilderness are an old fantasy staple, and quite rightly so. Titan is certainly littered with towers inhabited by crotchety old wizards....

Of course, not every tower looks like a wizard's tower with a heavy door and conical roof. There are guard towers, garrisoned by soldiers, wooden watch towers, stubby towers built of crude bricks and even complexes with a tower surrounded by other buildings. And then there are the weird towers, made of one piece of metal or crystal, or those grown from the living earth, built by unknown hands.

Roll	Feature
1	Unearthly tower
2	Crude tower
3	Fortified guard tower
4	"Wizard's" tower
5	Watch tower
6	Tower complex

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An unearthly tower is one that has not been built by mortal hands, and can be of almost any construction, a crude tower is made from wooden planks or mud bricks, a fortified tower is in essence a mini-castle, a wizard's tower is usually just a single tall edifice, standing on its own. A watch tower is often a temporary wooden construction at a strategic lookout and a complex will have other buildings, courtyards etc around the main tower building.

Ruin

Ruins are fairly common across Titan, whether originating from the War of the Wizards or any one of the small wars or raids that have plagued recent history. Whatever the reason for the abandonment of the town, temple or castle, none of the original inhabitants remain. Of course, who knows what lives there now?

Roll	Feature
1	Haunted ruin
2	Ruined town
3	Ancient temple
4	Partly-buried ruin
5	Half-collapsed castle
6	Recently abandoned building

A haunted ruin gives the Director an excuse to use undead in the wilderness, whether spirits or with a more physical presence. A ruined town will be a sprawling collection of half-walls and buried cellars, with perhaps one or two major buildings still standing. An ancient temple may still have guardians prowling the precincts and could be dedicated to a God of Good or Evil, or even a long forgotten God. A partly buried ruin may even be missed by the Heroes until they camp for the night next to a tumbledown wall. A castle ruin could still provide defence against (or for) wilderness monsters, and a recently abandoned building may still have useful contents...but also the reason why the inhabitants fled.

Stone Circle

Constructed many ages before by ancient peoples, these huge stone monuments served an unknown purpose. Still places of mystery and magic, few care to enter them after dark or alone.

Roll	Feature
1	A small circle of rough pointed boulders
2	Double circle Stone pillars
3	A huge circle of capped stones
4	Roofed circle
5	Wooden henge

A stone circle may be a few metres across or 100m across, and could be carefully shaped stones, carved pillars or rough boulders, a single circle or double, and could even be made of wooden pillars and/or roofed over.

Tomb

Ancient Kings, high priests and warlords often demanded something special for their bodies after they died, and were interred in plush tombs complete with treasures, sacrificed slaves and traps. Some of these tombs have long been plundered, but others have kept out tomb raiders until now.

Roll	Feature
1	Long barrow tomb
2	Pit tomb
3	Stone Mausoleum
4	Graveyard
5	Cairns
6	Multi-chambered tomb

A barrow tomb is a stone chamber with an earth barrow raised over it, and a pit tomb is simply a deep shaft with side chambers. A mausoleum is a small stone building, and a multi-chambered tomb is a large underground complex. A graveyard and cairns are both burials with grave markers or piles of stones.



Nomad Camp

Many of the races who call Titan their home do not build permanent towns, rather they move from place to place, following herds of prey animals or ancient trade routes.

Roll	Feature
1	Tents
2	Wagons
3	Crude huts
4	Horses
5	Carts
6	Mobile houses

Wagons, carts and mobile houses are all dwelling places that are towed from place to place. Tents and crude huts are both temporary dwellings that are constructed at each new campsite. Horse nomad camps have no dwellings, the nomads sleep next to

WILDERNESS ADVENTURING - FOR DIRECTORS

Planning wilderness adventures is very similar to planning dungeon adventures, with the main differences being the scale of both time and distances.

Some specific issues that may be encountered are further described below:

Vision

Adventures in the wilderness often allow the Heroes to see other travellers, creatures and buildings from some distance away. This obviously works both ways and so enemies can often see the Heroes approaching for some time. The most obvious impact of this is that archers and ranged magic have more impact than in a dungeon or town. Archers, especially if they are in an elevated position, may have the opportunity to shoot 2 or 3 arrows at an approaching enemy before they get into sword range.

Resource Management

The fact that encounters and fights when travelling may only occur one per day or once every other day means that the dynamics of the game challenges vary from a dungeon adventure.

In a dungeon, the Heroes will probably have to contend with repeated combats with little time to recover, but will not have to worry overly much with food and water supplies. Priests and wizards will have to jealously guard their limited supplies of powers or magic points rather than using them all in one go.

In the wilderness, the Heroes may only have a fight or two each day, meaning that the Heroes will at least partially recover between fights. Priests and wizards will find they can use more of their powers at each encounter as they are rarer, but the party as a whole will have to be very careful with their supplies of food, water and other supplies especially in harsh terrain such as ice or deserts. This will change the relative importance of each Hero type, and will also bring to the fore special skills such as animal lore, forest lore, hunting, navigation and world lore. The Director can use this to provide additional challenges such as villages having no provisions to sell or a lack of water sources.



Weather and temperature

A trip through a verdant wilderness in a warm and dry late summer can seem a nice pleasant stroll. Well, except for the vicious monsters, hungry predators etc. But when they leave you alone, the walk itself is pleasant. A long trek across a featureless and burning desert, or a vast plain of ice is the complete opposite. Long hours of scouring winds, extreme temperatures and no shelter can in fact be as dangerous as the aforementioned monsters.

A traveller across a scorching desert will require in the region of 4-5 litres of water per day. If only half this ration is drunk the traveller will lose 3 STAMINA per day. Drinking no water will cause the loss of 5 STAMINA. No STAMINA may be recovered by eating whilst the Hero is short of water, although STAMINA will still be lost if the Hero does not eat. In addition, travelling during the day will cause the Hero to lose a further 2 STAMINA per day. Even resting during the day with no shelter will cause the Hero to lose 2 STAMINA.

Travelling through freezing terrain requires warm winter clothing such as furs, thick cloaks and hats. Attempting to travel through snow and ice in standard clothing will see the Hero losing 4 STAMINA per day, and spending the night with no shelter or fire will see a further 4 STAMINA lost overnight. No STAMINA will be recovered by the sleep itself.

Although the weather itself is best decided by the Director based upon the needs of the adventure, here is also provided a table to randomise the weather. Some artistic license will need to be used depending on the terrain of course. Firstly roll on the cloud cover table, adding two if the Heroes are travelling in mountains. Twice per day thereafter roll 1D6 twice per day. On a 1-2 the cloud cover drops by 1 level, on a 3-4 it remains the same and on a 5-6 it increases by 1 level.

Roll	Cloud Cover
1	None
2	One or two clouds
3	Scattered Clouds
4	Slightly overcast
5	Generally overcast
6	Mostly overcast
7	Completely overcast
8	Dense storm clouds

To determine if it is raining, roll one dice. If the result is less than the level of cloud cover, there is rain (or snow in cold climates). Repeat this roll twice per day.

The wind strength is also determined initially by a single roll. Twice per day a roll should be made as with cloud cover to see if the wind speed increases or drops. This may be especially important at sea.

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The wind, cloud and rain may also change suddenly in a few cases, although this is normally decided upon by the Director.

Roll Wind Strength

- 1 Calm - No wind
- 2 Calm - No wind
- 3 Breeze - Will cause a candle flame to flicker
- 4 Breeze - Will blow out a candle
- 5 Light wind - Will fill a boat's sail
- 6 Medium wind - Sail travel is fast
- 7 Strong wind - May knock a man over and may damage sails
- 8 Fresh gale - May cause light damage to buildings
- 9 Gale - Will damage buildings and knock over weak trees
- 10 Hurricane - May demolish wooden houses and uproot trees

The exact specifics will then need to be determined. It is highly unlikely to rain in a desert even if there is heavy cloud cover, but a gale in a desert will cause a sandstorm. Similarly, a combination of snow and gale force winds will cause a blizzard. Travelling through mountains in a gale or hurricane is especially hazardous due to the risk of being blown off a cliff or into a ravine.

Mystical Terrain:

Not all land and terrain is entirely natural. A deep forest may be dangerous enough, but a forest full of hostile walking trees and aggressive vines is even more terrifying. Land that changes shape according to the psyche of travellers, areas of spontaneous magic, dimensional portals and regions with time warps all make travelling a very uncertain occupation. Of course, areas like this should be rare, and the Heroes should not know they are in such an area until peculiar things start happening. Heroes with the Second Sight special skill may have an earlier idea, and any

Hero may attempt a Magic Lore test to see if they know what is happening.

Travel Times:

Although it has been mentioned before, it is worth repeating that not every journey through the wilderness has to be fraught with danger, and not every encounter need be with a pack of ravening monsters.

In many cases it is quite OK to announce that the Heroes travel the 70 miles between towns without incident, or have them encounter a deserted cottage, with food still warm on the table and only a bloodied handprint on a doorframe as a clue...



CHAPTER 7 - AFFLICTIONS

Sometimes a Hero is affected by something more dangerous than a simple poison, disease or spell. The direct curse of a God, greater Demon or ancient artefact can cause serious problems that will be difficult to remove.

This chapter describes several sample Afflictions which the Director can challenge the Heroes with, but they can also be used as templates and inspiration for any the Director may wish to devise.

Afflictions should be rare, and should not normally be inflicted by a mundane or mortal source. The effects should not be immediately obvious, should not be removable by any spell, power or item the Heroes would normally have access to, and should eventually lead to the loss of the Hero. This loss could be due to death, incapacitation, madness or even the Hero being made into an NPC. There should be one specific way to remove the Affliction, which should require research and adventure to discover, and then a full-blown quest to achieve.

In essence, these Afflictions are a non-physical form of "big bad enemy" around which a campaign is structured and towards which the effort of all the Heroes is directed.

A Director should not introduce these major Afflictions without careful thought as they will rapidly become the major focus of a campaign, and could derail the main goals.

Some suggested cures for Affliction could be to drink the water from the blessed well of a forgotten city, to prepare a noxious potion from rare and dangerous ingredients, to be blessed by the High Priests of five different isolated temples or make a sacrifice at an altar in a lost temple.

Curse of Minor Lycanthropy

This Affliction can originate with a curse, an item or being bitten by a Werewolf. In the latter case, a test for luck is usually allowed to avoid contracting this Affliction. Within four or five days, a Hero will start to grow extra body hair and crave meat, preferably raw or undercooked. These symptoms will not be overwhelming, and will be subtle at first.

As soon as the next full moon rises however, the Hero will undergo a profound change. The Hero will grow all-over body hair, elongated fangs and muzzle, long claws and pointed ears. In effect the Hero will become a Wolfman! The Hero will also lose partial control of their actions, and will head into the night to hunt down prey which can be livestock, wildlife or lone travellers. The Director may

direct the new Wolfman's actions as desired, and the Wolfman has no recollection of his normal life.

Whilst transformed, the Hero will gain an extra attack, +2 to their SKILL, a special skill in Claws of 3 and +4 to their STAMINA. The Hero will only change at night during full moon and the Hero has no control over this change.

This Affliction is similar to standard Lycanthropy (see Out of the Pit) but cannot be stopped by Belladonna and the Hero has no control.

Although the exact details of the cure are left to the Director and will be different in each case, it should take a game session or so to identify the cure and 2-3 sessions to actually complete it.



Curse of Major Lycanthropy

Major Lycanthropy can be contracted either as a specific curse, or if a Hero who already has the Curse of Minor Lycanthropy is bitten by a werecreature. The initial symptoms are very much the same as for minor lycanthropy, and will develop over about the same time. However, a Hero with major lycanthropy will change every night for three nights either side of a full moon, and will lose complete control, handing their character sheet to the Director after dark. It is also possible for the Hero to change into the wolf form if they are really angry, although this is left to the Director to adjudicate on.

The Hero will also turn into a huge bestial wolf, with three attacks, +4 SKILL, +8 STAMINA and 4 points in the claws special skill. These major lycanthropes are a serious danger to all life nearby as they are bloodthirsty and utterly fearless.

If the Hero can survive long enough, it will take at least 2 sessions to track down the details of the cure and 4-5 sessions to actually enact it.

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74 THE HEROES COMPANION

Curse of the Healer

This nasty Affliction will initially cause a sore patch on an exposed piece of skin such as the hands, neck, face or arms. Over the course of a few days, this patch will become more painful and start to weep blood. The area is very fragile and will bleed copiously if touched even gently. The effect of this is that any time the Hero is hit in combat, a dice must be rolled. If the result is a 6, that blow will cause double damage. Armour is applied as normal to this doubled damage.

Covering or padding the area will have no effect and there will be no way to prevent the sensitivity, and the patch cannot be healed by any normal means.

This nasty Affliction is especially dangerous if contracted by a martial Hero, but should take at least 1-2 game sessions to research and a further 2-3 sessions to cure.

Curse of the Bat

This Affliction sometimes originates with certain ancient artefacts dedicated to ancient and forgotten Gods. Over the first week, the eyes of the Hero become increasingly sensitive to daylight, until the Hero is almost blind during

the day (a penalty of -4 SKILL applies). The Hero can actually see normally at night, but as time progresses will feel less and less comfortable during the day. If the Affliction has not been cured within three months, the Hero will become almost helpless during the day. The Hero will be unable to act in daylight, and will need to be carried in a dark box or similar if travelling.

The cure will take at least a session to research and 1-2 sessions to fulfill.



Curse of the Raven

As this Affliction is acquired, the Hero will scream in pain as one of their eyes is ripped out of their head as if by a magical and ghostly Raven. The Hero suffers an immediate penalty of -2 to all SKILL related tests, but will also be plagued with the suggestion of faint cawing, flapping wings and the feeling of claws on their shoulder. This distraction will apply a further penalty of -1 to all tests. This penalty will increase by an additional -1 for every month until the Affliction is cured. If not cured, the Hero will eventually become a catatonic ball endlessly muttering about "the wings" etc.



The specific cure will take 2-3 sessions to research and another 2 or 3 to follow. Separate magic must be found to restore the lost eye.

Curse of the Warrior

One of the most devastating and lethal Afflictions, the effects sometimes originate from ancient cursed weapons. Once contracted, this Affliction causes a profound and deep-rooted fear of combat and violence. Each time a Hero does enter a combat, even for one

round, they will suffer an immediate reduction of 1 to their current SKILL and STAMINA scores. These cannot be recovered until the Affliction is removed. These penalties will apply to the

Hero even if he only defends himself. Thus if attacked, the Hero must choose between death or a penalty. If either SKILL or STAMINA reach 0, the Hero will die.

This Affliction will require at least 1 session to research and another 1-2 sessions to follow through.

Forsaken by the Gods

This Affliction has to be called down directly by a God or else by their avatar on Titan, or else an extremely powerful holy artefact. The affected Hero can no longer feel the

from a Priest, holy item etc. In addition, any hostile holy powers have double normal effect, whether penalty, damage or duration. The Hero will be unable to speak the name of any God, and will also be unable to enter any temple or chapel.

This Affliction will require a religiously-focussed cure to remove, taking from 2-4 sessions in total to cure.

Curse of the Tomb

This Affliction is called down upon tomb robbers who enter the last resting place of an ancient and powerful King or Wizard. There will usually be a warning that to enter the tomb will bring down a curse, but whether the Heroes take any notice or not is another matter.

This curse drains the LUCK of the unfortunate faster than usual, meaning he is more likely to fall foul of the traps doubtlessly set within the tomb itself, but also after the cursed Hero leaves. Every time the cursed Hero tests their

Luck, they lose 2 points rather than the usual 1. This will of course mean that a Hero will lose most of their LUCK points quite quickly even to just a few traps, and also make that Hero susceptible to magical attack.

This curse will persist even if the Hero escapes the tomb, and can only be removed by an act of atonement to the original occupant of the tomb. As that occupant is long dead, this may mean assisting a descendant, retrieving and replacing a prized tomb good that had previously been stolen, or even laying the shade of said occupant to rest in some way.

Once the curse has been removed, the lost LUCK points will not automatically be restored, although the act of atonement itself could replace some or all of the lost LUCK.

The curse of the tomb is one of the more minor Afflictions, and so will usually take a session to research and 1-2 sessions to remove.



AFTERWORD

This book provides many new ideas, rules and tricks to enhance an existing Advanced Fighting Fantasy campaign, or indeed form the basis for a new one. It should be remembered that none of these rules are cast in stone, and can be tweaked or altered as the Director sees fit, or indeed ignored altogether.

However you decide to use this book, just make sure you follow Rule no. 1, which is have fun. That is why the game was created, that is why we have republished and supported it, and that is why you have bought it!

Graham, Arion Games, Nov 2012

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APPENDICES

This section of the book contains additional material useful for running, or playing, the game.

Feel free to photocopy any of these materials for your own use.

Electronic copies are also available from our website.

Name:	Battle Skill:
	Current Battle Stamina:
Maintenance:	Battle Stamina:
Attacks:	
Rent/Income:	Attacks:
Staff:	Morale:
Description:	Movement:
Holding Name:	Special:
Grade:	Numbers:
Rent/Income:	Weapons:
Owner:	Armour:
Maintenance:	
Income Modifier:	Numbers:

Holding Name:	STAMINA	LUCK	MAGIC	MAGIC POINTS
Grade:				
Rent/Income:				
Staff:				
Description:	Description:			

ADVANCED FIGHTING FANTASY HIRELING

NAME:	RACE:
DESCRIPTION:	WAGES:
SPECIAL SKILL	CANTRIPS & SPELLS
SKILL	WEAPON
STAMINA	1 2 3 4 5 6 7
LUCK	
MAGIC	
MAGIC POINTS	
MORALE	ARMOUR
EQUIPMENT	1 2 3 4 5 6 7
TALENTS	

REFERENCE TABLES - WEATHER

CLOUD COVER TABLE

Roll Cloud Cover

- | | |
|---|---------------------|
| 1 | None |
| 2 | One or two clouds |
| 3 | Scattered Clouds |
| 4 | Slightly overcast |
| 5 | Generally overcast |
| 6 | Mostly overcast |
| 7 | Completely overcast |
| 8 | Dense storm clouds |

Roll Cloud Cover Change

- | | |
|-----|--------------------|
| 1-2 | Drop one level |
| 3-4 | Same cloud cover |
| 5-6 | Increase one level |

WIND STRENGTH TABLE

Roll Wind Strength

- | | |
|----|---|
| 1 | Calm - No wind |
| 2 | Calm - No wind |
| 3 | Breeze - Will cause a candle flame to flicker |
| 4 | Breeze - Will blow out a candle |
| 5 | Light wind - Will fill a boat's sail |
| 6 | Medium wind - Sail travel is fast |
| 7 | Strong wind - May knock a man over and may damage sails |
| 8 | Fresh gale - May cause light damage to buildings |
| 9 | Gale - Will damage buildings and knock over weak trees |
| 10 | Hurricane - May demolish wooden houses and uproot trees |

REFERENCE TABLES - MAGICAL OOPS

NECROMANCY OOPS TABLE

2D6 Effect

- | | |
|----|--|
| 2 | Caster becomes emaciated. Lose 4 STAMINA permanently. |
| 3 | One of the casters limbs withers; Lose 1 SKILL point |
| 4 | Caster is possessed by an evil spirit for 1D6 rounds |
| 5 | A Spirit Stalker appears and attacks random enemies for 1D6 rounds |
| 6 | Caster loses all Magic Points |
| 7 | Caster develops tomb cough. May not run or jog for 1 week. |
| 8 | Nearest undead becomes enraged for 2-12 turns, attacking nearest living being |
| 9 | All flesh melts from casters face, reappearing slowly over 24 hours |
| 10 | Weakness; Everyone within sight has a 1 in 2 chance of suffering -1 to damage rolls for 10 minutes |
| 11 | All undead under the casters control become independent; These may never be controlled by that caster again. |
| 12 | Caster becomes an intelligent undead! This is permanent. |

BATTLE MAGIC OOPS TABLE

2D6 Effect

- | | |
|----|--|
| 2 | Caster and all casters within 5cm are drained of all Magic Points |
| 3 | Nearest unit to caster (friendly or enemy) vanishes..... |
| 4 | Nearest 3 units weakened (-1 penalty to all) for rest of battle |
| 5 | Lightning bolt strikes random standard destroying it. |
| 6 | Casters unit glows brightly for one hour. |
| 7 | Casters unit moved 5cm in random direction. |
| 8 | Quicksand opens beneath caster's unit. May not take action on next battle round. |
| 9 | Unit of demonspawn appears next to caster. They are angry! |
| 10 | Nearest unit becomes beserk. Move and attacks random unit each round. |
| 11 | Cloudburst: For 1 hour, all missile attacks are impossible and all melee at -4 |
| 12 | All units within 15cm (including Caster's unit) take 1D6 BATTLE STAMINA damage |

CHAOS MAGIC DOUBLES TABLE

Roll Effect

- | | |
|----|--|
| 11 | Spell works but will affect opposite target |
| 22 | Everyone within 10m is healed to full STAMINA except caster |
| 33 | Caster Mutation - Roll once on mutation table p27 |
| 44 | A Random Spell is cast on a random target within sight. Use random spell table p28. |
| 55 | Everyone within 10m takes 1-6 STAMINA damage including caster. Armour does not apply. |
| 66 | Reroll 1D6:

1-3 Caster is teleported to random location. Could be within sight or different continent
4 Random Target suffers one Mutation - Roll on random mutation table p27
5-6 A Chaos Gate opens. Roll on chaos gate table p27 |



REFERENCE TABLES - SIEGES

BUILDING BATTLE STAMINA

Building	Battle Stamina
Hovel	1
Cottage	2
House	4
Inn / Farm	6
Manor House	8
Guild House	10
Small Castle	20
Large Castle	40

BUILDING ARMOUR

	1	2	3	4	5	6	7+
Wattle & Daub	0	0	0	0	0	1	1
Mud Brick	0	0	0	0	1	1	1
Timber	0	0	0	0	1	2	2
Brick	0	0	0	1	1	2	3
Dry Stone	2	2	3	3	3	4	4
Masonry	6	6	6	7	7	8	9

SIEGE WEAPON DAMAGES

	1	2	3	4	5	6	7+
Ballista	1	2	2	2	3	4	4
Catapult	2	3	4	5	6	7	7
Trebuchet	6	7	7	8	8	9	10
Battering Ram	3	4	4	5	6	7	7

REFERENCE TABLES - HIRELINGS AND HOLDINGS

HIRELING WAGES

Base/day = 1gp/point of SKILL

2gp/point of MAGIC if higher

+1 gp/day if STAMINA 3+ points higher than SKILL

+1 gp/day per point of highest relevant Special Skill

+1 gp/day if Hireling provides own equipment

+1 gp/day if Hireling provides own mount

+1gp/day per relevant Talent

+1gp/day Special ability

-1gp/day if the employer feeds the Hireling

-1gp/day if the employer accommodates the Hireling

This only applies to Hirelings based in one place.

HIRELING TRAITS

D6	D6	Trait
1-2	1	Joker
	2	Gloomy Optimist
	3	Motivated
	4	Rude
	5	Indecisive
	6	Enthusiastic
3-4	1	Stubborn
	2	Focused
	3	Scatty
	4	Lazy
	5	Modest
	6	Arrogant
	1	Efficient
	2	Reckless
	3	Talkative
	4	Patient
	5	Dour

HOLDINGS TABLE

Grade	Buy	Upgrade	Maintenance	Rent	Income	Staff
1	250gp		10gp	15gp	2x	1
2	500gp	225gp	20gp	30gp	4x	2
4	1,000gp	450gp	40gp	60gp	8x	5
6	2,000gp	900gp	80gp	120gp	16x	10
8	4,000gp	1,800gp	160gp	240gp	32x	20
10	8,000gp	3,600gp	320gp	480gp	64x	40
12	16,000gp	7,200gp	640gp	960gp	128x	80

REFERENCE TABLES - MASS BATTLES

BATTLE TURN ORDER

- 1 Battle Tactics test
- 2 Unit Movement
- 3 Spellcasting or special abilities
- 4 Heroic combat
- 5 Missile fire
- 6 Melee combat
- 7 Morale and other resolution

LEADERSHIP TEST RESULT

Result	Effect
Critical failure	-3 MORALE
Failure	-1 MORALE
Success	+1 MORALE
Critical Success	+3 MORALE

UNIT MOVEMENT

Troop Type	Movement
Humanoid	4
Ogres/Trolls etc	5
Horses/Wolves etc Most Undead creatures	8
Zombies/Mummies	3
Golems	2
Dragons, Walking	5
Dragons, Flying	12
Flying creatures	10

MISSILE COMBAT MODIFIERS

Modifier	Situation
+1	Unit on Higher Ground
+2	Unit in Fortified position
+4	Unit in Highly fortified position
-2	Outnumbered #
+1	Better quality troops @
-1	Mixed unit (different races or troop types)
+1	Army Commander won Tactics contest
-1	Army Commander lost Tactics contest
+1	Every Hero attached to the unit
-1	If unit BATTLE STAMINA is less than full but more than $\frac{1}{2}$
-3	If unit BATTLE STAMINA is less than $\frac{1}{2}$
+2	Attacking fleeing unit
-1	Defender has light cover
-2	Defender has thick cover
-3	Target at long range

Outnumbering applies to enemy units actively attacking the unit with melee or missile weapons

MELEE COMBAT MODIFIERS

Modifier	Situation
+1	Unit on Higher Ground
-1	Fighting in Marshy Ground
+2	Unit in Fortified position
+4	Unit in Highly fortified position
-1	Outnumbered by 2:1 units #
-2	Outnumbered 3:1 units #
-3	Outnumbered by more than 3:1 units #
+1	Better quality troops @
+1	If unit is mounted
+2	Charging cavalry (must move full move)
-1	Mixed unit (different races or troop types)
-2	Unit has been ambushed
+1	Army Commander won Tactics contest
-1	Army Commander lost Tactics contest
+1	Every Hero attached to the unit
+1	Every Spellcaster attached to the unit (in addition to Hero bonus)
+1	Every special ability possessed by the unit troops (Fire breath / fly etc)
-1	If Hero refuses Heroic combat
-1	If unit BATTLE STAMINA is less than full but more than $\frac{1}{2}$
-3	If unit BATTLE STAMINA is less than $\frac{1}{2}$
+2	Attacking fleeing unit

Outnumbering applies to enemy units actively attacking the unit with melee or missile weapons

@ Better quality troops are those with extensive training or experience and is independent to SKILL.

MORALE TEST MODIFIERS

Modifier	Situation
-4	Attached Hero refused heroic combat
+Leadership	Leadership special skill rating of
-1	attached Hero Unit outnumbered by 2:1
-3	Unit outnumbered by 3:1 or more
+1	Enemy unit outnumbered
+1	Attached Hero
+1	Hated enemy
+2	Unit in fortified position

Outnumbering applies to enemy units actively attacking the unit with melee or missile weapons



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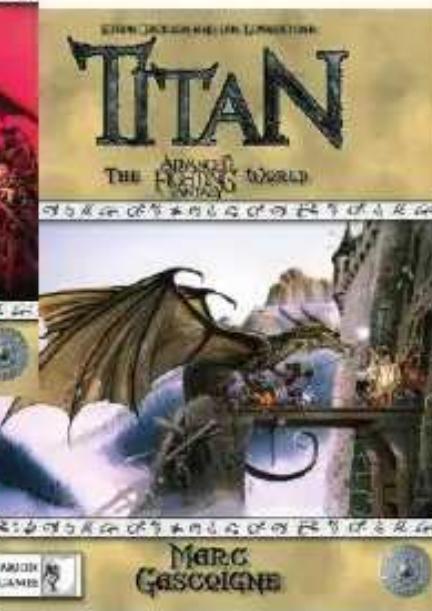
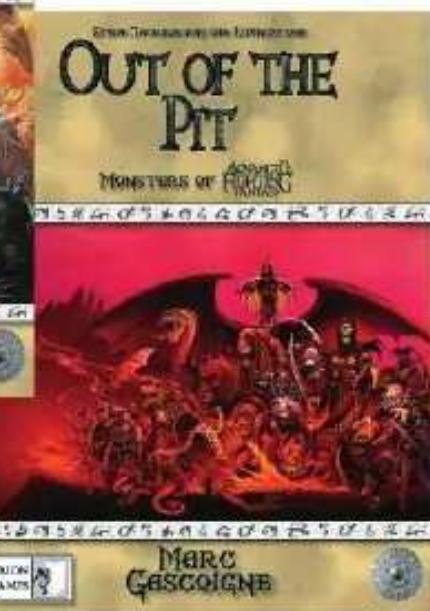
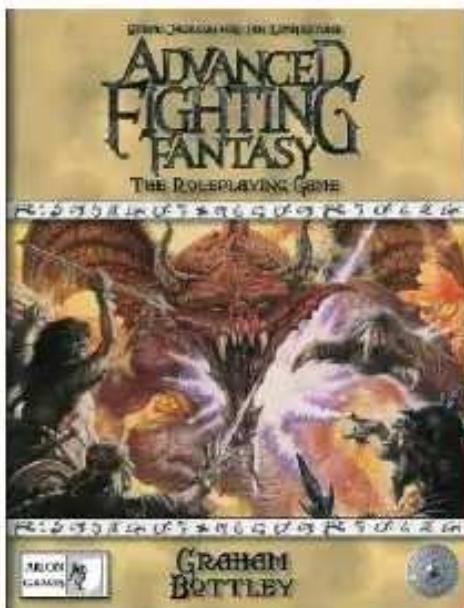
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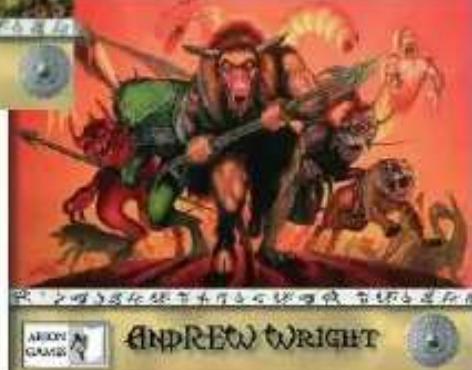
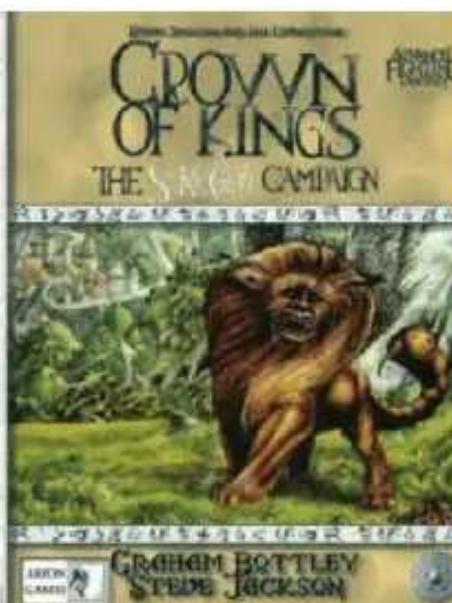
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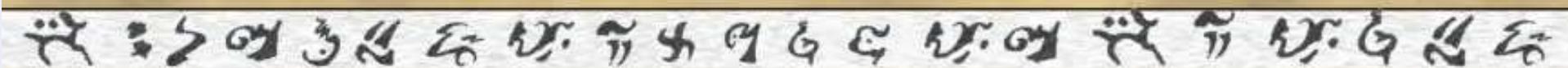
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