Albion DragonQuest

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and other devotees

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Redesigned Countersheets: Francisco Colmenares, incorporating:
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ADVENTURES IN ALBION

ROLE-PLAYING IN THE LAND OF FAERIE

DAVID J. RITCHIE

Practically my first thought upon finishing *Albion* for *Ares* 11 was: "I want to do more with this world." Of course, that's not a unique idea. Most designers these days tend to think in terms of systemic multiverses (" . . . and then there's the minigame version, and, after that, a computer game . . . and then we can do a source book . . . "). The fact is the tendency probably started when God spent much of the Seventh Day daydreaming about what other nifty things he could do with his universe. Be that as it may, one of the concepts which most naturally presented itself was to find a way to marry the world of Albion with the *DragonQuest* system.

The crucial problem in consummating such a marriage is that the Albion game contains many elements analogous to *DragonQuest*, but few real equivalencies. Thus, Albion's Elves and Humans are equivalent to *DragonQuest*'s Elves and Humans, but Trolls and Gnomes in the boardgame bear little resemblance to the beings of that name in *DragonQuest*. Therefore, the main focus of this article will be upon the conversion of the numbers and terminology applying to the Persons, Magic Items, Enchantments and Places of Power in Albion into numbers and terms understandable to *DragonQuest* players.

The Characteristics Summary for Dwellers in Albion lists each of the Persons represented in Albion, followed by their *DragonQuest* characteristics (PS, MD, AG, EN, MA, WP, FT, PC, and PB), Aspect, Type (Race or type of entity), Magical College (if any), Spells, Rituals and Magic Talents known (if any), Skills known and the number of Weapons the Person is likely to have Rank in. The average Rank for each Spell, Talent, Ritual, Skill or Weapon is listed after each ranked ability. The Skills Table lists the likelihood of a Person knowing a particular Skill (based on Race) and what his Rank with that Skill is likely to be. The Weapons Table lists the type of Weapons typically found in Albion, who will know how to use them and at what Rank in the same manner as the Skills Table, Using these three items together, it should be possible to convert Albion Persons into *DragonQuest* NPC's of approximately the same strength.

When using the Summary and the two Tables provided, Albion Gnomes are considered to be equal to *DragonQuest* Dwarves in all ways except that the traditional Dwarvish antipathy toward Elves is ignored for all such Persons resident in Albion. Albion Trolls are, in actuality, Stone Giants (though Trolls or Fomorians are the terms usually applied by the Elves to refer to them). Wherever Giants are referred to in these rules, Stone Giants are meant. The Cait Sith is a Demonic President for purposes of

conjuration, and the ritual necessary to bringing it onto this plane involves the sacrifice by torture of a progression of House Cats until the Cait Sith appears, The Cait Sith's specific Skills, Spells and Ranks will have to be determined by the GM whenever it is used in a *DragonQuest* campaign. The Worm is identical to a Green Dragon in all ways except that it has no wings and all references to wings or flying should be ignored. Callach's Waff is a Wight, retaining all the Skills and Weapon Ranks assigned to Callach, but without Callach's magical abilities. The Ancients are simply longlived Elves.

All Enchanted Hexes and Wild Magic Hexes on the Albion map are treated as High Mana areas and all Mundane Hexes are treated as Low Mana areas for purposes of *DragonQuest* adventures in Albion.[1] Terrain types are equivalent except as follows: Clear hexes should be treated as Fields for purposes of Encounters; Faerie roads will constantly change location and direction when non-Elves attempt to use them; Plains and Wastes do not exist in Albion; Caer Brandingle, Caer Oonagh,[2] The Driffeld Knowe and Forador are all treated as Ruins; Wigan's Pen is treated as a Crypt; The Mousa Stour, all Faerie Knowes and Gnomish Delvings are treated as Caverns (unless fully occupied by their residents at the time a party enters them); Cuillan Braes, Derg Donnegal, Derwent's Watch, Fir Chlis, Fir Darrig, Gil's Rest, Kelpie Braes, Povis Heath, Ravenglass, Rona's Bath, Denby Plinth, The Giant's Dance and the Seat of Moray are all considered Places of Power for purposes of the *DragonQuest* rules and the appropriate benefits for Adepts of the College of Earth Magics apply to them; Fir Chlis, Fir Darrig, Povis Heath and The Giant's Dance are all places where blood sacrifice has been habitually performed so that only Druidic Earth Magicians can benefit from occupying them.[3] Dermot's Dyke is treated as an Extreme Danger Level Field . . . all other non-fortress hexes are High Danger areas. Treat a league as a mile in DQ.[4]

The Magic Items in Albion work exactly as described in the Magic Item Summary on page 10. These items operate according to the rules governing Magic Items in the *DragonQuest* supplement, Arcane Wisdom, and are consonant with those supplementary rules. Players may use the Magic Items from Albion without reference to Arcane Wisdom by simply realizing that the magic powers bound into each item are permanent. They do not work only temporarily as is the case with magic items formed by means of the Investment Ritual

[1] See DQ [27.1], where the terms are "mana rich" and "mana poor": "Such areas . . . include primarily locations where human sacrifice is practiced regularly or where the boundary between dimensions is weak so that large amounts of mana leak through. Often mountaintops or clearings in deep jungle will contain such "portals." These areas are likely to be well guarded by beasts and individuals attracted by their magic, including a larger than usual proportion of Fantastical Beasts." The Mana level normally effects a spell's casting *cost*, not its base chance; exceptions include the College of Greater Summonings [47.2] and sometimes, if it is also a Place of Power, adepts of the College of Earth Magics [43.2—note the distinction between Pacifistic and Druidic here].

[2] But note that Caer Oonagh is also said to have searchable "crypts" beneath it: [19.5 02].

[3] See DQ [43.2].

[4] But why? I have treated a league as three miles, and for DQ purposes divided each *Albion* hex into twelve smaller one-mile hexes.

described in the basic *DragonQuest* rules.

In general, conversion rates are as follows: 1 Wound in Albion equals 8 Damage Points in *DragonQuest*; 1 point of Magic Strength equals an MA of about 15 and each additional point increases MA by 2 or adds about 20 points worth of magical Ranks (remember, these are powerful folks, not your run of the mill dungeon crashers); 1 Mana Point in Albion should be translated into an increase of 5 in all Cast Chances in *DragonQuest* (thus, a Mana Level of 5 means that all Cast Chances are increased by 25).

The following monsters are common in Albion: all Undead, Riding Animals, Common Avians, Aquatic Mammals, Other Sea Creatures, Giant Humanoids (other than Titans), Fairy Folk, Earth Dwellers and Creatures of Night and Shadow, all Elementals, Hellhounds, Unicorns, Nagas, Wyverns, Suarime, Salamanders, Giant Land Turtles, [5] Basilisks, Manta Rays, Pike and Sharks, Gryphons, Gargoyles, Harpies, Wolves, Weasels, Rats, Stags, Oxen, Boars, Bear, Wild Cats, House Cats and Neanderthals. Other types of monsters should not normally appear and the GM should choose from among those listed above for encounters. The Encounter Table may still be used if permissible monsters are substituted for those that do not fit into Albion.

In closing, a word on character relationships and the social structures of Albion might be in order. Elves and Dwarves (Gnomes in Albion terminology) are very closely allied in this world. Both are faced by the menace of the Stone Giants and by the increasing depredations of mankind. Men are not the most common entities in Albion (unlike a normal *DragonQuest* world . . . but, then, this is the Land of Faerie). In fact, men are latecomers to Albion and are second class citizens even to their reluctant allies, the Stone Giants. Human culture is primitive, semi-tribal and utilizes a system of obligations similar to that which may be found in pre-Norman Britain. Elvish and Dwarvish cultures are extremely well-developed, though Elvish culture is definitely on the wane. Both have a strong urban element. The culture of the Stone Giants is a pure clan culture, its divisiveness mitigated only by the custom of following a common warchief (the so-called Speaker of the Clans) in times of trouble. Large family units of 8 to 30 will exist in isolated mountain glens, but rarely will the great Brochs, which are clan seats of power, house more than 500 Stone Giants (while the average human settlement might have twice that, a Dwarvish city ten times that and an Elvish Knowe three times that). Contacts with the rest of the world will be rare for all dwellers in Albion, though men will be more active in this regard. In this insular area, travellers will be shunned and only longstanding allies will have any claim of trust from the locals. Common adventurers will normally be despised and sometimes killed outright where they are of a different race. More frequently, they will be jailed by the citizenry unless protected by some patron of great stature. Only the hardiest souls need cross the seas into Albion!

[5] See e.g. LG 000.

WEAPONS TABLE

	Possession				***Rank***			
WEAPON	*ELF*	*TROLL*	*HUMAN*	*GNOME*	*ELF*	*TROLL*	*HUMAN*	*GNOME*
Dagger	10%	95%	20%	25%	4	8	2	5
Knife	90%	5%	80%	75%	6	3	5	6
Short Sword	10%	P	25%	P	3	P	4	P
Hand Axe	10%	P	15%	20%	2	P	3	3
War Club	P	20%	5%	P	P	4	3	P
Mace	5%	P	5%	5%	2	P	3	2
War Hammer	10%	P	5%	30%	3	P	3	4
War Pick	5%	P	5%	10%	2	P	2	4
Battle Axe	50%	10%	10%	25%	5	2	3	4
Mattock	10%	10%	5%	40%	3	2	2	4
Great Axe	60%	20%	30%	50%	5	4	4	5
Giant Axe	P	60%	P	P	P	5	P	P
Giant Mace	P	10%	P	P	P	3	P	P
Javelin	40%	P	20%	P	7	P	4	P
Spear	10%	P	50%	5%	3	P	4	2
Great Glaive	P	20%	P	P	P	4	P	P
Great Spear	P	10%	P	P	P	4	P	P
Sling	30%	5%	40%	5%	6	3	4	3
Short Bow	10%	P	30%	5%	4	P	5	3
Composite Bow	30%	P	P	5%	5	P	P	2
Great Bow	10%	5%	1%	5%	4	3	2	3
Giant Bow	P	10%	P	P	P	4	P	P
Throwing Dart	5%	P	10%	1%	4	P	6	3
Garotte	5%	1%	15%	5%	3	1	3	3
Shields	70%	5%	50%	60%	4	2	3	3

Notes: The first four columns give the percentage chance that one of the persons in Albion will own (though not necessarily be carrying) a particular weapon. The second four columns give the average Rank that the person will have with the weapon. A **P** means that the weapon will *never* be owned by persons of that race (for physical or cultural reasons).

SKILLS TABLE

	Possession				***Rank***			
Skill	*ELF*	*TROLL*	*HUMAN*	*GNOME*	*ELF*	*TROLL*	*HUMAN*	*GNOME*
Alchemist	10%	1%	5%	1%	9	1	5	1
Assassin	5%	1%	15%	5%	3	2	6	4
Astrologer	10%	5%	5%	1%	7	6	5	2
Beast Master	80%	50%	65%	40%	9	7	7	4
Courtesan	1%	1%	5%	1%	1	1	3	1
Healer	90%	20%	40%	50%	8	4	4	5
Mechanician	40%	30%	40%	60%	3	2	3	5
Merchant	5%	5%	30%	45%	2	1	5	4
Military Scientist	85%	100%	60%	75%	8	8	6	7
Navigator	45%	5%	10%	5%	5	2	3	1
Ranger	75%	95%	50%	70%	8	9	5	6
Spy	25%	10%	40%	15%	3	2	5	3
Thief	1%	5%	35%	5%	2	2	4	3
Troubadour	80%	5%	15%	20%	6	2	4	4

Notes: The first four columns give the percentage chance that one of the persons in Albion will possess a particular Skill. The second four columns give the average Rank that person can be expected to possess. The Worm and the Cait Sith are not covered by this table. Callach's Waff will have whatever Skills and Rank Callach had when alive. Note that those Elves called Ancients (Sean, Corin, Dunatis, Misha and Gerflax) will have a 20% higher chance of having a particular Skill than their Elvish cousins and will have an average Rank 3-10 higher (depending upon person). ■ ■

[20.6] MAGIC ITEM SUMMARY[1]

DQ: The Magic Items in Albion work exactly as described in the Magic Item Summary on page 10. These items operate according to the rules governing Magic Items in the *DragonQuest* supplement, Arcane Wisdom, and are consonant with those supplementary rules. Players may use the Magic Items from Albion without reference to Arcane Wisdom by simply realizing that the magic powers bound into each item are permanent. They do not work only temporarily as is the case with magic items formed by means of the Investment Ritual described in the basic *DragonQuest* rules.[2]

01. The Book of Glamours

(Hex 1323) An Enchanter who possesses this lost volume of arcane lore is automatically successful in casting any enchantment.

DQ: A book of powerful magic written in the Ancient tongue of the High Elves, the Book of Glamours lists all 13 of the powerful Enchantments from Albion, and any Adept who performs any of the special Rituals mentioned in the Enchantment Summary accompanying this article while reading from this book automatically casts the Ritual (no dice roll is necessary and Backfire is impossible). In addition, it takes only 1 full day to perform those Rituals which normally take from 1 to 15 days.

02. The Book Gyres

(Hex 1323) Any person with a Bask Magic Strength of 1 or greater who possesses this tome may automatically cast an *Enchantment of the Elements* regardless of whether or not he is an Enchanter (see 19.0)

DQ: Works in exactly the same manner as 01 except that the only Enchantment affected is the *Enchantment of the Elements* and non-Adepts can automatically cast the spell (as if they were Adepts) by reading the book aloud in the appropriate area.

03. Bran's Curse

(Hex 3705) This great hoard of gold upon which the Worm of Mousa Stour has brooded for 2000 years is a potent lure to the hearts of the Mundanes and they will pithy kill, foreswear, rob, desert their leaders, and commit all manner of foulness for even a small part of it. Whenever a Faerie-controlled person possessing Bran's Curse occupies a hex containing Mundane pieces at the beginning of an Attrition Segment, all Mundane pieces in the hex undergo Attrition, adding 5 to the dice roll. Nate: The Faerie player may only attempt to discover Bran's Curse when his pieces occupy hex 3705 in the absence of the Worm. The Fomorian player may never "discover" or possess Bran's Curse unless he captures it from the Faerie player.

DQ: This fabulous treasure is valued at in excess of 150,000 GP's. However,

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[1] Combines [20.6] of *Albion: Land of Faerie* with p10 of *Adventures in Albion*. Some material repeats under individual characters.
[2] Ritchie 1982, 9.

it bears the curse that whoever sees it will desire it above all else (including honor) and will perform any crime to gain any or all of the treasure. Treat as a Geas with a Rank of 70 expressed in the following words: “You will do everything in your power to acquire all of this treasure.” The Geas takes effect upon Humans (only) immediately upon their looking at any part of the treasure.

04. Colt Pixy

(2629) This strange plant only grows during the second fortnight of Hoorn (Hoorn II) and only in Wigan’s Pen (2629) atop the harrows of the kings. Any person possessing Colt Pixy and all pieces with which he is stacked are cloaked in a glamour and automatically evade all enemy pieces if the player controlling the person so desires. Only persons occupying 2629 during Hoorn I l may search for Colt Pixy.

DQ: The plant has the effect of a Spell of Invisibility (S-8) of the College of Sorceries of the Mind except that it affects all persons within 15 feet of the bearer of the herb (who need not be an Adept), is always automatically successful and lasts so long as the herb is carried in plain view. If the herb is concealed in a sack or otherwise kept away from sunlight, it will cease to function since it requires sunlight for its effect. Once returned to the sunlight, it immediately begins to function again. The herb deteriorates at the rate of 10% efficacy per month (add 8 to the Perception of each observer per month since the herb was picked).

05. Dana’s Torque

(Hex 1023) This symbol of the power of the ancients allows the bearer to cast the Shake the Earth Enchantment. to addition, any person bearing the Torque is treated as a King with a Command Rating of 6.

DQ: The Willpower of the wearer is increased by 50% (round up) and may cause the earth to quake as in the Earth Tremor Spell (S-22) of the College of Black Magics, but with a radius of 2 Leagues. The quake is initiated simply by the wearer willing it and the tremor lasts 30 seconds. There will be a radius of 15 feet around the wearer that will not be affected, however. Non-Adepts may freely wear and use the Torque.

06. Finn’s Rade

(Hex 2634) The artifact represented herein allows the bearer to control Finn’s Rade, a wandering feast of ghostly revelers who met their end when the city of Driffeld Knowe was attacked by stealth and sacked during the Kinslaying. Any persons and armies who occupy hex 2634 at the beginning of an Attrition Segment must undergo Attrition as a result of encountering Finn’s Rade (whose fair maidens will entreat the mortals to slay themselves and so ‘join the revel . . . forever). Five is added to the Attrition dice roll in such cases. Any person possessing this magic item is immune to the effects of the revel (as are those stacked with him). In addition, all enemy pieces which begin an Attrition Segment stacked with the Possessor of Finn’s Rade must undergo Attrition

just as if they had encountered the Rade in hex 2634.

DQ: The Finn's Rade artifact is actually the scroll containing the bans for the marriage which the members of the Rade were celebrating when slain. The Rade itself consists of 500 ghostly revelers who wander about Driffeld Knowe. The ghosts specialize in enticing their victims to join them (instead of scaring them to death as is the normal ghostly practice), and they appear far more corporeal than normal ghosts. Consequently, they are extremely dangerous and are likely to trick an unsuspecting party into some dangerous trap (a treacherous bog, for example) before the members of the party are aware of the malevolent nature of their hosts. The artifact gives total control of the Rade (similar to a Control Spell) to whoever is in possession of it.

07. Gwydion's Staff*

(Hex 2634) This staff of power was set into the keystone of the broken gates of Driffeld Knowe (2634) by the great mage, Gwydion. The staff may only be used by a Faerie-controlled person with a Basic Magic Strength of 5 or higher. Others may carry but not use it. A bearer with the requisite Basic Magic Strength has his Basic Magic Strength doubled for all purposes and is always considered an Enchanter.

DQ: Only Adepts with combined Ranks of 120 + in magic Spells, Talents and Rituals may use this staff. It immediately increases the user's Cast Chance by 20 and his Magic Resistance by 30. Only Elves (or half-elven persons) may use the staff. All others suffer 2D10 points of damage to Endurance whenever they attempt to use the staff.

08. Mailcoat of Gofannon*

(Hex 2128) Forged from the finest silver (hardened to the strength of steel) this artifact absorbs one wound inflicted on the person possessing it each phase or combat Round (including wounds as a result of Attrition). In addition, the bearer is immune to the effects of the Hand of Torbay (Magic Item 15).

DQ: A bejewelled coat of silvered mail, the mailcoat weighs 10% of the weight of normal chainmail, may be used by Adepts without prejudice to their magical functions, absorbs 9 points of damage per hit and makes the wearer impervious to the Hand of Torbay.

09. Nuada's Helm

(Hex 1023) The helm of the King's Champion lost in the fall of Forador increases the Command Rating of the wearer by 2 and the Maximum Combat Strength (but not the wounds that can be suffered) by 1. Non-heroic persons wearing the helm are treated as heroes.

DQ: The wearer of this helm has his Willpower and Perception each increased by 5, his Physical Strength increased by 3 and his Agility and Manual Dexterity each increased by 2. In addition, the helm absorbs 2 points of damage as a result of the magical

aura it casts about the wearer. It can be worn in addition to other armor.

10. The Red Cleaver

(Hex 1023) The battleaxe of the King's Champion (also lost at Forador) inflicts double damage in all trials by combat (calculate the wounds inflicted and double that number) and causes non-heroic persons to be treated as heroes.

DQ: This Battle Axe does +5 damage and may be used by anyone, regardless of PS or AG, without penalty. The item also confers good luck on the bearer so that any physical blow has its chances of landing for damage to the bearer decreased by 10. Magical Spells are not affected (but blows from magical weapons are). Otherwise, treat as a normal Battle Axe.

11. Lyme's Hammer*

Carried by the King of Curwyllan and sometimes, by the Warder of the East, Lyme's Hammer is a great war hammer which increases the bearer's Maximum Strength by 2 (but not the wounds he can suffer). The bearer is always considered a hero.

DQ: This weapon has the property of draining energy from those it strikes and transferring it to the wielder of the weapon. Each time damage is removed from Fatigue as a result of a blow from Lyme's Hammer, 1 point of Fatigue is added to the striking character's Fatigue for every 2 points of Fatigue subtracted from the target. However, the bearer of the Hammer cannot have his Fatigue increased beyond his maximum Fatigue Rating in this manner. Otherwise, treat as a War Hammer.

12. Trollbane*

This great axe increases the bearer's Maximum Combat Strength by I (but not the wounds he can suffer). In addition, Trollbane does double damage in any trial by combat against a Troll (calculate the damage and multiply by 2).

DQ: This Great Axe does +12 damage and has a BC of 70. Otherwise, it has the same properties as any other Great Axe. Due to the great fear of the "Trolls" for this weapon, any time it is used in a fight against a Stone Giant, there is a chance that the Stone Giant(s) will run away (each Stone Giant within 10 feet must roll successfully against Willpower on D100 each Pulse or spend the run running away from the wielder of Trollbane).

13. Brigit's Cloak

The specially woven cloak allows the wearer to become invisible. The bearer may always automatically evade. The wearer may always decline a melee combat (but not a challenge combat).

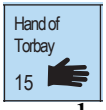
DQ: The wearer (who may be a non-Adept) is completely invisible except for those parts of his body not covered by the cloak (it has a hood and is ankle-length on a man-sized figure).

14. Gerflax Wand

Any person with a Basic Magic Strength of 3 or higher who possesses Gerflax Wand (and arty. one with whom they are stacked) may automatically evade enemy pieces due to the strong glamours springing from this wand. In addition, the weather in any hex any bearer of the wand (no Basic Magic Strength) occupies or enters is always treated as clear (it reverts to its normal state once the wand exits the hex).

DQ: The bearer, if an Adept, may will a circle of invisibility to extend from the tip of the wand 15 feet in all directions, making those within the circle invisible to anyone outside of it. In addition, the weather for 2 Leagues in all directions from the bearer will always be fair and sunny during the day (with some light rain occurring very late at night).

15. The Hand of Torbay



A glove fashioned from the hide of a demon, the Hand may be used by the bearer to touch one enemy person in any melee or challenge combat. The bearer's player announces in advance who he will attempt to touch. That person's player rolls one die and, if the result is less than or equal to the person's Current Combat Strength or Current Magic Strength (whichever is higher), the person escapes the touch of the Hand unscathed. Otherwise, the person is killed. The effects of the Hand are accounted for prior to the resolution of the combat itself and any person killed by the Hand does not participate in the combat. The bearer of the Hand does participate in the combat, as does any person who escapes the touch of the Hand.

DQ: The Hand of Torbay: Anyone touched by the wearer of this glove must roll against Endurance on D100. If the result is greater than Endurance, the person suffers a number of points of damage to Endurance equal to the difference between the dice roll and the person's Endurance.

16. Herla's Ring

This product of Jotunheim was forged by the Dwarves for the Kobold Wars. Any person possessing it may cast an *Enchantment of Vision* automatically (no dice roll is necessary) to a range triple the Current Magic Strength of the wearer.

DQ: The wearer of this ring (may be a non-Adept) sees at will what is happening everywhere he chooses to look to a distance of 3 x MA in Leagues. The wearer must, however, have been to the place he is attempting to look into at some time in the past (e.g., must have some sort of familiarity with it) or must know a specific person in that place and have reason to believe that the person is there.

17. Misha's Rod

This small carved stick contains a powerful enchantment, attuning the bearer to the flow of mans. Five is added to the dice roll for all artifact searches in which the bearer of this

item participates. In addition, the bearer of the Rod may always ask what magic items are in an enemy stack in the hex he occupies and the opposing player must answer truthfully.

DQ: The bearer automatically senses the presence of magic. Items or persons of a magical nature (having a spell cast over them) glow in the eyes of the bearer, and he has a chance equal to his MA of detecting the nature of such magic after a few minutes study. The rod may be used to heal one person per day of D10 points of damage [**DQ:** D10 x 8]. Only an Adept may use the rod for healing or to determine types of magic, but anyone may detect magic auras.

18. The Moray Crystal*

The bearer can examine all enemy stacks in the hex he occupies and the six adjacent hexes at any time during his movement by expending MP.

DQ: An Adept may look into the crystal and determine the whereabouts and identities of any potentially hostile entities within a radius of 6 Leagues. It takes 6 hours per sitting to effectively sort out the vast amount of information provided and the Adept must concentrate on the crystal the entire time.

19. Ogme's Axe

The bearer does double damage in trial by combat and modifies all melee dice rolls by 2 in his favor, In addition, the bearer (traditionally, the Champion of Leinster) is always considered a hero.

DQ: Treat as Trollbane except that Stone Giants are not afraid of the item.

20. The Scrying Glass

This fabulous mirror (a relic of the Ghostdancers) allows the person possessing it to read and determine the intentions of his enemies. The bearer can cast a Scrying Enchantment for this purpose as described in 19.0.

19.0.20 *Scrying Enchantment*: A successful Scrying Enchantment forces the opposing player to write down the intended movement (including artifact searches and anything else requiring the expenditure of Movement Points) of one stack of the saying player's choice within a range equal to the caster's Current Magic Strength. Once plotted, the movement must be adhered to as closely as possible during the ensuing friendly Movement Phase, moving as far as possible along the announced path of movement within the limits of the pieces' Movement Allowances. This plot is written offer the effects of all enchantments hasp been determined that is, alto all dice rolls have been made in the Enchantment Segment).

Notes: The range of this enchantment is doubled if it is cast by Dobie the Scryer while Dobie occupies Fir Chlis (hex 3337[3]). The Scrying Glass can be used only by Dobie the Scryer at the

[3] Original text reads 0715, inexplicably.

beginning of the game.[4] Upon Dobie's death, the item will immediately become attuned to the first person with a Basic Magic Strength of 1 or higher who possesses the item. Thereafter, only that person may employ the item, though others may carry it. If the person to whom the item is attuned dies, the item will become attuned to the next person with a Basic Magic Strength of 1 or higher who has the item in his possession, etc.

Variant:[5] This item is cumbersome. Instead [or as an alternative], allow an *Enchantment of Scrying* to be as follows: It forces the Faerie player to roll his Activations during the Fomorian Activation Phase, so the Fomorians can see what's coming before they move. The rolls don't actually take effect until the Faerie Activation Phase, of course.

DQ: This glass allows the user to read the minds of any persons within a range of 20 Leagues.[6] Only Adepts may use the glass and the glass will work only for someone attuned to it. The glass will be attuned to only one Adept at a time and remains attuned to that Adept until the Adept dies. Dobie can use the glass at twice the normal range. [Becomes attuned to the next person with a DQ MA of 15 or higher who attempts to use it.]

[4] I.e. because he has it at the start of the game; naturally he may continue to use it for as long as he possesses it.
[5] By Gary J. Robinson.
[6] Miles 000?

21. The Staff of Dunatis

This thick ash staff appears to be only a brass-shod walking stick, but the bearer is blessed with extreme good luck. He and those with whom he is stacked always automatically evade enemy pieces if they 50 desire. In addition, the combat resolution dice roll in all combats in which the bearer participates is always modified by 2 in the bearer's favor.

DQ: The bearer receives an adjustment of 5 in his favor on all D100 dice rolls and a 10% adjustment in all other dice rolls in his favor. May only be used by an Adept. Treat as a Quarterstaff for combat purposes.

22. The Sword Requiter*

The possessor of the "sword of heroes" as it is called, is always considered a hero. His Command Rating is always increased by 1 (already reflected on Dorwen's piece). A curse is laid upon the sword that the slayer of its bearer will, by his act, destroy himself. Therefore, if the bearer of Requiter is slain in challenge combat, the enemy piece will also immediately die. Any Mundane or Troll person who attempts to take possession of Requiter must roll his Current Magic Strength or less on two dice. If he fails in this roll, he dies. Troll and Mundane armies may carry the sword without penalty.

DQ: The Sword Requiter The bearer has his PS, AG and MD increased by 3.

Treat as a Broadsword. The slayer of the bearer will thereafter be cursed with a modification of 10 against him on all D100 dice rolls. Treat as a Major Curse. In addition, any Stone Giant or Human attempting to draw or even pick up the sword must immediately check against Endurance exactly as described under the Hand of Torbay.

23. Teeth of the Dragon

When the Worm dies, its body may be looted for its fabulous teeth. After the terrain for any battle has been chosen, the bearer may declare that he is using "the teeth." These are cast on the ground, and where they fall an army springs up. Two dice are rolled, and the number on the dice is the number of army CSP's which are added to the bearer's strength for purposes of that combat. These CSP's may be removed as casualties. They do not benefit from (or suffer from) terrain modifications to their strength. At the end of the battle in which they are used, the CSP's disappear permanently. The teeth may only be used once. The teeth may not be used to affect a melee or an overrun. They may never be used by the Worm, obviously.

DQ: The Worm has 107 teeth and a skeleton (with maximum characteristics) will spring up in D10 seconds wherever each tooth is cast. The skeletons will obey the individual (including a non-Adept) who cast the teeth in all things. They remain animated so long as the caster maintains a slight concentration on them (e.g., through practically anything except the caster falling asleep). Once deactivated, the skeletons crumble to dust. Each tooth may be used once.

24. Horn of Manannán:[7]

The possessor of this item always gets two odds shifts in his favor when participating in a naval engagement, and also gets to modify the engagement dice rolls by one in his favor. If the ship he is on sinks, he and all other persons on that ship may move to any one friendly or unoccupied coastal hex within 6 hexes rather than die, and they do not lose the items they are carrying. (They may utilize 7.5 instead, losing their items, if they wish to remain in the engagement.) They are moved immediately but are treated (for purposes of whatever is in the new hex) as if they appeared after all combat was over for that player turn.

25. ***Whitecap*****:** This ship always pays 1 MP per sea hex, regardless of weather, Minches etc. if Manannán is on board. Manannán is always successful when attempting to cast the *Enchantment of Storm Calling*.[8]

26. Ring of Breas

This enchanted ring gives its bearer great powers of persuasion. An active person wearing this ring may enter friendly inactive kingdoms, and if the owner ends his move in a hex containing an inactive friendly king/unaligned

[7] Items 24–27 by Gary J. Robinson.
[8] Variant by Gary J. Robinson.

person, that nation/unaligned person is instantly activated. Also, if the owner of the ring is captured (by failing to evade) he is not automatically killed, but may roll a d6 for persuasion of his captors: on a 1 or 2 he is killed anyway, on a 3 or 4 he escapes (treat as a successful evasion) and on a 5 or 6 he remains a prisoner: he is removed from the game but does not count for victory point purposes, AND he takes the ring with him. Eochu Bres may not part with this ring until he is killed.

27. Sreang's Sword

The edge of this massive blade is enchanted with spells of severing, and it was this sword that Sreang used to cut off Nuada's arm at the First Battle of Moytirra, disqualifying Nuada to continue as king of the Tuatha De Danaan. Any wounds inflicted by this sword in Trial by Combat are permanent, and may not be healed by any means. **Optional Rule**: A character may recover 1d6 wounds [**DQ:** 1d6 x 8] inflicted by this weapon if the character is present at Rona's Bath during the Recovery Phase ([9.6]) of Gobis I or Gobis II.

20.6A FURTHER ITEMS FROM CELTIC MYTH.[9]

28. Battlehelm of the Tuatha de Danaan

Description: An iron war helm with inlaid bronze and festooned with red horsehair plumes and ivory horns.

Abilities*:* The wearer is treated as a Military Scientist 5 Ranks higher than his usual Rank (Rank 4 if unranked). The wearer is also immune to Grievous Injury about the face and neck, and any such injury specified when it occurs (treat as no effect and do not roll again on the Grievous Injury Table until a new grievous injury occurs).

Notes: Traditionally, this helm was always worn by the Warleader of the Tuatha de Danaan.

29. The Celtic Raven Shield

Description: A small round shield circular in shape reinforced by a rim of iron and painted with a black raven with wings spread.

Abilities: Increases the user's Defense by 10 (not including Defense/Rank) and increases the chance of any weapon used against it breaking by 5. In addition, if the shield is hurled into the air it will black out the sun (making it as dark as midnight during the new moon) within a radius of 21 miles. The enchantment lasts 11 hours, after which the shield returns to the person who cast it into the air providing he is within the radius affected by the spell. Otherwise, it will simply fall to earth.

Limitations: It costs 3 Fatigue to cast the shield into the air, and the shield can only be used once every 33 hours.

Notes: The Raven Shield was used in the first battle of Moy-Tura by the Tuatha de Danaan.

30. Crann Buidhe

Description: A yellow-hafted spear with a bronze head.

Abilities: The user's Base Chance of striking a target is increased by 10 whenever he uses this spear to strike. The spear may never be broken by a non-magical weapon.

Limits: The user of this spear must subtract 20 (net subtraction of 10) from his Base Chance if he opposes a character using the spear Gai Dearg.

Notes: The Celtic warrior, Diarmaid, was slain by a boar because he carried Crann Buidhe instead of Gai Dearg.

31. Daghdha's Harp

Description: A gilded harp of fine craftsmanship.

Abilities: The harp speaks the Common Tongue and can be played normally as a musical instrument or once per day may be used to control the weather in the same manner as R-1 of the College of Air Magics at Rank 15.

Limitations: The user must possess the Troubadour Skill and be able to

[9] Items 28–34 from *Arcane Wisdom* 95.0, pp. 49–55.

play the harp to control the weather in this manner.

Notes: The harp was the possession of the "King" of the Celtic gods, Daghdha.

32. Gai Bolg

Description*:* A large, heavy spear carved from the beak of a Kraken.

Abilities*:* The spear does D+6 damage. In addition, the spear will begin to throb and hum whenever danger draws near, warning of ambushes and the like.

Notes*:* Traditionally, the Gai Bolg was used by Cuchulain, the Celtic god of war.

33. Silvanus' Drinking Cup[10]

Description: A horn cup studded with brass.

Abilities: Any desired liquid will flow into the drinker's mouth unendingly so long as he holds the upended horn to his mouth.

Notes: The cup was the property of the Celtic God Silvanus.

34. Sword of Nuada

Description: A ruby-like hilted claymore of unknown metal.

Abilities: The sword's blade can be made by the wielder to flame upon command (treat as a sword with a Weapon of Flame Spell of Rank 15 cast upon it). Once it flames, all except the user must immediately roll their Willpower or less in order to take any Action during the remainder of the Pulse.

Limitations: It costs 5 Fatigue to ignite the sword.

Notes: Traditionally, this sword was used by the King of the Tuatha de Danaan, Nuada, at the First Battle of Moy-Tura, when he slew the Collector of Souls.

[10] Silvanus is a Roman gloss for 000.

19.4 ENCHANTMENT SUMMARY

The following 13 enchantments may be cast during the course of the game. Each enchantment, numbered from (11 through 13 for ease of plotting, lists under the heading Requirements any special Requirements necessary 10 its casting, under the heading Effects how the enchantment operates, and under the heading Notes anything special about the enchantment.

DQ: The 13 Enchantments in Albion can be worked into a *DragonQuest* campaign in the following manner: 01, 03, 04 are powers of a particular Magical Item, rather than being types of Spells or Rituals. 02 and 13 are functions of particular hexes in Albion (e.g., they are special powers inherent in a particular location and work just like Talents. 05, 06, 07, 08, 09, 10, 11, 12, are a special type of Ritual which can be performed by any Magic User with 120+ points of Rank in magical Spells, Talents and Rituals, They are learned at a cost of one month's study and 500 sp from an Adept who already knows them. These Rituals may be listed on a Character Record by writing the letter "a," followed by the number of the Ritual on the Enchantment Summary. The Magic User must occupy the appropriate area listed in the Albion rules and must conduct an extended Ritual in order to cast these Enchantments, The Ritual has a Base Chance of 5% per full day spent in the performance of the Ritual (minimum of 1 day and maximum of 15). Casters may stop to eat and sleep for 8 hours in every 24, but may do nothing else during the performance of the Ritual. Adepts may not work in relays (e.g., only one caster may perform each Ritual). These Rituals will work only in the area shown on the Albion map and should not be implemented in *DragonQuest* campaigns in other worlds since they are so powerful.
The results of each of the 13 Enchantments listed in Albion are discussed in the Enchantment Summary on page 10. Persons cannot achieve Rank with these Rituals.

DQ: The 13 Enchantments in Albion have the following effects when employed in DragonQuest campaigns and adventures.

01. *Shake the Earth**

Requirements: Caster must possess Dana's Torque (Magic Item 051).

Effects: The caster's player designates any one hex within a range equal to the caster's Current Magic Strength x 2, That hex suffers a violent earthquake. Any fortresses and 50% of the army (not escort) CSP's in the hex (round down) are immediately destroyed. Both friendly and enemy pieces are affected.

DQ: See Magic Item 05.

02. *Enchantment of Farcalling*

Requirements: Caster must occupy the Denby Plinth [2838] or Derwent's Watch [2034].

Effects: The enchantment may only he cast once per game. Once cast, the activation dice roll for Auberon's Expedition (see 10.0) is reduced by 5 for the remainder of the game.

DQ: Any Enchanter (Adept with 120+ points of Rank in Spells, magical Talents and Rituals) who occupies Denby Plinth [JF: or Derwent's Watch] may spend 1 to 15 days attempting to call a friend or ally to him with a chance of success of 5% per day spent in calling. The person called will, if the attempt is a success, experience a need to go to the source of the calling and will experience a sense of urgency in this regard, though he will not know why.

03. *Scrying Enchantment*

Requirements: Caster must possess the Scrying Glass (Magic Item 20)

Effects: A successful Scrying Enchantment forces the opposing player to write down the intended movement (including artifact searches and anything else requiring the expenditure of Movement Points) of one stack of the saying player's choice within a range equal to the caster's Current Magic Strength. Once plotted, the movement must be adhered to as closely as possible during the ensuing friendly Movement Phase, moving as far as possible along the announced path of movement within the limits of the pieces' Movement Allowances. This plot is written *after* the effects of all enchantments have been determined (that is, after all dice rolls have been made in the Enchantment Segment). Notes: The range of this enchantment is doubled if it is cast by Dobie the Scryer while Dobie occupies Fir Chlis (hex 3337[1]). The Scrying Glass can be used only by Dobie the Scryer at the beginning of the game. Upon Dobie's death, the item will immediately become attuned to the first person with a Basic Magic Strength of 1 or higher who possesses the item. Thereafter, only that person may employ the item, though others may carry it. If the person to whom the item is attuned dies, the item will become attuned to the next person with a Basic Magic Strength of 1 or higher who has the item in his possession, etc.

DQ: See Magic Item 10.

04. *Enchantment of the Elements*

Requirements: Caster must posses the Book of Gyres (Magic Item 02).

Effects: The caster's player determines the weather type in all hexes within a range equal to the caster's Current Magic Strength. Regardless of what weather prevails elsewhere on the map, this single type of weather will he in effect in that area for the entire Game-Turn. The effects of this enchantment have precedence over the effects of enchantments 05 [*Stormcalling*], 06 [*Fimbulwinter*] and 07 [*Rainmaking*].

DQ: See Magic Item 02.

05. *Enchantment of Storm Calling*

Requirements: May only be cast by an Enchanter with a Basic Magic Strength of 4 or higher who occupies a coastal[2] hex.

[1] Original text reads 0715, inexplicably.

[2] GJR **What is a "coastal hex"?** *The Enchantment of Storm Calling* can only be cast from a "coastal hex." Usually it is clear whether a hex is coastal or not, but

Effects: Each all-sea hex in the Sea Zone of which that hex is a part is[3] immediately subject to the effects of storms as described in 6.2 ("bad sailers" must undergo Attrition and *all* ships pay an additional Movement Cost to enter each hex). There is no additional effect if this enchantment is cast when the weather is *rain*.

DQ: Any Enchanter occupying a coastal hex may call a Full Gale which will arrive in 24–48 hours, occupy the entire sea bordering the hex and last for two weeks.

06. *Enchantment of Fimbulwinter**

Requirements: May only be cast by an Enchanter with a Basic Magic Strength of 4 or higher who occupies a mountain hex.

Effects: The weather for the entire Game-Turn in all hexes [JB: within a range equal to the caster's Current Magic Strength x 2], except those under an *Enchantment of the Elements* [02] or an *Enchantment of Storm Calling* [05] is *snow*. This enchantment supercedes (takes effect instead of) enchantment 07 [*Rainmaking*]. [JF: For effects of Snow, see [6.3].]

DQ: Any Enchanter occupying a mountain hex may call down a blizzard upon all of Albion as a result of this ritual. The blizzard will arrive in 24–48 hours and will last two weeks.

07. *Enchantment of Rainmaking*

Requirements: None.

Effects: The weather in all hexes on the map [JB: within a range equal to the caster's Current Magic Strength x 2] except those under an *Enchantment of the Elements* (04) is *rain*. If enchantment 06 [*Fimbulwinter*] is cast successfully, this enchantment is ignored. [JF: For effects of Rain, see [6.2].]

DQ: The caster calls monsoon-like rains upon all of Albion which arrive within 24–48 hours and last for two weeks. (Note: The precedence established in *Albion* rules for 04, 05, 06 and 07 is maintained when these Rituals are employed in a *DragonQuest* campaign and may prevent some enchantments from being effective.)

08. *Enchantment of Mental Attack*

Requirements: Before the enchantment takes effect, the caster of this enchantment must take one point of damage. Additionally, only Enchanters occupying their home hex may cast this enchantment. The following Enchanters have "home

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in some cases it is not. For example, the map key says to treat major rivers as sea. Under this definition, Fir Chlis (hex 3337) could be considered a "coastal hex" since it is connected to a sea by an unbroken line of major river ("treat as sea") hexes. Stretching this line of reasoning further, The Denby Plinth (hex 2838) would be a coastal hex if the weather was rain, because the minor river that it abuts would be a major river ("treat as sea") running into a sea. In my opinion, such reasoning is balderdash and should be ignored. In my opinion only the following Places of Power are coastal hexes: 0725, 2128, 2604, 2608, 2611, 2609, 2825, 3705. **JF**: I accept Fir Chlis as coastal; but agree that rain should not transform Minor Rivers into Coasts.

[3] TS: are.

hexes" (listed in parentheses after each person): Misha the Wise (Hex 2608); Morigu (Hex 1819); Dunatis the White (Hex 2034); Dobie the Scryer (Hex 3337); Gerflax Haefay (Hex 3433); Barguest the Dwarf (Hex 2611); Corin the Shaper (Hex 2838). No other persons have a "home hex."

Effects: The caster's player initiates a duel arcane between the caster and any *one* enemy person within a range equal to *twice* the caster's Current Magic Strength. The duel arcane is resolved immediately upon the completion of the Enchantment Segment (before proceeding to the Attrition Segment). It is resolved in all ways as a normal duel arcane except that the opposing pieces need not occupy the same hex, the duel may never be declined (even persons not normally permitted to accept a duel arcane must do so as a result of this enchantment. Persons with a Basic Magic Strength of zero have a Basic Magic Strength of 1 for purposes of this enchantment, to which the current Mana Level is added normally). Brigit's Cloak (Magic Item 13) does not allow the wearer to evade this enchantment.

DQ: Enchanters who occupy their home hex *or a safe place* where they can leave their body undisturbed may enter a trance as part of this Ritual. During this trance, they will leave their body and seek out any foe within a number of Leagues equal to their Magical Aptitude. The two persons then engage in combat as if they were in each other's physical presence (fight an arena combat using the blank hex grid side of the *DragonQuest* Tactical Display). Treat this combat as a Duel Arcane in that it must be to the death (no quarter may be shown). Since the combat takes place on the astral plane, no one else can interfere. However, the consequences of the combat will manifest themselves on this plane in the form of mysteriously appearing abrasions, contusions, etc.

09. *Enchantment of Vortex Creation*

Requirements: Caster must have a Basic Magic Strength of 4 or higher. This enchantment may not be cast at hexes containing undestroyed fortresses.

Effects: *All* friendly and enemy pieces occupying any one target hex within a range equal to the Enchanter's Current Magic Strength must undergo Attrition during the ensuing Attrition Segment, and 5 is added to the dice roll. Vortex markers are supplied for use in reminding players which stacks must undergo Attrition as a result of vortices.

DQ: The caster creates a number of magical tornadoes equal to his MA within an area four Leagues across that is entirely within a range equal to his MA in Leagues. The vortices appear within 24 hours of the Ritual being performed and remain in the area for D10 days.

10. *Enchantment of Mind Control*

Requirements: The sum of the Enchanter's Current Magic Strength and Command Rating must be higher than the sum of the target's Current Magic Strength and Command Rating. [JB: Before this enchantment takes effect, the caster must take on point of

damage. Additionally, only enchanters occupying their home hex (see list in 08) may cast this enchantment.][4]

[4] JB's supplements here and below follow discussion of GJR: **The *Enchantment of Mind Control* is obscene.** Under the interpretation used above regarding Current Magic Strength for persons with a Basic Magic Strength of "0", any Faerie Enchanter can automatically take over any Fomorian person with a Basic Magic Strength of "0", as long as they make their Cast Enchantment die roll. And, according to the spell, they can automatically kill the hapless Fomorian as well, just by leaving him stacked with one of the Faerie pieces at the end of the turn. This is brutal. It means any two Faerie Enchanters anywhere on the board can totally disrupt Fomorian operations in Erin by casting this spell and using it to take over (and kill) Balor and Connan, who both have Basic Magic Strengths of "0". Such a move leaves the Fomorian troops in Connaught and Munster leaderless and immobile. The only defense is for Connan and Balor to huddle in their brochs or skulk in Places of Power while getting fried by the wild magic. Similarly, any leader of Mundania except Sean can be zombied this way, and the Worm can be eliminated with no risk by either Gerflax or Dunatis from leagues away. Even worse, if there are no Faerie units nearby to execute the brainwashed leader, he and his escort can be made to attack any Fomorian force nearby, with a challenge combat thrown in; in the trial by combat either the brainwashed leader or his opponent will die, either way a boon for the Faerie player.

I am not sure what to do about this. Several things spring to mind at once: first, the spell should have a range equal to the caster's Current Magic Strength, like almost every other "target" spell.

Second, instead of "the piece may not enter an undestroyed fortress hex," the rule should read "the piece may not enter or remain in an undestroyed fortress hex, or enter a Place of Power." That way, if the Faeries take over Balor while he is besieging Brugh Tara, they cannot dodge the spirit of the rule by simply leaving him there, where the besieged Sidhe inside the fortress will gleefully cut off his head at the end of the turn. If they want to get him, someone is going to have to leave the fortress and meet him in an adjacent hex, where the executioner will be left sitting next turn, open to counterattack.

Also, I would make this spell subject to the same restrictions as the *Enchantment of Mental Attack*, i.e. the caster takes a point of damage, and must be in his home hex.

Frankly, even with those adjustments, I think the spell is too powerful: compare it to the *Enchantment of Mental Attack*, which seems tame by comparison, and which can only be cast by a very few persons, and even then only from their home hex, and even then the target might win the Duel Arcane, especially since the caster takes a point of damage right away. As written, the *Enchantment of Mind Control* has none of these restrictions or risks. I am at a loss to understand this; I suspect the spell was a last-minute addition, and not playtested. After all, the rules mention what to do if both players try to control the same person, but what are the chances of that, when all spells and targets must be secretly preplotted? In light of all of the above, I would add another provision: that the target gets a saving throw.

In sum: **a)** The caster must be in his home hex (Rule 19.4.08); **b)** Range equals Current Magic Strength; **c)** Caster takes a point of damage (but only if spell succeeds and target misses his saving throw); **d)** Target gets a saving throw: if he rolls his Command Rating or under on one die, he avoids the effects of the enchantment; **e)** Target cannot enter a fortress hex or Place of Power, or remain in a fortress hex; and **f)** The Worm is immune to this enchantment. Sound reasonable? Or, IN THE ALTERNATIVE: **a)** Same as above; **b)** Same as above, but double range; **c)** Target is not automatically killed at the end of the turn if stacked with opposing pieces; **d)** The Worm is immune to this enchantment.

Note the "Home Hex" requirement rules out the Fomorians from using this spell, since only Dobie and Barguest have home hexes, and they are not powerful enough to control a single one of the Faerie leaders. But that is a small sacrifice for the Fomorians, for Callach is too lame to control any Faerie leaders also, and Magog could only control Colleran and Dorwen. Only Sean, of all the Fomorians, could really use this enchantment against a variety of targets, and his targets would likely be inside fortresses anyway, immune to attack from this enchantment. Without the above restrictions, the Faeries will run off with the game every time.

It might be better to just get rid of this spell altogether. Alternately, it could be replaced by an enchantment that lets the casting player, in one battle or engagement of his choice that turn, select losses/allocate wounds which are normally selected/allocated by the opposing player. In other words, you get to choose which of his guys take the wounds you inflict in battle, or which of his ships sink in the big naval engagement of the turn, or whether those lost CSP's come from Elvish or Gnomish troops. Call it the *Enchantment of Murphy's Law*, maybe . . . a nice Irish name . . . or maybe the *Enchantment of Obnoxious Outcomes*. To balance things, you would have to do it blind; if you allocated more wounds to a

Effects: Any one target person [JB: within a range equal to the caster's Current Magic Strength] who does not occupy a friendly fortress or a Place of Power may be taken control of by the caster's player. For the remainder of the Game-Turn, the piece (and its escort, if any, but *not* any army or ship with which it may be stacked) may be maneuvered by the opposing player and may be used by that player to perform any game function as if it were his own piece. However, the piece may not enter [JB: or remain in] an undestroyed fortress hex (of any type) [JB: or a Place of Power]. If stacked with the controlling player's pieces at the end of the Game-Turn, the person is automatically killed. If more than one Enchanter attempts to cast this enchantment over the same piece and both are successful, the Enchanter with the highest Basic Magic Strength gains control. If both have the same Basic Magic Strength, roll the dice to determine who gains control (high roller). If the Enchanter controlling the person is killed, the enchantment is immediately broken and may be ignored for the remainder of the Game-Turn.

DQ: This Ritual works exactly like the Spell of Controlling Persons (G-7) of the College of Sorceries of the Mind except it has a range equal to the caster's MA in Leagues and uses the Base Chance listed in this article's enchantments.

person than they had left, the excess wounds are lost, not allocated to somebody else. And you wouldn't know whether you had overshot, or by how far. A battle of wits!

11. *Enchantment of Dispelling Magic*

Requirements: None.

Effects: All other enchantments in *one* target hex of the caster's choice are destroyed. [Or for any one hex that is the *source* of an enchantment (i.e. a hex where a Person is casting an enchantment), that enchantment is cancelled.[5]] The target hex must he within a range equal to the caster's Current Magic Strength. It is possible for an enchantment to affect all other hexes on the map *except* the one hex in which this enchantment is cast (thus Fimbulwinter would cover all of the map except the hex to which this enchantment applied). Any other enchantment cast over a person occupying a hex in which this enchantment is cast is immediately negated. Thus, a person under an *Enchantment of Mind Control* and occupying a hex under an *Enchantment of Dispelling Magic* would be unaffected by the *Enchantment of Mind Control* even if he left the hex.

DQ: This Ritual works in exactly the same manner as the Ritual of Dissipation (Q-1) of the College of Naming Incantations except that it has a range equal to the caster's MA in Leagues and affects all magic (Spells,

[5] **Variant** by Jeffery Bass: I would suggest making it possible for the Dispelling enchantment not only to nullify a hex that has been *targeted* for enchantment, but also to nullify the hex that is the *source* of an enchantment. This way, you might have a fighting chance to nullify the Enchanter who Teleports in to cast Shake the Earth. He will be sitting there all game-turn after Teleporting waiting for the next turn's Enchantment phase.

Rituals and Talents) in a 4 League square area. The effects will last for D10 hours after the Ritual is successfully completed, so it will be impossible during that time for Talents to operate within the affected area or for new Sponsor Rituals to be cast.

12. ***Enchantment of Strength****

Requirements: The caster and the target must occupy the same hex.

Effects: The person over whom the enchantment is cast has his Combat Strength increased by 2 for the remainder of the Game-Turn. Note that the number of wounds that a person can suffer before being killed is *not* affected by this enchantment.

13. ***Enchantment of Vision****

Requirements: Only persons occupying Derg Donnegal (1819), Derwent's Watch (2034), Ravenglass (2825), the Denby Plinth (2838), or the Seat of Moray may cast this enchantment.

Effects: The caster's player may examine any and all enemy pieces within a range equal to *twice* the caster's Current Magic Strength to determine their composition. He may not look at the enemy player's Combat Strength Roster, however.

ALBION

BROCH WILLIG
STRATHCLYDE
MORPA
DERMOT'S DYKE
OF MANANNAN
RAVEN'S PASS
ORME'S GATE
ALBION
OF MONA
CAER MENADOR
GARRYKNOWE
WIGAN'S PEN
EMLYN BRUGH
FIR DARIOG
DRUFFELD KNOWE
CAER GANMORGAN
FIR CHEIS
SELKIES' RADE
THE DENBY PLINTH
CAER ARKLOW
KIRKCONNEL
DUN MENDIP
BRUGH MELTON
CAER BROLLACHAN
HODDENHILL
THE WEALD
THE GIANT'S DANCE

Auberon **e01** **Expedition**
home hex[1] **3034** **Caer Ganmorgan**

Auberon the Short, King in Albion. (2032–2680) Auberon begins the game off-map with Auberon's Expedition, which has sailed in search of Jotunheim.

King/Enchanter

DQ STATS:

PS 8	MD 22	AG 22	EN 12	MA 21
WP 23	FT 17	PC 22	PB 17	
ASPECT Life	RACE Elf	COLLEGE Ensorcelments and Enchantments		

	Rank	%	FX
SPELLS: 34	9		
SKILLS: 10	5		
WEAPONS: 6	4		

[1] Since Elidor deploys here, I assume this is the royal capital. But does Auberon have a 'home hex'? See 000.

Colleran **e02** **3140** **Brugh Melton**

Captain/Hero

Colleran the Brave, Marshal of the East (2106–2680). Colleran may never enter any kingdom except Albion, The Eastmarch and The Weald unless accompanied by a Friendly Marshal or King.

DQ STATS:

PS 20	MD 20	AG 23	EN 18	MA 15
WP 18	FT 23	PC 19	PB 20	
ASPECT Sun	RACE Elf	COLLEGE Illusions		
		Rank %	FX	

SPELLS: 14 2

SKILLS: 4 3

WEAPONS: 6 4

Corin **a06** **Expedition**
home hex: **2838, Denby Plinth**

Captain/Enchanter

Corin the Shaper * (?–2680). "Greatest of his age said some" (§30). Auberon's Court Magician is accompanying Auberon's expedition at the start of the game. If Corin is killed, his piece is not removed from play. Instead, it is replaced with the **Cait Sith**, the great Demoncat that Corin bound to his service and which is sworn to avenge his death. The Cait Sith is controlled by the Faerie player (see further below, Supernatural Creatures). **DQ**: Corin the Shaper, like other Ancients, has a 20% higher chance of having a particular Skill than his Elvish cousins and will have an average Rank 3–10 higher (depending upon person).[2]

DQ STATS:

PS 15	MD 20	AG 18	EN 18	MA 22
WP 24	FT 24	PC 24	PB 20	
ASPECT Death	RACE Elf	COLLEGE Greater Summonings		
		Rank %	FX	
SPELLS: 20 15				
SKILLS: 7 9				
WEAPONS: 3 4				

[2] Ritchie 1982, 13.

Dorwen **e05 3429** **Caer Menador**

Captain/Hero

Dorwen Trollkiller, King's Champion (2335–2680). Dorwen bears the blade Requiter and can never part with it unless he is killed. In addition, Dorwen's reputation among the Fomorians is so fell that he receives a shift of one column in his favor whenever he participate; in challenge combat.

The Sword Requiter: The possessor of the "sword of heroes" as it is called, is always considered a hero. His Command Rating is always increased by l (already reflected on Dorwen's piece). A curse is laid upon the sword that the slayer of its bearer will, by his act, destroy himself. Therefore, if the bearer of Requiter is slain in challenge combat, the enemy piece will also immediately die. Any Mundane or Troll person who attempts to take possession of Requiter must roll his Current Magic Strength or less on two dice. If he fails in this roll, he dies. Troll and Mundane armies may carry the sword without penalty. **DQ**: The bearer has his PS, AG and MD increased by 3. Treat as a Broadsword. The slayer of the bearer will thereafter be cursed with a modification of 10 against him on all D100 dice rolls. Treat as a Major Curse. In addition, any Stone Giant or Human attempting to draw or even pick up the sword must immediately check against Endurance exactly as described under the Hand of Torbay.

DQ STATS:

PS 22	MD 23	AG 23	EN 22	MA 16
WP 19	FT 24	PC 23	PB 17	
ASPECT Death	RACE Elf	COLLEGE Earth Magics (Pacifistic)		
		Rank %	FX	

SPELLS: 28 4

SKILLS: 7 7

WEAPONS: 8 6

Wild Edric **e03 2339** **Caer Arklow**

Marshal/Enchanter

Wild Edric, Prince of Albion (2633–2841). Auberon's youngest son becomes a Marshal immediately if his elder brother (Elidor) becomes King. If both Elidor and Auberon are dead, Edric becomes King. [His counter shows him at his first promoted rank; treat as Captain/Enchanter until then.]

DQ STATS:

PS 19	MD 21	AG 24	EN 19	MA 19
WP 22	FT 23	PC 21	PB 22	
ASPECT Life	RACE Elf	COLLEGE Naming Incantations		

	Rank	%	FX
SPELLS:	30		5
SKILLS:	7		7
WEAPONS:	6		5

Elidor **e04 3034** **Caer Ganmorgan**

King

Elidor, Crown Prince of Albion (2598–2680). Auberon's eldest son becomes King if Auberon is killed, immediately gaining the power to command all friendly forces. [His counter shows him at this promoted rank; treat as Marshall/Enchanter until then.

DQ STATS:

PS 21	MD 20	AG 22	EN 21	MA 16
WP 20	FT 24	PC 17	PB 25	
ASPECT Life	RACE Elf	COLLEGE Naming Incantations		
		Rank %	FX	

SPELLS: 23 4

SKILLS: 4 3

WEAPONS: 7 5

SHIPS

Cloudkiss		**Expedition**
Foamrider	**2339**	**Caer Arklow**
Galetop		**Expedition**
Silverpeak		**Expedition**
Stoutheart		**Expedition**
Swancoat		**Expedition**

We must ask where the ships of the expedition would normally be stationed. It seems highly unlikely that they would all be kept at Caer Arklow (notwithstanding regular communication with Ireland). According to the map, Caer Brollachan is the only other Knowe in Albion that is directly accessible by navigable river (presumably Port Meadow in Oxford). But surely one or more ships would be quite immediately accessible from the royal capital at Caer Ganmorgan; this site, like Caer Menador and Brugh Melton, is within one hex of a navigable river (in this case the Trent). So we may reasonably assume that, like several Fomorian ships that deploy not at a broch but in an adjacent hex,[3] one or more Albion vessels may be moored at (say) 3135 and/or 3330.

FORTRESSES

Brugh Melton **3140** **Colleran, Elf x 4**

Population: 1740 Additional Rural Population (5%): 87

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
750	300	150	150	150

Caer Brollachan **2840**

Population: 290 Additional Rural Population (5%): 15

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
125	50	25	25	25

Appears to be accessible by navigable river.

[3] See n. 000, 000.

Caer Arklow **2339** **Edric, *Foamrider*, Elf x 4**

Population: 3480 Additional Rural Population (5%): 174

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
1500	600	300	300	300

Enchanted castle [built ca. 2350/730 BC at end of Second Fomorian War] to block the main land route between Faerie and the shores of the Weald which were being settled by hordes of Mundanes armed with cold iron and hungry for the land of the Elves (§7). Caer Arklow does, in fact, occupy the traditional invasion route into Wales from the Summer Country and Saxon Shore.[4]

Caer Ganmorgan **3034** **Elidor, Elf x 4**

Population: 2320 Additional Rural Population (5%): 116

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
1000	400	200	200	200

Caer Menador **3429** **Dorwen, Elf x 2**

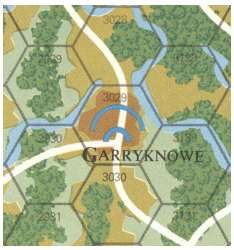
Population: 870 Additional Rural Population (5%): 44

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
375	150	75	75	75

It is likely that Dorwen Trollslayer is stationed here as being a kind of border fortress, being, along with Garryknowe, the first settlement coming south from Dermot's Dyke.

[4] Ritchie 1981: Note on sources.

Garryknowe **3029**



Population: 290 Additional Rural Population (5%): 15

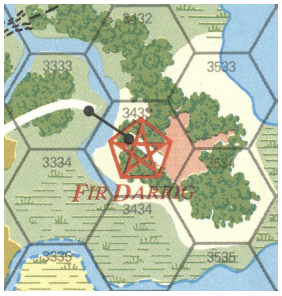
# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
125	50	25	25	25

PLACES OF POWER

The Denby Plinth 15 2838

This stone spire with its everclimbing stairway winding about its exterior is the home of **Corin the Shaper**. In addition, persons occupying the hex may cast an *Enchantment of Vision* or an *Enchantment of Farcalling*. The *Enchantment of Vision* takes effect in all of Albion, The Weald, Curwyllan and all other hexes in range.

Fir Darrig 08 3433



"The Red Man" or Fir Darrig is a dark forest haunted by memory of the Ghostdancers. No army CSP's (except for escorts) may enter Fir Darrig, and persons in the hex during an Attrition Segment suffer one wound. **Gerflax** treats Fir Darrig as his home hex and does not suffer any wound for occupying the hex.

Ravenglass 13 2825

Rising almost sheer from the depths of the ocean, Ravenglass is the Royal Observatory of Albion. Persons occupying Ravenglass may cast an *Enchantment of Vision* with unlimited range. [Ravenglass used for signal fires, §11.]

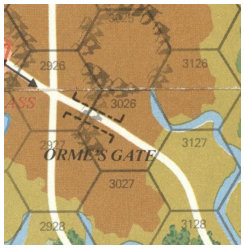
Wigan's Pen 19 2629

(Hex 2629) These ancient barrows hidden deep within the marshes cradle the bones of almost 1500 years worth of the royal houses of Faerie [presumably it continued to be used after the end of the New Kingdom by the various regional kings.] Persons occupying the hex during the second fortnight of Hoorn may search the hex for Colt Pixy (which grows only on the barrows of Kings during this single fortnight of the year). In addition, if Callach's Waff, Finn's Rade, or the Cait Sith enters the hex at any time, they are laid to rest and immediately and permanently removed from the game. Finally, if Auberon, Edric or Elidor are involved in a battle in Wigan's Pen, they may "call forth the kings." Before the battle, the Faerie player rolls two dice

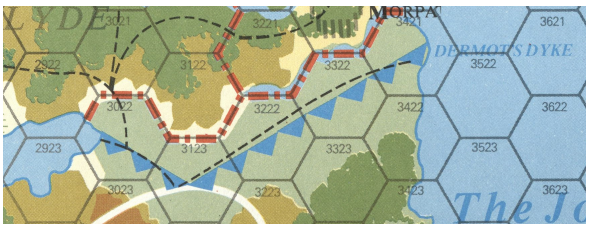
and adds the Command Rating of the person who made the call. The resulting total is the number of Enemy Army CSP's which are immediately destroyed by the attacks of the ghostly minions of royal Albion.

OTHER PLACES

Orme's Gate Tunnel) **2926–3026 DQ: Cavern (=**



Dermot's Dyke **3033+ DQ Fields, Extreme Danger**



The five Enchanted hexes of Dermot's Dyke which form a magical barrier between Faerie and the north. Constitutes a Fortress.

[The Elves'] last great enchantment . . . a magical barrier of false trails and deadly bogs and traps some three leagues deep along the northern border.

[Constructed in 2349/731 BC at end of Second Fomorian War (§7)].

In the Albion rules this costs 6 MPs for non elves. VARIANT: For 6 MPs the Fomorians must role 1–3 on a 6-sided die not to be lost. If unsuccessful, they must spend 6 more for an additional chance (and so on).

GWYNEDD

GWYNEDD
CAER CADER
EMLYN BRUGH
WIGAN'S PEN
DERWENT'S WATCH
HARROWGATE
DRIFFELD KNOWE
MERTHYN'S GATE
CAER CALLAN
SELKIES' RADE

Arwan **e14 2030** **Caer Cader**

King/Hero

Arwan the Black, King of Gwynedd (2086–2680). [Brother of] Midinhir [who] becomes King of Gwynedd if Arwan is killed.

DQ STATS:

PS 21	MD 21	AG 23	EN 19	MA 18
WP 22	FT 23	PC 20	PB 21	

ASPECT Moon RACE Elf COLLEGE Celestial Magics (Star Mage)

	Rank	%	FX

SPELLS: 28/5

SKILLS: 7/5

WEAPONS: 10/6

Branwen **e16** **2437** **Selkies' Rade**

Captain/Enchanter

Branwen the Fair, Princess of Gwynedd (2178–2868) If both of her brothers are dead (Arwan and Midinhir), Branwen becomes Queen (treat as king) of Gwynedd.

DQ STATS:

PS 12	MD 20	AG 20	EN 17	MA 21
WP 21	FT 24	PC 20	PB 26	

ASPECT Moon RACE Elf COLLEGE Celestial Magics (Star Mage)

	Rank	%	FX

SPELLS: 26/8

SKILLS: 11/4

WEAPONS: 5/3

Midinhir **e15 1836** **Caer Callan**

Marshal

Midinhir the Protector (2143–2853). [Brother of King Arwan, §20, cf. 18.] If Arwan is killed, Midinhir becomes King of Gwynedd.

DQ STATS:

PS 20	MD 21	AG 22	EN 19	MA 19
WP 20	FT 23	PC 22	PB 25	
ASPECT Moon	RACE Elf	COLLEGE Celestial Magics (Star Mage)		

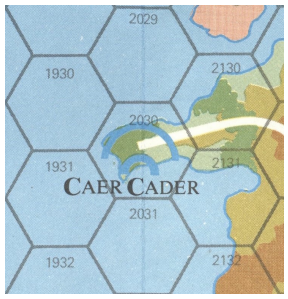
	Rank	%	FX
SPELLS: 26/5			
SKILLS: 7/6			
WEAPONS: 8/5			

SHIPS

Evenstar	**2630**	**Emlyn Brugh**
Mornstar	**2030**	**Caer Cader**
Seawitch	**1836**	**Caer Callan**

FORTRESSES

Caer Cader **2030** **Arwan, *Mornstar*, Elf x 6**



Population: 1998 Additional Rural Population (35%): 700

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
1125	450	225	225	225

Caer Callan **1836** **Midinhir, *Seawitch*, Elf x 6**

Population: 1776 Additional Rural Population (35%): 622

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
1000	400	200	200	200

Emlyn Brugh **2630** ***Evenstar*, Elf x 2**

Population: 888 Additional Rural Population (35%): 311

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
500	200	100	100	100

Selkies' Rade **2437** **Branwen, Elf x 4**

Population: 1332 Additional Rural Population (35%): 466

# under arms		Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
750	300	150	150	150	

PLACES OF POWER

Derwent's Watch* 05 2034

This almost inaccessible mountain-top is the home hex of **Dunatis the White**. Persons occupying this hex may cast an *Enchantment of Vision* (13) or an *Enchantment of Farcalling* (02). An *Enchantment of Vision* cast from this hex takes effect in all hexes of Gwynedd and Albion and all other hexes within range.

Driffeld Knowe 06 2634 DQ: Ruins

Site of the worst atrocity of the Kinslaying, the Knowe houses the ghosts of 10,000 Elves slain in a surprise attack. Among these is Finn's Rade (06), a ghostly marriage feast described in 20.6. Armies and persons occupying the hex during the Attrition Segment will be forced to undergo Attrition (5 to the dice) as a result of encountering Finn's Rade. The hex may he searched for the Finn's Rade artifact or The Staff of Gwydion (07), which was placed in this haunted place by Gwydion shortly before his death, to be kept safe until needed to aid Faerie.

OTHER PLACES

Harrowgate	**2134–2034**	**DQ: Cavern (= Tunnel)**
Merthyn's Gate	**2035–2036**	**DQ: Cavern (= Tunnel)**

LEINSTER

BRUGH
NA BOINE
BRUGH
TARA
LEINSTER
COMBERKNOWE
1225
1325
1425
1625
1726
1226
1327
1727
1328
1528
1728
1428
1628
1229
1529
1729
1629
1330
1530
1730
1230
1430
1630
1331
1531
1731
1231
1431
1631
1332
1532
1732

Angus Mac Og e08 1525 Brugh Na Boine

Captain

The Curse of Munster (2396–2740) Angus Mac Og becomes King of Leinster if Dagda is killed.

DQ STATS:

PS 20	MD 19	AG 20	EN 19	MA 17
WP 23	FT 23	PC 22	PB 22	
ASPECT Life	RACE Elf	COLLEGE Naming Incantations		
		Rank %	FX	

SPELLS: 30/4

SKILLS: 7/6

WEAPONS: 9/5

Brigit Shieldmaiden e10 1426 Brugh Tara

Captain/Enchanter

Princess Leinster (2414–2740) If both Dagda and Angus Mac Og are killed, Brigit becomes Queen (treat as a King). Brigit bears Brigit's Cloak (13) at the start of the game.

Brigit's Cloak (13): The specially woven cloak allows the wearer to become invisible. The bearer may always automatically evade. The wearer may always decline a melee combat (but not a challenge combat). Brigit's Cloak does not allow the wearer to evade the *Enchantment of Mental Attack* (08). Allows wearer to avoid melee (15.3). **DQ**: The wearer (who may be a non-Adept) is completely invisible except for those parts of his body not covered by the cloak (it has a hood and is ankle-length on a man-sized figure).

DQ STATS:

PS 17	MD 20	AG 22	EN 19	MA 22
WP 20	FT 24	PC 19	PB 24	
ASPECT Life	RACE Elf	COLLEGE Ensorcelments and Enchantments		
		Rank %	FX	

SPELLS: 30/4

SKILLS: 5/4

WEAPONS: 7/5

Dagda Silverhair e07 1426 Brugh Tara

King of Leinster (1806–2680) If Dagda is killed. Angus Mac Og becomes King of Leinster and gains the ability to command any Friendly troops.

DQ STATS:

PS 21	MD 22	AG 19	EN 18	MA 20
WP 22	FT 23	PC 19	PB 23	
ASPECT Life	RACE Elf	COLLEGE Ensorcelments and Enchantments		

	Rank	%	FX

SPELLS: 29/5

SKILLS: 5/7

WEAPONS: 8/5

Ogme Iron Fist **e09** **Expedition**

Captain/Hero

Champion of Leinster (2394–2680) Ogme begins the game off-map with Auberon's Expedition. Ogme carries Ogme's Axe (the Great Axe of Leinster) at the start of the game. Leinster is activated (if still Inactive) when Ogme enters the game.

Ogme's Axe (19). The bearer does double damage in trial by combat and modifies all melee dice rolls by 2 in his favor, In addition, the bearer (traditionally, the Champion of Leinster) is always considered a hero. **DQ**: Treat as Trollbane except that Stone Giants are not afraid of the item.

DQ STATS:

PS 22	MD 21	AG 24	EN 21	MA 21
WP 21	FT 24	PC 18	PB 15	
ASPECT Sun	RACE Elf	COLLEGE Earth Magics (Pacifistic)		
		Rank %	FX	

SPELLS: 28/4

SKILLS: 3/9

WEAPONS: 9/6

SHIPS

None

FORTRESSES

Brugh Tara **1426** **Dagda, Brigit, Elf x 6**

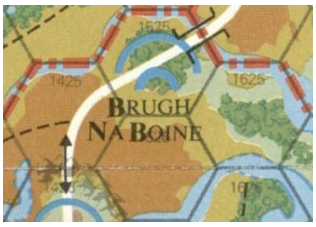
Population: 2400 Additional Rural Population (0%): 0

# under arms		Great Axe	Bow/Axe	Javelin/Axe
	Sling/Axe			
1000	400	200	200	200

Brugh Na Boine **1525** **Angus Mac Og, Elf x 4**

Population: 1800 Additional Rural Population (0%): 0

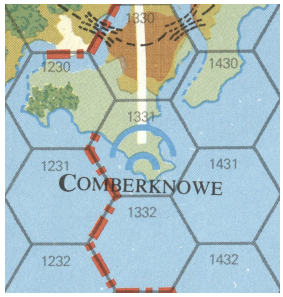
# under arms		Great Axe	Bow/Axe	Javelin/Axe
	Sling/Axe			
750	300	150	150	150



Comberknowe **1331**

Population: 300 Additional Rural Population (0%): 0

# under arms		Great Axe	Bow/Axe	Javelin/Axe
	Sling/Axe			
125	50	25	25	25



PLACES OF POWER

None

OTHER PLACES

ULSTER

ISLE OF GIGAN
ULSTER
ARANROCK
BROCH WYVIS
CAER KNOCKMA
CAER BRANDINGLE
BRUGH

Cluracan the Bold e12 1318 Aranrock

Captain/Hero

Hero of Ulster (2387–2680) If Cluracan[5] meets Connan in challenge combat, the Combat Ratio is adjusted one column in Connan's favor.

DQ STATS:

PS 21	MD 21	AG 20	EN 19	MA 19
WP 21	FT 23	PC 20	PB 24	
ASPECT Life	RACE Elf	COLLEGE Sorceries of the Mind		
		Rank %	FX	

SPELLS: 25/5

SKILLS: 3/5

WEAPONS: 6/5

[5] TS: Clurucan.

Finvarra **e11** **1922** **Caer Knockma**

King of Ulster (1642–2828) If Finvarra is killed, Morigu becomes Queen of Ulster (treat as a King). He carries Trollbane the start of the game.

King/Enchanter

Trollbane (12): This great axe increases the bearer's Maximum Combat Strength by 1 (but not the wounds he can suffer). In addition, Trollbane does double damage in any trial by combat against a Troll (calculate the damage and multiply by 2). **DQ**: This Great Axe does +12 damage and has a BC of 70. Otherwise, it has the same properties as any other Great Axe. Due to the great fear of the "Trolls" for this weapon, any time it is used in a fight against a Stone Giant, there is a chance that the Stone Giant(s) will run away (each Stone Giant within 10 feet must roll successfully against Willpower on D100 each Pulse or spend the run running away from the wielder of Trollbane).

DQ STATS:

PS 20	MD 20	AG 21	EN 20	MA 22
WP 20	FT 24	PC 21	PB 21	
ASPECT Life	RACE Elf	COLLEGE Ensorcelments and Enchantments		

	Rank	%	FX

SPELLS: 30/8

SKILLS: 6/8

WEAPONS: 8/4

Morigu the Enchantress **e13** **1922 Caer Knockma**
Home hex: **1819** **Derg Donnegal**

Captain/Enchanter

Princess of Ulster (2399–2828). Morigu becomes Queen (treat as King) if Finvarra is killed. If Cluracan is killed, any challenge combat in which she fights a Troll has the Combat Ratio shifted 2 columns in her favor.

DQ STATS:

PS 18	MD 20	AG 22	EN 18	MA 20
WP 20	FT 24	PC 22	PB 20	
ASPECT Moon	RACE Elf	COLLEGE Naming Incantations		

Rank	%	FX

SPELLS: 25/6

SKILLS: 5/8

WEAPONS: 4/5

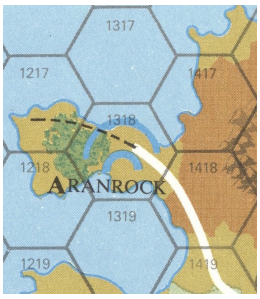
SHIPS[6]

Seadarter	**1922?**	**Caer Knockma**
Seawolf	**1318?**	**Aranrock**
Sureswift	**1922?**	**Caer Knockma**

FORTRESSES

Aranrock **1318** **Cluracan, Elf x 4, *Seawolf***

Population: 1169 Additional Rural Population (80%): 935



# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
875	350	175	175	175

Caer Knockma **1922** **Finvarra, Morigu, *Seadarter*, *Sureswift*, Elf x 6, Trollbane (#12).**

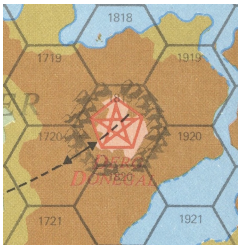
Population: 1837 Additional Rural Population (80%): 1470

# under arms	Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
1375	550	275	275	275

[6] *Albion* omited any setup for the ships of Ulster. Hex 2023 is suggested by GJR; I have followed the anonymous former owner who penciled in starting-hexes on GJR's counters. See further n. 000.

PLACES OF POWER

Derg Donnegal 04 1819



This dizzying rock spire is the home hex of Morigu the Enchantress (e13). The *Enchantment of Vision* (13) can be cast by persons occupying this hex. If the enchantment is successful, it takes effect in all hexes of Connaught, Munster, Ulster, and Leinster and all other hexes within range. (see 19.4)

OTHER PLACES

HEARTHSTEAD OF CURWYLLAN

Albion **Gnomes** are considered to be equal to *DragonQuest* **Dwarves** in all ways except that the traditional Dwarvish antipathy toward Elves is ignored for all such Persons resident in Albion [including Curwyllan].

Black Malekin g20 1740 Blackdown Delving

Captain/Enchanter

The Mage (2628–2680). Malekin is Erskine's Court Mage. He carries The Hand of Torbay at the beginning of the game.

The Hand of Torbay (15): A glove fashioned from the hide of a demon, the Hand may be used by the bearer to touch one enemy person in any melee or challenge combat. The bearer's player announces in advance who he will attempt to touch. That person's player rolls one die and, if the result is less than or equal to the person's Current Combat Strength or Current Magic Strength (whichever is higher), the person escapes the touch of the Hand unscathed. Otherwise, the person is killed. The effects of the Hand are accounted for prior to the resolution of the combat itself and any person killed by the Hand does not participate in the combat. The bearer of the Hand does participate in the combat, as does any person who escapes the touch of the Hand. **DQ**: Anyone touched by the wearer of this glove must roll against Endurance on D100. If the result is greater than Endurance, the person suffers a number of points of damage to Endurance equal to the difference between the dice roll and the person's Endurance.

DQ STATS:

PS 16	MD 19	AG 19	EN 17	MA 21
WP 25	FT 21	PC 23	PB 10	
ASPECT Death	RACE Dwarf	COLLEGE Fire Magics		
		Rank %	FX	

SPELLS: 28/7

SKILLS: 6/7

WEAPONS: 3/3

Erskine Deepdelver g17 1740 Blackdown Delving

King of the Gnomes (2615–2723). Erskine carries Lyme's Hammer at the start of the game. If he is killed, Spriggan becomes King of Curwyllan.

King

Lyme's Hammer (11): Carried by the King of Curwyllan and sometimes by the Warder of the East, Lyme's Hammer is a great war hammer which increases the bearer's Maximum Strength by 2 (but not the wounds he can suffer). The bearer is always considered a hero. **DQ**: This weapon has the property of draining energy from those it strikes and transferring it to the wielder of the weapon. Each time damage is removed from Fatigue as a result of a blow from Lyme's Hammer, 1 point of Fatigue is added to the striking character's Fatigue for every 2 points of Fatigue subtracted from the target. However, the bearer of the Hammer cannot have his Fatigue increased beyond his maximum Fatigue Rating in this manner. Otherwise, treat as a War Hammer.

DQ STATS:

PS 19	MD 18	AG 19	EN 18	MA 13
WP 25	FT 21	PC 24	PB 18	
ASPECT Life	RACE Dwarf	COLLEGE Earth Magics (Pacifistic)		

	Rank	%	FX

SPELLS: 25/3

SKILLS: 5/6

WEAPONS: 5/3

Spriggan **g19 2240** **Thornsten Hall Delving**

Master of Thornsten[7] Hall (2633–2680). Spriggan becomes King of Curwyllan if Erskine is killed.

Marshal

DQ STATS:

PS 20	MD 17	AG 20	EN 19	MA 17
WP 23	FT 21	PC 22	PB 16	
ASPECT Life	RACE Dwarf	COLLEGE Earth Magics (Pacifistic)		

	Rank	%	FX

SPELLS: 22/4

SKILLS: 4/6

WEAPONS: 4/4

[7] TS: Thorstan. The map has "Thornsten".

Trumpin **g18 1241** **Bodmin Delving**

Marshal/Hero

Master of Bodmin Delving (2638–2680). If both Erskine and Spriggan are killed, Trumpin becomes King of Curwyllan.

DQ STATS:

PS 24	MD 21	AG 22	EN 21	MA 16
WP 21	FT 22	PC 19	PB 14	
ASPECT Life	RACE Dwarf	COLLEGE Earth Magics (Pacifistic)		
		Rank %	FX	

SPELLS: 20/4

SKILLS: 5/7

WEAPONS: 3/4

SHIPS

None

FORTRESSES

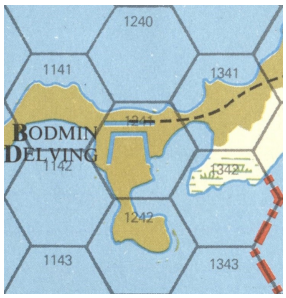
Blackdown Delving **1740** **Erskine, Malekin, Gnome x 14, Lyme's Hammer (#11)**

Population: 7056 Additional Rural Population (0%): 0

# under arms	axe or great axe	mattock	hammer
2400	1200	720	480

Bodmin Delving **1241** **Trumpin, Gnome x 6**

Population: 3528 Additional Rural Population (0%): 0



# under arms	axe or great axe	mattock	hammer
1200	600	360	240

Thornsten Hall Delving **2240** **Spriggan, Gnome x 8**

Population: 4410 Additional Rural Population (0%): 0

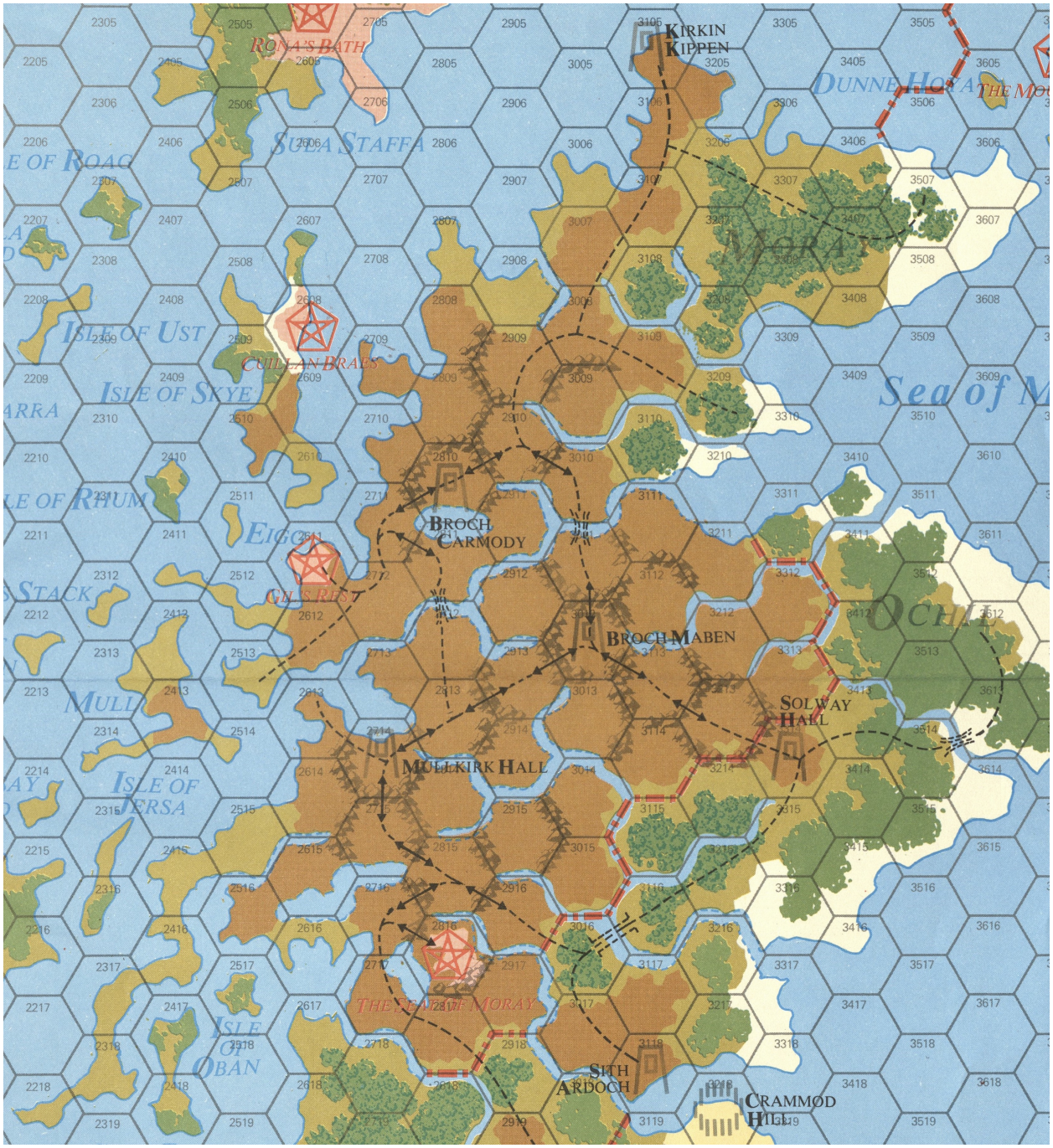
# under arms	axe or great axe	mattock	hammer
1500	750	450	300

PLACES OF POWER

None

OTHER PLACES

CLAN MORAY


KIRKIN
KIPPEN
BROCH
CARMODY
BROCH MABEN
SOLWAY
HALL
MULLKIRK HALL
SITH
ARDOCH
CRAMMOD
HILL
ISLE OF SKYE
ISLE OF
OBAN
MULL

Barguest **t30 2611** **Gil's Rest**

Enchanter

Barguest the Dwarf. Imric's Mage (2606–2680). Barguest bears the Moray Crystal at the beginning of the game. Barguest has his Current Magic Strength increased by 4 [**DQ**: +8 to Magic Aptitude] when he occupies this hex. In addition, he may cast an *Enchantment of Vision* there.

The Moray Crystal* (18): The bearer can examine all enemy stacks in the hex he occupies and the six adjacent hexes at any time during his movement by expending MP. **DQ**: An Adept may look into the crystal and determine the whereabouts and identities of any potentially hostile entities within a radius of 6 Leagues. It takes 6 hours per sitting to effectively sort out the vast amount of information provided and the Adept must concentrate on the crystal the entire time.

DQ STATS:

PS 26	MD 20	AG 18	EN 21	MA 22
WP 22	FT 22	PC 20	PB 18	

ASPECT Vernal RACE Stone Giant COLLEGE Air Magics

	Rank	%	FX

SPELLS: 25/5

SKILLS: 4/5

WEAPONS: 3/4

Gairloch **t28 3105** **Kirkin Kippen**

Marshal

Gairloch the Swimmer, Marshal of Moray (2636–2680). Gairloch becomes Warchief of Moray (treat as King) if Imric dies. Gairloch has his Current Magic Strength increased by 4 [**DQ**: +8 to Magic Aptitude] when he occupies this hex. In addition, he may cast an *Enchantment of Vision* there.

DQ STATS:

PS28	MD 21	AG 17	EN 22	MA 19
WP 20	FT 22	PC 20	PB 16	
ASPECT Moon	RACE Stone Giant		COLLEGE Water Magics	
	Rank	%	FX	

SPELLS: 20/5

SKILLS: 4/7

WEAPONS: 5/3

Imric **t27 3012** **Broch Maben**

King

Imric Troll-Lord, Speaker of the Clans* (2628–2680). If Imric meets Auberon in challenge combat, the winner's player adds 5 to the succeeding combat resolution dice rolls in that battle. Imric has his Current Magic Strength increased by 4 [**DQ**: +8 to Magic Aptitude] when he occupies this hex. In addition, he may cast an *Enchantment of Vision* there.

DQ STATS:

PS 31	MD 22	AG 21	EN 24	MA 20
WP 22	FT 23	PC 23	PB 17	

ASPECT Moon RACE Stone Giant COLLEGE Celestial Magics (Star Mage)

	Rank	%	FX

SPELLS: 25/4

SKILLS: 6/8

WEAPONS: 5/5

Rurik **t29** **2810** **Broch Carmody**

Rurik Elfbane, Captain of the Guard (2634–2680) Whenever Rurik is present at a battle, the Combat Ratio is shifted one column in his favor.

Marshal/Hero

DQ STATS:

PS 31	MD 22	AG 21	EN 25	MA 8
WP 17	FT 23	PC 18	PB 10	

ASPECT Death RACE Stone Giant COLLEGE –

Rank	%	FX

SPELLS: –

SKILLS: 4/7

WEAPONS: 5/7

SHIPS[8]

Fleetfoot	**2613**
Oakheart	**3205**
Redtooth	**2613**
Stormcrow	**2613**
Windrider	**2613**

FORTRESSES

Broch Carmody **2810** **Rurik, Troll x 4**

Population: 354 Additional Rural Population (150%): 531

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
450	45	90	90	225

Broch Maben **3012** **Imric, Troll x 8**

Population: 590 Additional Rural Population (150%): 885

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
750	75	150	150	375

Kirkin Kippen **3105** **Gairloch, Troll x 6**

Population: 531 Additional Rural Population (150%): 795

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
675	68	135	135	338

Mullkirk Hall **2714** **Troll x 4**

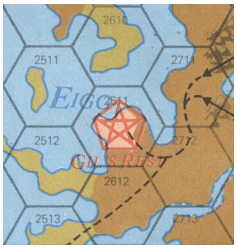
Population: 531 Additional Rural Population (150%): 795

[8] These ships are unusual for not starting in Fortresses.

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
675	68	135	135	338

PLACES OF POWER

Gil's Rest 10 2611 Barguest



These rocky cliffs overlooking The Minches have a peculiarly restful quality which promotes healing. Any person occupying this hex during his Recovery Phase ([9.6]) is automatically healed of 1 wound [**DQ**: 8 Endurance and/or Fatigue]. Gil's Rest is the home hex of **Barguest the Dwarf**.

The Seat of Moray 18 2816

The Seat of Moray is carved atop the mountain Hightfang. For 500 years[9] the chiefs of Clan Moray have come to the seat to see visions and deliberate upon the good of their hearthsteads. The seat is attuned to those of the Moray bloodline. Barguest, Imric, and Gairloch have their Current Magic Strength increased by 4 when they occupy this hex. In addition, those three persons may cast an *Enchantment of Vision* while occupying the hex and the enchantment will take effect in all of Moray, Ochil, Strathclyde, The Borders and all other hexes within range. No armies may ever enter this hex.

OTHER PLACES

[9] One would expect the Fomorians to have used the Seat of Moray much earlier—soon after their conquest of the North in 000.

CLAN OCHIL

Bogan **t21** **3118** **Sith Ardoch**

Marshal

Bogan Redcap of Ochil (2622–2680). If Bogan and Elidor meet in challenge combat, the Combat Ratio is shifted one column in Bogan's favor. Hogan becomes Warchief (King) of Ochil if Glastyn is killed.

DQ STATS:

PS 28	MD 20	AG 18	EN 23	MA 10
WP 22	FT 24	PC 18	PB 16	

ASPECT Winter RACE Stone Giant COLLEGE –

Rank % FX

SPELLS: –

SKILLS: 3/4

WEAPONS: 5/4

Glastyn Bearkiller **t22** **3314** **Solway Hall**

Warchief of Ochil (2620–2680) If Glastyn dies, Hogan becomes Warchief (treat as King) of Ochil.

King

DQ STATS:

PS 27	MD 22	AG 19	EN 22	MA 16
WP 21	FT 23	PC 21	PB 12	

ASPECT Death RACE Stone Giant COLLEGE Earth Magics (Druidic)

Rank % FX

SPELLS: 20/3

SKILLS: 3/5

WEAPONS: 5/3

SHIPS

Gullfoot	**3118**
Reefrider	**3118**
Moontop	**3118**

FORTRESSES

Sith Ardoch **3118** **Bogan, *Gullfoot*, *Reefrider*, *Moontop*, Troll x 6**

Population: 583 Additional Rural Population (175%): 1025

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
825	83	165	165	413

Solway Hall **3314** **Glastyn, Troll x 6**

Population: 424 Additional Rural Population (175%): 742

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
600	60	120	120	300

PLACES OF POWER

None

OTHER PLACES

CLAN CUMROCK OF STRATHCLYDE

Callach **m31 2920** **Sith Cumrock**

Enchanter

Old Callach, The Hag of Strathclyde * (2593–2680). If Callach is killed, her piece is flipped over to reveal Callach's Waff (see Supernatural Creatures).

DQ STATS:

PS 12	MD 19	AG 15	EN 18	MA 21
WP 23	FT 22	PC 23	PB 8	
ASPECT Death	RACE Human	COLLEGE Black Magics (Greater Pact)		

	Rank	%	FX

SPELLS: 40/4

SKILLS: 4/4

WEAPONS: 2/4

Grogan **t26** **2920** **Sith Cumrock**

King

Grogan Blackheart. War-chief of Clan Cumrock (2625–2680) Since a prophecy at his birth foretold that Grogan would die at the hands of a woman (a disgrace in the Fomorian culture), Grogan may not initiate or accept any challenge combat for fear that he will face the nemesis of the prophecy. If he refuses a challenge combat, the relevant dice roil modifications apply.

DQ STATS:

PS 29	MD 21	AG 19	EN 22	MA 9
WP 19	FT 22	PC 19	PB 15	
ASPECT Sun	RACE Stone Giant	COLLEGE –		
	Rank	%	FX	

SPELLS: –

SKILLS: 4/4

WEAPONS: 4/3

SHIPS

FORTRESSES

Broch Willig **2521** **Troll x 4**

Population: 455 Additional Rural Population (60%): 273

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
375	38	75	75	188

Sith Cumrock **2920** **Grogan, Callach, Troll x 4**

Population: 546 Additional Rural Population (60%): 328

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
450	45	90	90	225

PLACES OF POWER

None

OTHER PLACES

None

CLAN CONNAUGHT

Connan **t23** **1421** **Broch Wyvis**

Connan, the Avenger of Connaught (2634–2680). If Colman and Cluracan meet in challenge combat, the Combat Ratio is shifted one column in Connan's favor.

DQ STATS:

PS 31	MD 22	AG 21	EN 24	MA 8
WP 21	FT 25	PC 18	PB 13	

ASPECT Death RACE Stone Giant COLLEGE –

Rank % FX

SPELLS: –

SKILLS: 5/4

WEAPONS: 5/5

SHIPS[10]

Bluefish	**0720**
Irontooth	**0720**
Seatang	**0720**

FORTRESSES

Balbriggen Hall **0819**

Population: 332 Additional Rural Population (75%): 249

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
300	30	60	60	150

Broch Wyvis **1421** **Connan, Troll x 6**

Population: 664 Additional Rural Population (75%): 498

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
600	60	120	120	300

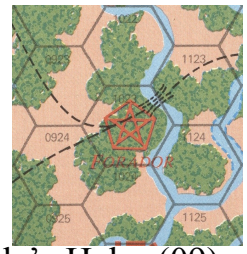
[10] For deployment, see further n. 000.

PLACES OF POWER

Caer Brandingle 01 1323 DQ: Ruins / Forest

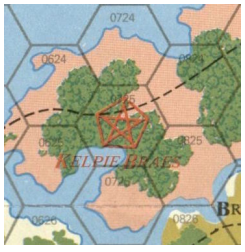
This seat of power of the ancients once housed the Royal Library of the King of Faerie in Erin. It may he searched for the Book of Glamours and the Book of Gyres. [Misha the Wise, as "last of the lore masters of ancient Forador (§32)", should have some advantage when searching for artifacts here.]

Forador 09 1023 DQ: Ruins / Forest



Once the greatest city of Connaught, Forador was the capital of the Old Kingdom by the sixth millennium BC, from which a High King ruled all of Albion and Erin as well as some of the lands to the south (§2). Forador was destroyed five times during the Kinslaying and the Years of Terror which followed. Lost in those times were three potent magic items: Dana's Torque (05), The Red Cleaver (10), and Nuada's Helm (09). In addition, the city is attuned still to the auras of Elven royal blood. The Current Magic Strength of Auberon, Edric, Elidor, Arwan, Branwen, Midinhir, Morigu, Finvarra, Dagda, Brigit, and Angus Mac Og are increased by 3 whenever they occupy 1023. [The Ancients should enjoy the same benefit; and Misha the Wise, as "last of the lore masters of ancient Forador (§32)" may even have some advantage when searching for artifacts here, as at Caer Brandingle.]

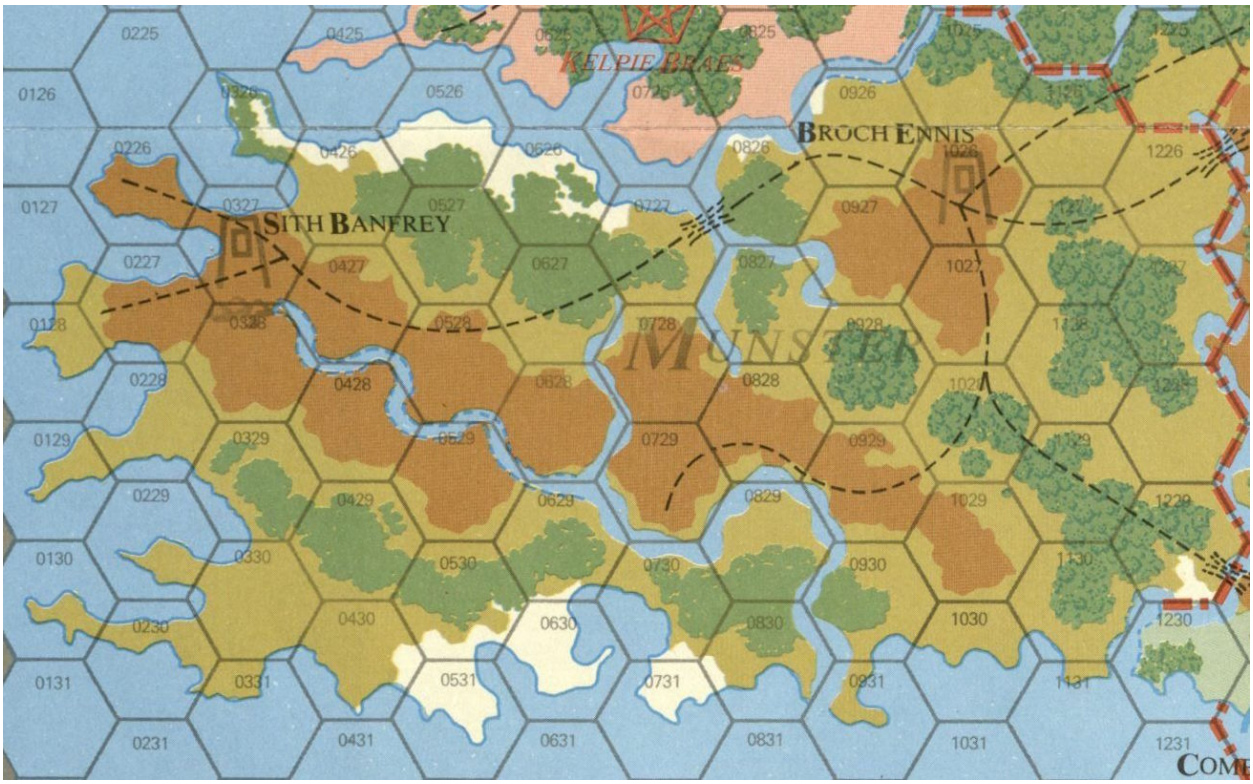
Kelpie Braes 11 0725



These unique blue-water springs are said to be bottomless by some and by others to house fierce aquatic demons (the Kelpies). Whatever the truth of the legend, they are definitely magical having strong healing properties. Persons occupying this hex during their Recovery Phase ([9.6]) are healed of 2 wounds [**DQ**: 16 Endurance and/or Fatigue in 24 hour period].

OTHER PLACES

CLAN MAC ENNIS OF MUNSTER



Balor One-Eye t24 1026 Broch Ennis

Warchief of Clan Mac Ennis (2638–2680). Modify the dice roll by 2 in Balor's favor whenever he participates in trial by combat.

King/Hero

DQ STATS:

PS 30	MD 22	AG 20	EN 23	MA 10
WP 20	FT 23	PC 23	PB 6	
ASPECT	RACE	COLLEGE –		
		Rank %	FX	

SPELLS: –

SKILLS: 5/4

WEAPONS: 4/3

SHIPS

Fairwind	**0327**	**Sith Banfrey**
Pelican	**0327**	**Sith Banfrey**

FORTRESSES

Broch Ennis **1026** **Balor, Troll x 6**

Population: 536 Additional Rural Population (120%): 643

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
600	60	120	120	300

Sith Banfrey **0327** ***Fairwind*****,** ***Pelican*****, Troll x 4**

Population: 469 Additional Rural Population (120%): 563

# under arms	Giant Bow	Spear/Glaive	Club	Giant Axe
525	53	105	105	263

PLACES OF POWER

None

OTHER PLACES

None

CLAN GOGMA

(Deploys in Eastmarch)

ABOUT

Magog the Cruel t25 3439 Kirkonnel

King/Enchanter

Warchief of Clan Gogma (2642–2681). If Magog wounds an opponent in trial by combat, his opponent automatically dies at the end of the trial by combat as a result of the venom on Magog's blade.

DQ STATS:

PS 31	MD 21	AG 21	EN 23	MA 19
WP 22	FT 23	PC 19	PB 12	

ASPECT Death RACE Stone Giant COLLEGE Earth Magics (Druidic)

	Rank	%	FX

SPELLS: 25/5

SKILLS: 3/5

WEAPONS: 4/6

SHIPS

FORTRESSES

Kirkonnel 3439 Magog, Troll x 4

Population: 498 Additional Rural Population (75%): 374

# under arms	10% Giant Bow	20% spear/glaive	20% club	50% axe
450	45	90	90	225

Kirkconnel, the ancestral broch of Clan Gogma (§11)

PLACES OF POWER

None

OTHER PLACES

See Eastmarch

MEN OF THE EASTMARCH

Bran Og **m37 3737**

Hero of The Eastmarch (2650–2680). If Bran Og is present in a stack, no other person in that stack may be involved in a trial by combat except Bran Og.

Captain/Hero

DQ STATS:

PS 22	MD 21	AG 22	EN 21	MA 10
WP 16	FT 22	PC 17	PB 18	

ASPECT Winter RACE Human COLLEGE –

	Rank	%	FX

SPELLS: –

SKILLS: 2/6

WEAPONS: 8/5

Dobie the Scryer m38 3337 Fir Chlis

Dobie the Scryer, Ainsel's Mage (2631–2680). Dobie possesses The Scrying Glass.

Enchanter

The Scrying Glass (20): This fabulous mirror (a relic of the Ghost dancers) allows the person possessing it to read and determine the intentions of his enemies. The bearer can cast a Scrying Enchantment for this purpose as described in 19.0.

19.0.20. *Scrying Enchantment*

A successful Scrying Enchantment forces the opposing player to write down the intended movement (including artifact searches and anything else requiring the expenditure of Movement Points) of one stack of the saying player's choice within a range equal to the caster's Current Magic Strength. Once plotted, the movement must be adhered to as closely as possible during the ensuing friendly Movement Phase, moving as far as possible along the announced path of movement within the limits of the pieces' Movement Allowances. This plot is written offer the effects of all enchantments hasp been determined that is, alto all dice rolls have been made in the Enchantment Segment).

Notes: The range of this enchantment is doubled if it is cast by Dobie the Scryer while Dobie occupies Fir Chlis (hex 3337[11]). The Scrying Glass can be used only by Dobie the Scryer at the beginning of the game.[12] Upon Dobie's death, the item will immediately become attuned to the first person with a Basic Magic Strength of 1 or higher who possesses the item. Thereafter, only that person may employ the item, though others may carry it. If the person to whom the item is attuned dies, the item will become attuned to the next person with a Basic Magic Strength of 1 or higher who has the item in his possession, etc.

Albion Variant:[13] This item is cumbersome. Instead [or as an alternative], allow an *Enchantment of Scrying* to be as follows: It forces the Faerie player to roll his Activations during the Fomorian Activation Phase, so the Fomorians can see what's coming before they move. The rolls don't actually take effect until the Faerie Activation Phase, of course.

DQ: This glass allows the user to read the minds of any persons within a range of 20 Leagues.[14] Only Adepts may use the glass and the glass will work only for someone attuned to it. The glass will be attuned to only one Adept at a time and remains attuned to that Adept until the Adept dies. Dobie can use the glass at twice

[11] Original text reads 0715, inexplicably.
[12] I.e. because he has it at the start of the game; naturally he may continue to use it for as long as he possesses it.
[13] By Gary J. Robinson.
[14] Miles 000?

the normal range. [Becomes attuned to the next person with a DQ MA of 15 or higher who attempts to use it.]

DQ STATS:

PS 19	MD 17	AG 16	EN 23	MA 23
WP 18	FT 23	PC 16	PB 14	

ASPECT Death RACE Human COLLEGE Necromantic Conjurations

Rank % FX

SPELLS: 23/4

SKILLS: 4/3

WEAPONS: 3/2

Mad Ainsel **m36 3639**

Mad Ainsel of Eastmarch (2638–2680). If both Ainsel and Magog are present in a hex, Magog's Ratings must he used to modify any dice rolls, not Ainsel's. If other Kings are present, their Ratings may be used instead.

King

DQ STATS:

PS 18	MD 20	AG 20	EN 17	MA 16
WP 19	FT 21	PC 19	PB 22	

ASPECT Vernal RACE Human COLLEGE –

Rank % FX

SPELLS: –

SKILLS: 2/3

WEAPONS: 3/6

SHIPS

None

FORTRESSES

The Redhill Pits **3737** **Bran Og, Mundane x 2**

Population: 668 Additional Rural Population (0%): 0

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
300	60	60	120	60

High Yarcombe **3639** **Mad Ainsel, Mundane x 6**

Population: 1336 Additional Rural Population (0%): 0

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
600	120	120	240	120

[Kirkonnel **3439** **Magog, Troll x 4]**

PLACES OF POWER

Fir Chlis **07** **3337** **Dobie the Scryer**

"The Merry Dancers," as it is called, is a place of abiding enchantment deep within the marshes of The Wash. Dark magic from the days of the Ghostdancers lingers here and no ships or army CSP's (except escorts) may enter this hex. All persons except Dobie the Scryer suffer one wound during any Attrition Segment in which they occupy Fir Chlis. When Dobie uses the Scrying Glass while in the hex, its Range is doubled.

OTHER PLACES

KINGDOM OF THE BORDERS

Along the northern border, the Blue Men (believed to be the forebears of the Picts), §11 . . . Blue Men under their king, Maclver, §13.

Brian Mac Iver **m32 3218** **Crammond Hill**

King of the Borders (2643–2680). If Brian is killed, all troops of The Borders are destroyed and removed from play at the end of the current Game-Turn.

Marshal

DQ STATS:

PS 20	MD 20	AG 22	EN 21	MA 10
WP 21	FT 22	PC 20	PB 16	
ASPECT Death	RACE Human		COLLEGE –	
		Rank	%	FX

SPELLS: –

SKILLS: 4/5

WEAPONS: 6/4

SHIPS

Seasnake **3218**

FORTRESSES

Crammond Hill **3218** **Brian Mac Iver, *Seasnake***
Mundane x 6

Population: 1503 Additional Rural Population (100%): 1503

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
1350	270	270	540	270

Dun Morpa **3321** **Mundane x 2**

Population: 501 Additional Rural Population (100%): 501

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
450	90	90	180	90

PLACES OF POWER

None

OTHER PLACES

THE WEALD

Dun Mendip
Thornsten Hall Delving
The Giant's Dance
Caer Brollachan
Brugh Melton
Hoddenhill
Kirkconnel
The Weald
Yeowen's Market
The Isle of Wight
Dun Hammel
Maidenhead

Cormac Sweetongue m33 2340 Dun Mendip

King of The Weald (2634–2680). Cormac may not leave The Weald, Albion, and Curwyllan unless stacked with Imric. If Cormac is killed, Dando becomes King of The Weald.

King/Hero

DQ STATS:

PS 23	MD 21	AG 21	EN 23	MA 12
WP 19	FT 23	PC 19	PB 14	
ASPECT Sun	RACE Human		COLLEGE –	
		Rank	%	FX

SPELLS: –

SKILLS: 3/8

WEAPONS: 7/5

Dando Redhand m35 2941 Hoddenhill

Marshal/Hero

Champion of The Weald (2653–2680). If Cormac is killed, Dando becomes King of The Weald.

DQ STATS:

PS 23	MD 22	AG 22	EN 23	MA 11
WP 18	FT 23	PC 21	PB 20	
ASPECT Death	RACE Human		COLLEGE –	
		Rank	%	FX

SPELLS: –

SKILLS: 6/9

WEAPONS: 9/6

Sean the Rhymer a34 3145 Dun Hammel

Captain/Enchanter

Cormac's Mage (?–2868). Due to his opposition to the war, Sean may never leave The Weald except to teleport into a Place of Power. He may freely move between Places of Power, but may enter no other hexes outside of The Weald. Sean possesses Herla's Ring. **DQ**: Sean the Rhymer, like other Ancients, has a 20% higher chance of having a particular Skill than his Elvish cousins and will have an average Rank 3–10 higher (depending upon person).[15] [Sean is an Ancient, hence an Elf. This must explain his opposition to the War (there are no details of his participation in the *History*. How did he come to serve a Mundane king? Given Sean's 'end-date', he must also join the other High Elves on their departure for Tir Nan Og in 212/2868.]

Herla's Ring (16): This product of Jotunheim was forged by the Dwarves for the Kobold Wars. Any person possessing it may cast an *Enchantment of Vision* automatically (no dice roll is necessary) to a range triple the Current Magic Strength of the wearer. **DQ**: The wearer of this ring (may be a non-Adept) sees at will what is happening everywhere he chooses to look to a distance of 3 x MA in Leagues. The wearer must, however, have been to the place he is attempting to look into at some time in the past (e.g., must have some sort of familiarity with it) or must know a specific person in that place and have reason to believe that the person is there. **Variant**:[16] Change this item to an Auto-Evade, *à la* Gerflax Wand.

DQ STATS:

PS 19	MD 21	AG 21	EN 19	MA 22
WP 19	FT 23	PC 23	PB 23	
ASPECT Life	RACE Elf	COLLEGE Naming Incantations		
		Rank %	FX	

SPELLS: 32/7

SKILLS: 6/9

WEAPONS: 3/5

[15] Ritchie 1982, 13.
[16] Gary J. Robinson.

SHIPS

Mistwalker	**3543**	**Maidenhead**
Seasong	**2242**	**Yeowen's Market**

FORTRESSES

Dun Hammel **3145** **Sean, Mundane x 6**

Population: 1519 Additional Rural Population (52%): 780

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
1050	210	420	210

Dun Mendip **2340** **Cormac, Mundane x 6**

Population: 1736 Additional Rural Population (52%): 903

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
1200	240	480	240

Hoddenhill **2941** **Dando, Mundane x 2**

Population: 868 Additional Rural Population (52%): 451

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
600	120	240	120

Maidenhead **3543** ***Mistwalker***

Population: 434 Additional Rural Population (52%): 226

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
300	60	120	60

Yeowen's Market **2242** ***Seasong***

Population: 434 Additional Rural Population (52%): 226

# under arms	Sword/Javelin	Sword/Bow	Spear Axe
300	60	60	120	60

PLACES OF POWER

The Giant's Dance 16 2441

Later known as Stonehenge, this circle of monolithic stones has been used by Sunworshippers, Ghostdancers, Moon Cultists, and Blood Drinkers, among others. As a result of the great Magicks unleashed there, it has a strongly magical aura. Armies and escorts may not enter the hex. All persons who occupy the hex during an Attrition Segment suffer 1 wound. All enchantments cast from the hex are automatically successful (no dice roll is necessary). In addition, the Current Magic Strength of all persons occupying the hex is increased by 3.

OTHER PLACES

FIR BOLG EXILES

ABOUT: The Fir Bolg are a race kindred to the Tuatha De Danaan (the Faeries), both having descended from Neimheadh, and are treated as Elves for movement purposes and attrition purposes. They are allies of the Fomorians, however, because the Faeries drove them from Eire many years ago in a fierce war. They name their ships in accordance with their plans for retaking their homeland. Currently they reside in the Hebrides and the Isle of Skye. They will enter the war on the Fomorian side (become activated) following the turn when Fomorian forces have entered Leinster or Ulster and attacked Faerie forces there. They will not become activated, however, if during the Activation Phase there are no Fomorian leaders left in Eire; in this case, they will become activated the first Activation Phase that a Fomorian leader is present in Eire (assuming the Fomorian player has attacked Faerie units in Leinster or Ulster at some point). Of course, they will be activated if Faerie forces attack a Fir Bolg unit other than Eochu Bres.[17]

[17] New Counters, Rules, and Text by Gary J. Robinson for *Albion: Land of Faerie*. Copyright Gary J. Robinson March 20, 1993. Setup: CSP's have hex numbers on back. Persons and ships may be distributed between the three CSP units as desired, but at least one person per unit (i.e. per island). While the Fir Bolg are inactive, their ships may not move. JCF Comments: The original map does not print fortresses for the Fir Bolg, nor does Robinson specify that the hexes in which the CSPs deploy should be treated as Knowes (or Brughs). I have added identification numbers for Robinson's new characters and items; these follow the those of the original game. DQ stats not provided by Robinson.

Eochaidh **e45** **2506, 2509, or 2307**

King

King of the Fir Bolg: If Eochaidh is present in a Battle, he must leave after three rounds to get a drink of water (owning player places him in any adjacent hex he could normally move to). He may return to the hex he came from at the beginning of the fifth round, or when the battle is over, as he chooses, but he must return. If he ends up (drinking or returning) alone with enemy units, normal evasion rules apply. If he is cut off from all adjacent hexes by major river hexsides, sea, mountain hexsides etc. then he may not leave and suffers two wounds instead. If his army is retreated while he is away, he returns to his army, not the original hex.

[Unhappily, the game was not concerned with (nor would space have permitted dwelling upon) the tragically beautiful story of the triangle which included Etain, Midhir and **Eochaid** (Etain's human husband).]

DQ STATS:

PS	MD	AG	EN	MA
WP	FT	PC	PB	
ASPECT	RACE Elf	COLLEGE		
	Rank	%	FX	

SPELLS:

SKILLS:

WEAPONS:

Eochu Bres **e46** **2506, 2509, or 2307**

Captain/Enchanter

This mage is part Faerie, part Fomorian. He is controlled by the Fomorian player. Eochu Bres may move as if active even while the Fir Bolg are inactive, and the Faerie player may not attack him until a) the Fir Bolg become active or b) Eochu Bres participates in an attack upon a Faerie piece or c) Eochu Bres stacks with Fomorian pieces in Faerie territory. Eochu Bres may enter Faerie kingdoms, and search for Artifacts, without violating his immunity, as long as he does not engage in hostilities. Hostilities by, or against, Eochu Bres will not activate the Fir Bolg. He possesses the Ring of Breas. He may not use it to activate the Worm/the Fir Bolg unless he is himself active (i.e. has attacked a Faerie piece/dwelling or the Fir Bolg are active).

Ring of Breas (26)[18]: This enchanted ring gives its bearer great powers of persuasion. An active person wearing this ring may enter friendly inactive kingdoms, and if the owner ends his move in a hex containing an inactive friendly king/unaligned person, that nation/unaligned person is instantly activated. Also, if the owner of the ring is captured (by failing to evade) he is not automatically killed, but may roll a d6 for persuasion of his captors: on a 1 or 2 he is killed anyway, on a 3 or 4 he escapes (treat as a successful evasion) and on a 5 or 6 he remains a prisoner: he is removed from the game but does not count for victory point purposes, AND he takes the ring with him. Eochu Bres may not part with this ring until he is killed.

DQ STATS:

PS	MD	AG	EN	MA
WP	FT	PC	PB	
ASPECT	RACE Elf	COLLEGE		
	Rank	%	FX	

SPELLS:

SKILLS:

WEAPONS:

[18] Consistently so spelled in Robinson's post.

Sreang **e47** **2506, 2509, or 2307**

Champion of the Fir Bolg: This mighty warrior possesses Sreang's Sword, and may not part with it until he is killed.

Captain/Hero

Sreang's Sword (27): The edge of this massive blade is enchanted with spells of severing, and it was this sword that Sreang used to cut off Nuada's arm at the First Battle of Moytirra, disqualifying Nuada to continue as king of the Tuatha De Danaan. Any wounds inflicted by this sword in Trial by Combat are permanent, and may not be healed by any means. **Optional Rule**: A character may recover 1d6 wounds [**DQ:** 1d6 x 8] inflicted by this weapon if the character is present at Rona's Bath during the Recovery Phase ([9.6]) of Gobis I or Gobis II.

DQ STATS:

PS	MD	AG	EN	MA
WP	FT	PC	PB	
ASPECT	RACE Elf	COLLEGE		
	Rank	%	FX	

SPELLS:

SKILLS:

WEAPONS:

SHIPS

Avenger	**2506, 2509, or 2307**
Invader	**2506, 2509, or 2307**
Reclaimer	**2506, 2509, or 2307**
Retaliator	**2506, 2509, or 2307**

FORTRESSES[19]

Sula Staffa **2506** **Fir Bolg x 4**

Population: 1855 Additional Rural Population (15%): 278

# under arms		Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
875	350	175	175	175	

Skye **2509** **Fir Bolg x 4**

Population: 1590 Additional Rural Population (15%): 239

# under arms		Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
750	300	150	150	150	

Roag **2307** **Fir Bolg x 2**

Population: 1060 Additional Rural Population (15%): 159

# under arms		Great Axe	Bow/Axe	Javelin/Axe	Sling/Axe
500	200	100	100	100	

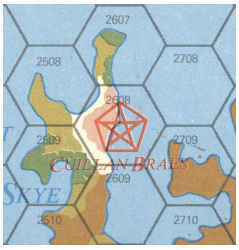
[19] See n. 000.

PLACES OF POWER

Rona's Bath* **15** **2604**

(Sula Staffa) These famous hot springs have miraculous healing powers and any person occupying the hex during his Recovery Phase ([9.6]) is immediately healed of all wounds.

Cuillan Braes* **03** **2609**



(Isle of Skye) These soothing springs have wondrous healing properties, and any person who occupies hex 2608 during a Friendly Recovery Phase is healed of 1 Wound (see [9.6]) [**DQ**: 8 Endurance and/or Fatigue in 24 hours].

OTHER PLACES

THE ANCIENTS

The Ancients are simply longlived Elves.[20]

Note that those Elves called Ancients (Sean, Corin, Dunatis, Misha and Gerflax) will have a 20% higher chance of having a particular Skill than their Elvish cousins and will have an average Rank 3–10 higher (depending upon person).[21] [For Sean the Rhymer and Corin the Shaper, see separate entries under The Weald and Albion respectively.]

§27 Auberon, himself, was returned! Having met Gairloch and defeated him at the Battle of the Jotun Sea at the end of Gobis, the King landed below Fir Darrig on 5 Kithin and soon joined forces with the three Ancients — Dunatis, Misha and Gerflax — all of whom had by that time abandoned their traditional role of advisers and determined to actively join in the final defense of Faerie.

§31 and the three gray men who marched beside the King no less than these others — Misha, Gerflax and Dunatis, the keepers of the knowledge of the **old kings** [i.e. those of the Old Kingdom] whom men called the Ancients. They came bringing blue lightning and their bodies were pure white flame.

§32 Even those who stood close to the scene have been able to add little to our knowledge of what happened when the four [Dunatis, Misha, Gerflax, Worm] who **remembered the Old Kingdom of three thousand years before** met at last upon the field of Caer Ganmorgan.

This shows that Sean and Corin do not go so far back.

white fire of the three Ancients (§32?)

Corin the Shaper, kindred of the three Ancients (§33)

The Activation Table (10.4) shows that Dunatis enjoys some seniority over Misha and Gerflax, as his activation tends to prompt theirs. Similarly the Table shows the relative political concern / involvement of all three vis-à-vis Albion: Dunatis is fairly likely to come to Albion's aid, but will certainly do so if Gwynedd is invaded; this suggests some historical connection with Gwynedd specifically. Similarly Misha and Gerflax are relatively unconcerned with Albion, even though Gerflax lives within the kingdom; his allegiances are evidently with whatever Dunatis represents. Misha is rather more sympathetic; but anyone playing with the Fir Bolg variant must explain his relationship to these fellow inhabitants of Skye, who are ancestral enemies to the Tuatha de Danaan.

[20] Ritchie 1982, 9.
[21] Ritchie 1982, 13.

Ancient sites:

Forador, capital of Old Kingdom
Caer Brandingle 01 1323 old royal library of king of Faerie in Erin (does this mean the library in Faerie in the time when Forador was capital?).
Caer Oonagh (02, Hex 2128)

Dunatis the White a39 2034 Derwent's Watch (Gwynedd)

Captain/Enchanter

Sorcerer of the Watch (?–2853). Dunatis possesses The Staff of Dunatis.

[After the Third Fomorian War] Dunatis never recovered from his wounds and finally accompanied Midinhir into the West in search of the healing which his failing arts could not provide.

The Staff of Dunatis (21): This thick ash staff appears to be only a brass-shod walking stick, but the bearer is blessed with extreme good luck. He and those with whom he is stacked always automatically evade enemy pieces if they so desire. In addition, the combat resolution dice roll in all combats in which the bearer participates is always modified by 2 in the bearer's favor.

DQ STATS:

PS 22	MD 23	AG 24	EN 22	MA 22
WP 24	FT 24	PC 24	PB 21	
ASPECT Life Enchantments		RACE Elf	COLLEGE Ensorcelments and	

	Rank	%	FX
SPELLS: 33/15			
SKILLS: 11/8			
WEAPONS: 4/5			

Gerflax Haefay **a40** **3433** **Fir Darrig (Albion)**

Enchanter

Master of Fir Darrig (?–2680). Gerflax possesses Gerflax Wand.

Gerflax Wand (14): Any person with a Basic Magic Strength of 3 or higher who possesses Gerflax Wand (and anyone with whom they are stacked) may automatically evade enemy pieces due to the strong glamours springing from this wand. In addition, the weather in any hex any bearer of the wand (no Basic Magic Strength) occupies or enters is always treated as clear (it reverts to its normal state once the wand exits the hex).

DQ STATS:

PS 20	MD 23	AG 22	EN 20	MA 22
WP 24	FT 24	PC 24	PB 23	
ASPECT Life	RACE Elf	COLLEGE Ensorcelments and Enchantments		

	Rank	%	FX

SPELLS: 32/13

SKILLS: 9/7

WEAPONS: 3/4

Misha the Wise **a41** **2608** **Cuillan Braes (Isle of Skye)**

Enchanter

Old Man of the Braes (?–2680). Misha possesses Misha's Rod.[22] Misha is called "last of the lore masters of ancient Forador" (§32). Misha's Current Magic Strength should probably be increased by 3 whenever in Forador (hex 1023), and he may enjoy an advantage when searching for the artifacts there. [He lives among the Fir Bolg as located by Gary Robinson. But he cannot be one of them if was lore master of Forador; unless he only lived among the Tuatha de Danaan, but was himself Fir Bolg?]

Slain in battle with the Worm (§32)

Misha's Rod (17): This small carved stick contains a powerful enchantment, attuning the bearer to the flow of mans. Five is added to the dice roll for all artifact searches in which the bearer of this item participates. In addition, the bearer of the Rod may always ask what magic items are in an enemy stack in the hex he occupies and the opposing player must answer truthfully.

DQ STATS:

PS 22	MD 23	AG 23	EN 21	MA 21
WP 24	FT 24	PC 22	PB 26	
ASPECT Life	RACE Elf	COLLEGE Naming		

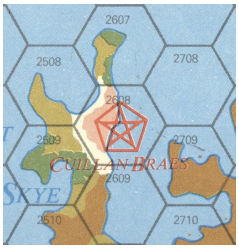
Incantations

	Rank	%	FX

SPELLS: 40/12

SKILLS: 10/10

WEAPONS: 3/4



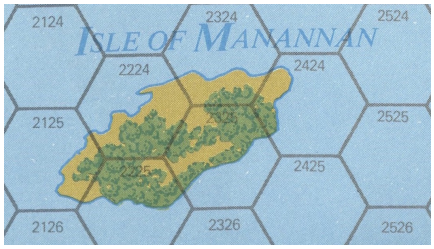
[22] I.e. the Staff of History §32.

Manannán Mac Lir:[23] **a48 2224+ Isle of Manannán**

Enchanter

This mighty sorcerer inhabits the Isle of Manannán. He is activated by a dice roll of 5 or less. If any coastal Knowe of Ulster, Leinster, or Gwynedd is sacked, however, subtract 5 from his Activation Roll from then on. (The kelpies of the sea tell him the news.) He (and his ship) may start on any hex of the Island. Whenever he is present on the Island, no piece may disembark there unless he wishes it (he can hide the island in mists). He possesses the Horn of Manannán. He also owns the ship *Whitecap*.

Horn of Manannán (24):[24] The possessor of this item always gets two odds shifts in his favor when participating in a naval engagement, and also gets to modify the engagement dice rolls by one in his favor. If the ship he is on sinks, he and all other persons on that ship may move to any one friendly or unoccupied coastal hex within 6 hexes rather than die, and they do not lose the items they are carrying. (They may utilize 7.5 instead, losing their items, if they wish to remain in the engagement.) They are moved immediately but are treated (for purposes of whatever is in the new hex) as if they appeared after all combat was over for that player turn.



Whitecap (25): This ship always pays 1 MP per sea hex, regardless of weather, Minches etc. if Manannán is on board. Manannán is always successful when attempting to cast the *Enchantment of Storm Calling*.

DQ STATS:

PS	MD	AG	EN	MA
WP	FT	PC	PB	
ASPECT	RACE Elf	COLLEGE		
	Rank	%	FX	

SPELLS:

SKILLS:

WEAPONS:

[23] Variant by Gary J. Robinson.
[24] Variant by Gary J. Robinson.

SUPERNATURAL CREATURES

The Cait Sith **s43** **Special**

Demoncat of the North * (?–?). Also known as Big Ears. The Cait Sith appears immediately upon the death of Corin. It can fly (expending 1 MP to enter any hex on the map). The Cait Sith pays 1 MP per hex regardless of the type or terrain in the hex and pay no additional costs for hexsides [11.7]. The Cait Sith may cross major river/lake and mountain hexsides (it ignores these) [11.8]. The Cait Sith may never be embarked [12.1].

Flyer

DQ: The Cait Sith is a Demonic President for purposes of conjuration, and the ritual necessary to bringing it onto this plane involves the sacrifice by torture of a progression of House Cats until the Cait Sith appears, The Cait Sith's specific Skills, Spells and Ranks will have to be determined by the GM whenever it is used in a *DragonQuest* campaign.

DQ STATS:

PS 35	MD 16	AG 32	EN 29	MA 35
WP 38	FT 36	PC 30	PB 4	
ASPECT Death	RACE Demon	COLLEGE Sorceries of the Mind		
		Rank %	FX	

SPELLS: 28/13

SKILLS: 6/10

WEAPONS:

Callach's Waff* **s44** **Special**

(2680–?). This ghost appears immediately when Callach is killed and is controlled by the Fomorian player at that time. At the beginning of each succeeding Enchantment Segment (before enchantments are plotted), the Fomorian player rolls a die. If the result is odd, Callach's Waff is controlled for the entire Game-Turn by the Fomorian player. If even, by the Faerie player. Like the Cait Sith, Callach can fly. Callach's Waff pays 1 MP per hex regardless of the type or terrain in the hex and pay no additional costs for hexsides [11.7]. Callach's Waff may cross major river/lake and mountain hexsides (it ignores these) [11.8]. Callach's Waff may never be embarked [12.1].

Flyer

DQ: Callach's Waff is a Wight, retaining all the Skills and Weapon Ranks assigned to Callach, but without Callach's magical abilities.

DQ STATS:

PS 25	MD 20	AG 15	EN 20	MA 25
WP 25	FT 25	PC 25	PB 3	
ASPECT Death	RACE Wight	COLLEGE Celestial Magics (Dark Mage)		
		Rank %	FX	

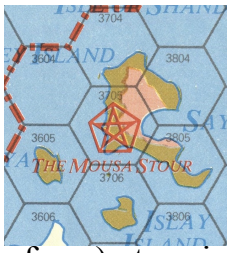
SPELLS: 23/0

SKILLS: 4/4

WEAPONS: 2/4

Worm of Mousa Stour s42 3705 The Mousa Stour (Orkney Island)

(?–2680). The Teeth of the Dragon are possessed by (but cannot be used by) the Worm. The Worm broods on (but cannot use) Bran's Curse. The Worm moves as a Ship in hexes containing sea, and as a Troll in land hexes [11.7]. The Worm may cross major river/lake hexsides (it ignores these) [11.8]. The Worm may never be embarked [12.1].



Teeth of the Dragon (23): When the Worm dies, its body may be looted for its fabulous teeth. After the terrain for any battle has been chosen, the bearer may declare that he is using "the teeth." These are cast on the ground, and where they fall an army springs up. Two dice are rolled, and the number on the dice is the number of army CSP's which are added to the bearer's strength for purposes of that combat. These CSPs may be removed as casualties. They do not benefit from (or suffer from) terrain modifications to their strength. At the end of the battle in which they are used, the CSP's disappear permanently. The teeth may only be used once. The teeth may not be used to affect a melee or an overrun. They may never be used by the Worm, obviously.

Bran's Curse (03): This great hoard of gold upon which the Worm of Mousa Stour has brooded for 2000 years is a potent lure to the hearts of the Mundanes and they will gladly kill, foreswear, rob, desert their leaders, and commit all manner of foulness for even a small part of it. Whenever a Faerie-controlled person possessing Bran's Curse occupies a hex containing Mundane pieces at the beginning of an Attrition Segment, all Mundane pieces in the hex undergo Attrition, adding 5 to the dice roll. Note: The Faerie player may only attempt to discover Bran's Curse when his pieces occupy hex 3705 in the absence of the Worm. The Fomorian player may never "discover" or possess Bran's Curse unless he captures it from the Faerie player.

DQ: The Worm is identical to a Green Dragon in all ways except that it has no wings and all references to wings or flying should be ignored.

DQ STATS:

PS 350	MD 20	AG 19	EN 95	MA 23
WP 30	FT 150	PC 30	PB 2	

ASPECT Death RACE Green Dragon COLLEGE Sorceries of the Mind

	Rank	%	FX

SPELLS: 29/11

SKILLS: 4/10

WEAPONS:

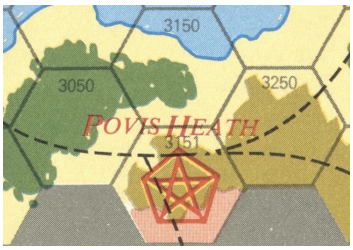
The Mousa Stour (17): This fortified cavern has long been occupied by the Worm. The Worm treats Mousa Stour as its home hex, and its Current Magic Strength and Current Combat Strength are doubled when it occupies the hex. Faerie persons (only) occupying the hex in the absence of the Worm may search for Bran's Curse. No armies may enter the hex.

MUNDANIA

DUN HAMMEL
Sea of Albion
MUNDANIA
PORLOCK ISLAND
PENGILLAM
FOYS HEATH

PLACES OF POWER

Povis Heath 12 3151



Seldom visited by the lords of Faerie, this great heath was once the site of obscene rites conducted by the Ghostdancers. Armies may not enter the hex. Persons (and their escorts) may enter, but any person who begins an Attrition Segment in the hex suffers 2 wounds. Persons who occupy the hex during an Enchantment Segment have their Current Magic Strength doubled.

OTHER PLACES

GAZETTEER

This table contains all place-names printed on the original *Albion* map, synthesized with relevant information from David J. Ritchie's "Adventures in Albion: Role-Playing in the Land of Faerie", Ares 12 (1982), 9–13 (integrated verbatim as far as possible).

DQ Terrain is used for encounters in *DragonQuest* [131.1]. **Albion Terrain** follows the original *Albion* key. **Mana** is the mana level when casting spells in *DragonQuest.* **Magic** refers to an area's magical aspect in *Albion* (Wild, Enchanted, Neutral, Mundane). **Danger** refers to the danger level for *DragonQuest* encounters [131.1].

Key to abbreviations and symbols: E = Enchanted • Ex = Extreme • H = High • L = Low • M = Mundane • N = Neutral • N/A = not applicable • V = Variable (terrain and/or mana and danger level: consult map) • W = Wild • ⚓ Port (includes not all coastal settlements, only those with deployed ships[25] • ✪ Place of Power • + includes additional hexes • ♨ Places where blood sacrifice has been habitually performed so that only Druidic Earth Magicians can benefit from occupying them; all associated with Ghostdancers • ♡ Place with healing powers (Albion [9.6]) • ☩ Site associated with the Kinslaying • ⚔ Battlesite during Third Fomorian War • ⊙ Besieged during Third Fomorian War • ♔ Royal Faerie site, ancient or modern • ❁ Hex from which *Enchantment of Vision* may be cast • ≺ Hex from which *Enchantment of Farcalling* may be cast • ⊘ Armies (and ships, if coastal) may not enter hex • ⚅ Units and/or Persons in hex must check / undergo Attrition (beyond normal Attrition occasioned by Wild Magic) • † For **DQ** Encounters, do not treat as Cavern if fully occupied by their residents when party enters.

Name	Hex	DQ Terrain	Albion Terrain	Mana	Magic	Danger
Albion (kingdom)	3227+	V	V	V	V	V
Aranrock	1318	Cavern†	Knowe ⚓	H	E	V
Balbriggen Hall	0819	N/A	Broch ⚓[26]	N	N	V
Barrow, River	1230+	V	Minor/Major River	H/N	E/N	H
Benbecula Island	2207	Rough/Woods	Rough/Woods	N	N	H
Blackdown Delving	1740	Cavern†	Delving	N	N	V
Bodmin Delving	1241	Cavern†	Delving	N	N	V
Broch Carmody	2810	N/A	Broch	N	N	V
Broch Ennis	1026	N/A	Broch	N	N	V
Broch Maben	3012	N/A	Broch	N	N	V
Broch Willig	2521	N/A	Broch	N	N	V
Broch Wyvis	1421	N/A	Broch	N	N	V
Brugh Melton	3140	Cavern†	Knowe ⚔⊙	H	E	V
Brugh Na Boine	1525	Cavern†	Knowe ⚔⊙	H	E	V
Brugh Tara	1426	Cavern†	Knowe	H	E	V
Caer Arklow	2339	Cavern†	Knowe ⊙⚔⚓[27]	H	E	V

[25] For ships of Ulster, see 000.
[26] Port seems to be in 0720.

Caer Brandingle	1323	Ruins/Forest ✪	Forest ✪♔	H	W	H
Caer Brollachan	2840	Cavern†	Knowe ⚓	H	E	V
Caer Cader	2030	Cavern†	Knowe ⚓	H	E	V
Caer Callan	1836	Cavern†	Knowe ⚓	H	E	V
Caer Ganmorgan	3034	Cavern†	Knowe ⚔	H	E	V
Caer Knockma	1922	Cavern†	Knowe ⚓⊙	H	E	V
Caer Menador	3429	Cavern†	Knowe	H	E	V
Caer Oonagh	2128	Ruins[28]/Woods ✪	Woods ✪☩♔🏛	H	W	H
Comberknowe	1331	Cavern†	Knowe ⚓	H	E	V
Connaught	0922+	V	V	V	V	V
Coolsay Island	2214	Rough	Rough	N	N	H
Crammond Hill	3218	N/A	Stockade ⚓	L	M	V
Cuillan Braes	2608	Fields/✪	Clear ✪♡	H	W	H
Curwyllan	1541+	V	V	N	N	V
Denby Plinth	2838	Rough/✪	Rough ✪⚔❁≺⚀	H	W	⚀H
Derg Donnegal	1819	Rough+20 ✪	Mtn ✪❁	H	W	H
Dermot's Dyke	3123+	Fields	Dyke	H	E	Ex
Derwent's Watch	2034	Rough+20 ✪	Rough/Mtn ✪❁≺	H	W	H
Driffeld Knowe	2634	Fields/Ruins	Clear[29] ✪☩	H	W	H
Dun Hammel	3145	N/A	Stockade ⚔	L	M	V
Dun Mendip	2340	N/A	Stockade	L	M	V
Dun Morpa	3321	N/A	Stockade	L	M	V
Dunne Hoya	3605	Rough	Rough	N	N	H
Eastmarch, The	2538+	V	V	L	M	V
Eigg (island)	2511	Rough	Rough	N	N	H
Emlyn Brugh	2630	Cavern†	Knowe ⚓	H	E	V
Fir Chlis	3337	Marsh ✪	Swamp ✪♨⊘🏛	H	W	H
Fir Darrig	3433	Fields/Forest ✪	Forest/Clear ✪♨⊘🏛	H	W	H
Firth of Forth	3318+	Ocean	Sea	L/N	M/N	H
Forador	1023	Ruins/Forest ✪	Forest ✪♔	H	W	H
Garryknowe	3029	Cavern†	Knowe ⚔	H	E	V
Giant's Dance	2241	Fields ✪	Clear ✪♨🏛	H	W	H
Gil's Rest	2611	Rough+20 ✪	Mtn ✪♡	H	W	H
Gwynedd	2134+	V	V	V	V	V
Harrowgate	2134+	Cavern	Tunnel	H	W	H
High Yarcombe	3639	N/A	Stockade	L	M	V
Hightfang, Mount	2816	Rough+20	Mountain	H	W	H
Hoddenhill	2941	N/A	Stockade	L	M	V
Islay Island	3706	Rough	Rough	N	N	V
Isle of Barra	2109	Rough	Rough	N	N	H
Isle of Gigan	2116+	Woods/Rough	Woods/Rough	N	N	H

[27] Although no ships are deployed here in *Albion,* the Thames is shown to be navigable up to this point (as indeed it is). I think it likely therefore that at least some ships would be stationed here. See further 000.

[28] Caer Oonagh is also said to have searchable "crypts" beneath it: [19.5 02].

[29] The surrounding hexes strongly suggest we treat Driffeld Knowe also as Woods. It would not have been possible to show this with the Wild Magic aspect and Place of Power symbol.

Isle of Jersa	2315+	Woods/Rough	Woods/Rough	N	N	H
Isle of Manannan	2224+	Rough/Woods	Rough/Woods	N	N	H
Isle of Mona	2128+	Woods	Woods	H	W	H
Isle of Oban	2517	Woods/Rough	Woods/Rough	N	N	H
Isle of Pengilam	2049	Woods	Woods	L	M	H
Isle of Rhum	2410	Rough	Rough	N	N	H
Isle of Roac	2307	Rough/Woods	Rough/Woods ⚓[30]	N	N	H
Isle of Shanday	3904	Rough	Rough	N	N	H
Isle of Skye	2508+	V	V ⚓[31]	V	V	V
Isle of Tirian	2212	Rough	Rough	N	N	H
Isle of Ust	2208	Rough	Rough	N	N	H
Isle of Wight	2643+	Fields	Clear	L	M	H
Isles of Scilly	0841	Fields	Clear	H	W	H
Jotun Sea	3623+	Ocean	Sea ⚔	N/A	N/A	H
Kelpie Braes	0725	Forest/Fields ✪	Forest/Clear ✪♡	H	W	H
Kirkin Kippen	3105	N/A	Broch ⚓[32]	N	N	V
Kirkonnel	3439	N/A	Broch	N	N	V
Leinster	1427+	V	V	H	E	V
Maidenhead	3543	N/A	Stockade ⚓	L	M	V
Merthyn's Gate	2035+	Cavern/Crypt	Tunnel	H	E	H
Minches, The	2203+[33]	Ocean	Sea ⚔	N/A	N/A	H
Mousa Stour	3705	Cavern†	Fortress ⊘	H	W	H
Mulkirk Hall	2714	N/A	Broch ⚓[34]	N	N	V
Mull (island)	2413+	Rough+20	Rough/Mtn	N	N	H
Mundania	3646+	V	V	L	M	V
Munster	0728+	V	V	N	N	V
Ogma's Stack	2312	Rough	Rough	N	N	H
Orkney Island	3704+	V	V	V	V	V
Orme's Gate	2926+	Cavern	Tunnel	N	N	H
Ouse, The	3431+	V	Major River	H	E	H
Porlock Island	1948	Woods	Woods	L	M	H
Povis Heath	3151	Rough ✪	Rough ✪♨⊘🏨	H	W/M	H
Ravenglass	2825	Rough+20 ✪	Mtn ✪⚔♔❁	H	W	H
Redhill Pits	3737	N/A	Stockade	L	M	V
Rona's Bath	2604	Woods/Fields✪	Woods/Clear✪♡	H	W	H
Say (island)	3905	Rough	Rough	N	N	H
Sea of Albion	2646	Ocean	Sea	N/A	N/A	H
Sea of Erin	1826+	Ocean	Sea	N/A	N/A	H
Sea of Moray	3509+	Ocean	Sea	N/A	N/A	H
Sea of Nuada	1134+[35]	Ocean	Sea	N/A	N/A	H

[30] Port in 2307: GJR Fir Bolg variant.
[31] Port in 2509: GJR Fir Bolg variant.
[32] Port seems to be in 3205.
[33] For the missing border between the Minches and the Sea of the West, see n.000.
[34] Port seems to be in 2613.
[35] For the missing borders between the Sea of the West and the Sea of Nuada, see n.000.

Sea of the West	0216+[36]	Ocean	Sea	N/A	N/A	H
Seat of Moray	2816	Rough+20 ✪	Mtn ✪❁⃠	H	W	H
Selkies' Rade	2437	Cavern†	Knowe	H	E	V
Sith Ardoch	3118	N/A	Broch ⚓	N	N	V
Sith Banfrey	0327	N/A	Broch ⚓	N	N	V
Sith Cumrock	2920	N/A	Broch ⚔	N	N	V
Solway Firth	2822+	V	V	N/H	N/E	H
Solway Hall	3314	N/A	Broch	N	N	V
Sula Puka	2418+	Woods/Rough	Woods/Rough	N	N	H
Sula Staffa	2504+	V	V ⚓[37]	V	V	V
Thames, The	3242+	V	Major River	L/H	E/M	V
Thornsten Hall	2240	Cavern†	Delving	N	N	V
Trent, The	3235+	V	Major River	V	E/M	V
Ulster	1519	V	V	V	V	V
Wash, The	3337+	Marsh	Swamp	L/H	M/W	H
Weald, The	2742+	V	V	L	M	V
Wigan's Pen	2629	Marsh/Crypt	Swamp ✪♔	H	W	H
Yeowen's Market	2242	N/A	Stockade ⚓	L	M	V

[36] For the missing borders between the Sea of the West, the Sea of Nuada, and the Minches, see n.000.
[37] Port in 2506: GJR Fir Bolg variant.

Developing the Albion World

CHRONOLOGICAL ISSUES

John C. Franklin

The few fixed dates given by Ritchie, along with ones certainly deducible from them on the basis of other statements in the text, are printed as **boldface** in the Historical Outline below. Much else remains uncertain, and even the fixed dates present grave difficulties. Ultimately it seems that we must face the unpleasant prospect that Ritchie did not work out his historical scheme as precisely as one might wish.

The Kinslaying is described at §5 as "a century" of strife, but then given the narrower date-range of 1383–1414 in the description of Caer Oonagh ([19.5 02]). How do we reconcile this? One might understand "century" roughly as the 31 years of Kinslaying followed by the 40 Years of Terror which followed on its "heels" (§6). Yet this requires us to go against Ritchie's explicit statement that the Kinslaying was a "century of strife". The conflict may be an artifact of incomplete development. Alternatively the date range 1383–1414 could contain a typographical error[1] for an intended 1383–1484, an interval that would suit Ritchie's "century of strife" very well. Numbers are notoriously subject to such mistakes, and -14 may have displaced -84 through dittography of the initial 14-. I have followed this hypothesis in my Timeline.[2]

The date 1383 for the Kinslaying suggests that when Ritchie placed the Rise of the Ghostdancers at "midway through the years of the New Kingdom" (§4) he intended a halfway point between the founding of the New Kingdom and the game's dramatic date of 2680. This would give a decent 43 years for the eventual revelation of evil and the start of the Kinslaying. But we are also told that "the New Kingdom had long fallen and been replaced by the Second Interregnum at the time of our story" (§3). At first glance it seems that we should have first to establish the end of the New Kingdom, if possible, and then reckon "midway" accordingly? But there is a similar ambiguity in the use of "High King". We expect it to apply only to the rules of Old and New Kingdoms, i.e. those who reigned over the regional monarchs, whereas the First and Second Interregna should be times when "the High King and his line were become regional rulers coequal with [e.g.] the King of Gwynedd" (§6). This suggests that the First Fomorian War spelled the end of the New Kingdom, with the Second Interregnum beginning in 1535/1545. But since the same regionalism characterizes the political situation also at the outbreak of the Third Fomorian War, the Second Interregnum would then run some 1175 years before a kind of third 'United Kingdom' is established in 245/2853 when Branwen rules Albion and Gwynedd (§40). But if this is so, why would the Second Interregnum not have ended after the *Second* Fomorian War, when "the Elves were able, with the assistance of the Gnomes, to force the invader back into his mountain fastness and reclaim the eastern kingdoms of Erin" (§7)? But as we have seen, Auberon is definitely

[1] Other typographical errors include "Kingslaying" for "Kinslaying (n. 000); Erskin for Erskine (000); "Munster" for Gwynedd (000).

[2] Or are 1383 and 1414 the two years in which Caer Oonagh was sacked [19.5 02]?

said to rule during the Second Interregnum. And since Auberon himself is called "High King" (§9), it seems that the designation is not totally incompatible with an Interregnum: presumably the regional kingdoms were independent, but together formed a kind of Commonwealth that acknowledged some historical obligations to Auberon and his line (hence the red arrows, §12, 17, 21, 22). This suggests that in Auberon's day Albion could still be regarded as a continuation of the New Kingdom ("High King and his line, §6) on a reduced scale.[3] Therefore it remains probable that the date 1383 for the Kinslaying is termed "midway" through the New Kingdom by reference to the dramatic date 398/2680).

Another chronological difficulty concerns the "Coming of the Gnomes". We are told that 100 years after the First Fomorian War "was not sufficient to repair the damage" (§6), but then that "salvation came in the form of the Gnomes" (§7). This would seem to place their advent around 1435/1645. But we are also told that the Second Fomorian War, which has the fixed date of 738/2340, was "not long in coming". This creates a very awkward interval of 695 years between the two wars, with the advent of the Gnomes assimilated to both of its terminals. One might suggest that we should not link the 100 years of Repair too closely to the "Salvation", so that several further centuries of fitful recovery may precede the Coming of the Gnomes.

There are other signs of too long an interval here. First, we are told in the description of the Seat of Moray [19.5 18] that the Troll-Chiefs have been using this Place of Power "for 500 years" when the Third Fomorian War breaks out, i.e. since 898/2180. But why would they not have used this site earlier, since they controlled the northlands since 1535/1545?

Similarly, the depopulation of the South after the First Fomorian War (§6) creates the necessary condition for the arrival not only of Gnomes, but Men. But Ritchie's only definite reference is to settlement of the Weald by "hordes of Mundanes" armed with Iron" in the year 729/2349 (§7). This date might be intended to match the historical Celtic immigration to the island, though the novel possession of "cold iron" would equally or better suit an Early Iron Age date (say ca. 1150–1000 BCE). And after all William of Monmouth (ca. 000), whom Ritchie cites as one of his inspirations, develops a tradition (?) first found in Nennius (ca. 000) that Britain and the Britons took their name from a certain Brutus or Britis who was, like Aeneas, a refugee from Troy—one traditional date for which is ca. 1200, around the time of the historical Great Collapse and consequent mass-migrations documented by Egyptian and Ancient Near Eastern sources. Some such scenario would put the first human influx to Albion around 1175 or so. We might therefore trace the Human infiltration into the Weald, Eastmarch, and the Borderlands rather earlier than 729/2349. The Borderlands in particular, home to the Blue Men ("believed to be the forebears of the Picts", §11) may represent a separate

[3] One may compare Minas Tirith, or Neo-Hittite Carchemish.

and earlier movement, perhaps in the wake of the First Fomorian War (§6). This could help explain their alliance with the Fomorians, and one may then wonder whether any Men were involved in the Second Fomorian War.

If we accept 1383–1414 (or 1484) as the date of the Kinslaying, no Elven king or courtier—not even such archaic figures of Irish myth as Dagda and Finvarra—will have been alive at the time of the Kinslaying. This accords with Ritchie's use of "ancient" and "the ancients" elsewhere: Caer Oonagh, "the summer home of the ancient Kings of Faerie in Albion", was torched during the Kinslaying (19.5 02); the Book of Glamours, at the old royal library of Caer Brandingle, is "written in the Ancient Tongue of the High Elves" (*Adventures* [20.6 01]). Thus the five Ancients (along with the Worm of Mousa Stour) will retain first-hand memories of the Ghostdancers, Kinslaying, and Fomorian Invasion—and possibly older times as well.

Note that the overall timeline allows about three millennia for the Old Kingdom, while the New Kingdom, beginning ca. 3080 BCE, corresponds roughly to the start of the Early Bronze Age in historical Egypt and the Near East. The longevity of the elves, and their Atlantis-like backstory, make this an attractive construction.

HISTORICAL OUTLINE

ca. 7000		Sinking of Atlantis and Mu (§2), leading somehow to rise of Faerie in Albion (refugees?).
ca. **6000**		**Old Kingdom:** A High King ruled in Forador and his lands included all of Albion and Erin as well as some of the lands to the south. This was the Old Kingdom (§2) . . . This was the Golden Age of Faerie and that much of the power which remained in Albion and Erin in the days of Auberon was a result of enchantments laid by the old **kings** (§3).
3098?		**End of Old Kingdom** (§32): Even those who stood close to the scene have been able to add little to our knowledge of what happened when the four [Dunatis, Misha, Gerflax, Worm] who **remembered the Old Kingdom of three thousand years before** met at last upon the field of Caer Ganmorgan. [If "three thousand" is just a round number, then the First Interregnum can be a bit longer, but ptobably not much.]
3099		**First Interregnum:** No information is given on end of Old Kingdom and First Interregnum. But the capital Forador remained standing, since it was "destroyed five times" during the Kinslaying and Years of Terror [19.5 09].
	New Calendar:	
ca. **3080**[4]	**1**	**New Kingdom**: A new line of kings, the first of which was Silfax Bocassian who was crowned in the Year One (ca. 3080 BC) of the New Kingdom. = Silflax I crowned in the Year One of the new calendar (§3).
2378	**700**	Worm of Mousa Stour active by now (*Albion* §20.6 03).
ca.1890	**1190**	Wigan's Pen begins to be used for royal burials around now: see [19.5 19].
1740	1340	Rise of the Ghostdancers, "**midway through the years of the New Kingdom (§4)**
1697–1596	1383–1484	**The Kinslaying** High King issued Order of Suppression and Exorcism which outlawed the Ghostdancers Order. [This leads to] civil war . . . the Kinslaying . . .

[4] The synchronism of 3080 and 1 (§3); it does not quite tally, however, with 399/2679 as the date of Auberon's journey (§9); there seems to be a one-year discrepancy or so; but note that 3080 is given as an approximate date ("ca.").

		[a] **century of strife** (§5). When Forces of the High King were finally victorious, most of the land was in ruins and much of the ancient power had been expended (§5).
ca. 1575	1505	**Years of the Terror** and **First Fomorian War** (§6–7). Upon the heels of civil strife walked the Years of the Terror. [This is the arrival of the Fomorians, **40 years strife**.
ca. 1535	1545	[Beginning of **Second Interregnum**] All of Erin and the north of Albion [now] under the yoke of the Trolls. Of what remained, the entire southern coast was **depopulated** and a **hundred years** was not sufficient to repair the damage to the rest. The High King and his line were become regional rulers coequal with the King of Gwynedd who was the only subking to still hold his land.
ca. 1435	1645	Damage to enchanted lands still being repaired (§7).
898	**2180**	Troll-chiefs begin using Seat of Moray [19.5 18]. [But surely earlier?]
ca. 798	2400	Advent of 'Gnomes', taking "not long" 2340 (§7) as a generous 60 years.
738	**2340**	**Second Fomorian War**. The Confederation of the North was formed and, in the following year, ten thousand Trolls swept into Albion. The struggle continued for **nine** years, but at its end, the Elves were able, with the assistance of the Gnomes, to force the invader back into his mountain fastness and reclaim the eastern kingdoms of Erin.
729	**2349**	[End of War, creation of Dermot's Dyke (§7)]. In the south, they built the enchanted castle of Caer Arklow to block the main land route between Faerie and the shores of the Weald which were being settled by hordes of Mundanes armed with cold iron and hungry for the land of the Elves (§7). [Do the Mundanes, i.e. Celts, enter Albion because of the disruptions of the Second Fomorian War? Or had they begun infiltrating earlier?]
		[**350**[5] years' comparative peace, §8]. Flow of Mundane invaders continued and the Fomorians made common cause with them against the lords of Albion. Border raids were common. Occasional sea raids made life in the coastlands sometimes uncertain as well. But Faerie saw no new strife and much of its former power was recovered (though only a tithe of what was possessed by the old kings).

[5] Ritchie's figure here is rounded up; strictly 350 years after Second Fomorian War would bring the date to 379/2699.

399	**2679**	Auberon departed Albion in Samain of 2679 with five great sailing ships and a hundred of the flower of Faerie nobility. He was going, he said, in search of the mythic land of Jotunheim (§8).
398	**2680**	**Third Fomorian War (**aka the **Great War**, §**40)**. Faerie deaths: Auberon, Colleran, Corin, Elidor, Dorwen (Albion); Dagda Silverhair, Ogme Ironfist (Leinster); Cluracan (Ulster); Arwan the Black (King of Gwynedd); Trumpin, Spriggan, Black Malekin (Curwyllan). Fomorian deaths: Bogan Redcap, Glastyn Bearkiller (Ochil); Connan the Avenger (Connaught); Balor One-Eye (Clan Mac Ennis, Munster); Grogan Blackheart (Cumrock); Imric Troll-Lord, Gairloch the Swimmer, Rurik Elfbane, Barguest, Old Callach (Moray). Mundane deaths: Brian Mac Iver (Borders); Cormac, Dando (Weald); Mad Ainsel, Bran Og, Dobie (Eastmarch). Ancients: Gerflax, Misha. Supernaturals: Worm of Mousa Stour.
397	2681[6]	**Winter**: Finvarra's expedition into the northlands, destroyed all of the clan hearths of Fomoria and forever broke the power of the Trolls in Albion. **1 Beltane**: Edric crowned King in Caer Ganmorgan, ruled in Albion for almost 150 years.
395	2683	Angus Mac Og and Brigit married, jointly rule Leinster
338	2740	Angus Mac Og and Brigit depart for the West (Tir Nan Og).
270	2828	Finvarra and Morigu depart Erin for the West.
257	2841	Edric makes passage to Tir Nan Og;[7] his wife Branwen left to rule Albion.
245	2853	Midinhir and Dunatis depart for West. Midinhir's sister Branwen rules Albion and Gwynedd.
230	2868	Branwen, household and "last of the High Elves" depart Albion for Tir Nan Og.
168	2930	No High Elf remains in the fair isles. Since then, the Gnomes have dwindled and the Mundanes have conquered totally those places where Faerie once stood.

[6] This expedition probably happens in the winter of 380/1 (2680/1), since the Death of Magog the Cruel is given as 380/2681 in the *Albion* Persons Summary [7.9]—though Magog's home is not actually in the "northlands".

[7] The apparent dates-of-death given in the *Albion* Persons Summary [7.9] for Elidor, Angus Mac Og, 000 are identical with departures for the West.

Table of Births and Deaths in Relation to Historical Outline

BCE	Elf	
?	?	Births of the Ancients (**Corin**, **Sean**, **Dunatis**, **Gerflax**, **Misha**).
1740	1340	RISE OF THE GHOSTDANCERS
1697–1596	1383–1484	THE KINSLAYING
1575–1535	1505–1545	FIRST FOMORIAN WAR AND 40 YEARS OF TERROR
1456	1642	Birth of **Finvarra** (Ulster)
1294	1806	Birth of **Dagda** Silverhair (Leinster)
1082	2016	Birth of **Collearan** the Brave (Albion).
1066	2032	Birth of **Auberon** (Albion).
1012	2086	Birth of **Arwan** the Black (Gwynedd).
955	2143	Birth of **Midinhir** (Gwynedd).
920	2178	Birth of **Branwen** the Fair (Gwynedd).
743	2335	Birth of **Dorwen** Trollslayer.
738	**2340**	SECOND FOMORIAN WAR
691	2387	Birth of **Cluracan** the Bold (Ulster)
684	2394	Birth of **Ogme** Ironfist (Leinster).
682	2396	Birth of **Angus** Mac Og (Leinster).
679	2399	Birth of **Morigu** the Enchantress (Ulster).
664	2414	Birth of **Brigit** Shieldmaiden (Leinster).
485	2593	Birth of Old Callach
480	2598	Birth of **Elidor** (Albion).
472	2606	Birth of Barguest the Dwarf (Moray).
463	2615	Birth of Erskine Deepdelver (Curwyllan).
458	2620	Birth of Glastyn Bearkiller (Connaught).
456	2622	Birth of Bogan Redcap (Ochil).
453	2625	Birth of Grogan Blackheart (Cumrock)
450	2628	Birth of Black Malekin (Ochil) and Imric Troll-lord (Moray).
447	2631	Birth of Dobie (Eastmarch).
445	2633	Birth of **Edric** (Albion) and Spriggan (Curwyllan).
444	2634	Birth of Connan (Connaught), Rurik Elfbane (Moray), Cormac (Weald), Mad Ainsel (Eastmarch).
442	2636	Birth of Gairloch the Swimmer (Moray)
440	2638	Birth of Trumpin (Curwyllan) and Balor (Clan Mac Ennis, Munster).
436	2642	Birth of Magog the Cruel (Clan Gogma in Eastmarch).
435	2643	Birth of Brian Mac Iver (Borders)
428	2650	Birth of Bran Og (Eastmarch)
425	2653	Birth of Dando (Weald).

398	**2680**	FIRST FOMORIAN WAR. Faerie deaths: Auberon, Colleran, Corin, Elidor, Dorwen (Albion); Dagda Silverhair, Ogme Ironfist (Leinster); Cluracan (Ulster); Arwan the Black (King of Gwynedd); Trumpin, Spriggan, Black Malekin (Curwyllan). Fomorian deaths: Bogan Redcap, Glastyn Bearkiller (Ochil); Connan the Avenger (Connaught); Balor One-Eye (Clan Mac Ennis, Munster); Grogan Blackheart (Cumrock); Imric Troll-Lord, Gairloch the Swimmer, Rurik Elfbane, Barguest, Old Callach (Moray: Callach's Waff released). Mundane deaths: Brian Mac Iver (Borders); Cormac, Dando (Weald); Mad Ainsel, Bran Og, Dobie (Eastmarch). Ancients: Gerflax, Misha. Supernaturals: Worm of Mousa Stour.
397	2681	Death of Magog the Cruel (Clan Gogma, Eastmarch).
355	2723	Death of Erskine Deepdelver (Curwyllan).
338	2740	Angus Mac Og and Brigit depart for the West (Tir Nan Og).
270	2828	Finvarra and Morigu depart Erin for the West.
257	2841	Edric makes passage to Tir Nan Og;[8] his wife Branwen left to rule Albion.
245	2853	Midinhir and Dunatis depart for West. Midinhir's sister Branwen rules Albion and Gwynedd.
240	2868	Branwen, household and "last of the High Elves" depart Albion for Tir Nan Og. [Includes Sean the Rhymer: see his end-date in *Albion* Person Summary].

Table of Magic-Users' Potential, Knowledge, and Accomplishment

Magical Potential = Age * Magical Aptitude; Magical Knowledge = Number of Spells * average rank; Magical Accomplishment (= potential/knowledge).

The table also calculates approximate ages for the five Ancients and the Worm of Mousa Stour, by inputting various values of "accomplishment" to predict their level of Magical Potential (multiplying it by the known Magical Knowledge value), which in turn can be divided by Magical Aptitude to produce an approximate Age and Year of Birth for each Ancient. Of course these values may be considerably off, and can be tinkered with to suit one's purposes. Any scheme, though, must satisfy the few other clues that Ritchie gave.

We are told that Dunatis, Misha, Gerflax, and The Worm could all remember the Old Kingdom "three thousand years before". Applying this number literally leaves only one year for the First Interregnum, and only one year of memory for these ancients. I have assumed, therefore, that "3000" refers to the *fall* of the OK, while the three ancients are somewhat older still. I have made Dunatis the oldest,

[8] The apparent dates-of-death given in the *Albion* Persons Summary [7.9] for Elidor, Angus Mac Og, 000 are identical with departures for the West.

on the grounds that his activation influences that of Misha and Gerflax, not the reverse; i.e. he has some sort of seniority over them, or at least authority.

It is also implied that Corin and Sean did *not* go back to the Old Kingdom. Since a) Corin is said to be the "greatest of his age" and b) classed as an ancient, whereas c) Finvarra is not an ancient but still an impressive 1038 years old, I have assumed that these two ancients go back to the New Kingdom, with Corin the ancestral royal mage to Auberon's line. Sean's story must be interesting, as he is in the service of a hostile human rule (in the Weald)—although he himself is opposed to the war. I have assumed in my dating that Sean goes back beyond the civil factions of the Kinslaying, lingering on in The Weald after its depopulation and resettlement. This scheme for Corin and Sean satisfactorily accounts for their description as Ancients, as Finvarra is born after the end of the New Kingdom (again on my dating).

BCE	Elven	Age	Name	MA	#	Rank	Hero	Ench	Potent	Know	Accomp
ca. 6000 BCE			**Founding of Old Kingdom**								
3548	OK	3150	Dunatis	22	33	15		√	69300	495	140
3369	OK	2971	Misha	21	40	12		√	62400	480	130
3234	OK	2836	Gerflax	22	32	13		√	62400	416	150
3449	OK	3051	Worm	23	29	11	√		70180	319	220
3080	NK 1		**New Kingdom**								
2443	635	2045	Corin	22	20	15		√	39000	300	150
2027	1051	1629	Sean	22	32	7		√	29120	224	160
1575–1535	1505–1545		**First Fomorian War**								
1456	1642	1038	Finvarra (Ulster)	22	30	8		√	22836	240	95
1294	1806	874	Dagda (Leinster)	20	29	5	√		17480	145	121
1082	2016	664	Collearan (Albion)	15	14	2	√		9960	28	356
1066	2032	648	Auberon (Albion)	21	34	9		√	13608	306	44
1012	2086	594	Arwan (Gwynedd)	18	28	5	√		10692	140	76
955	2143	537	Midinhir (Gwynedd)	19	26	5		?	10203	130	78
920	2178	502	Branwen (Gwynedd)	21	26	8		√	10542	208	51
743	2335	345	Dorwen	16	28	4	√		5520	112	49
738	**2340**	340	**Second Fomorian War**								

691	2387	293	Cluracan (Ulster)	19	25	5	√		5567	125	45
684	2394	286	Ogme (Leinster)	21	28	4	√		6006	112	54
682	2396	284	Angus (Leinster)	17	30	4		?	4828	120	40
679	2399	281	Morigu (Ulster)	20	25	6		√	5620	150	37
664	2414	266	Brigit (Leinster)	22	30	4		√	5852	120	49
485	2593	87	Callach	21	40	4		√	1827	160	11
480	2598	82	Elidor (Albion)	16	25	4		?	1312	100	13
472	2606	74	Barguest (Moray)	22	25	5		√	1628	125	13
463	2615	65	Erskine (Curwyllan)	13	25	3		?	845	75	11
458	2620	60	Glastyn (Connaught)	16	20	3		?	960	60	16
450	2628	52	Malekin (Curwyllan)	21	28	7		√	1092	196	6
450	2628	52	Imric (Moray)	20	25	4		?	1040	100	10
447	2631	49	Dobie (Eastmarch)	23	23	4		√	1127	92	12

TERRAIN

All **Enchanted Hexes** and **Wild Magic Hexes** on the Albion map are treated as **High Mana** areas and all Mundane Hexes are treated as **Low Mana** areas.

For purposes of *DragonQuest* adventures in Albion, Terrain types are equivalent except as follows:

Clear hexes should be treated as **Fields** for purposes of Encounters.

Faerie roads will constantly change location and direction when non-Elves attempt to use them.

Plains and **Wastes** do not exist in Albion.

Caer Brandingle, Caer Oonagh, The Driffeld Knowe and Forador are all treated as **Ruins**.

Wigan's Pen is treated as a **Crypt**.

The Mousa Stour, all Faerie Knowes and Gnomish Delvings are treated as **Caverns** (unless fully occupied by their residents at the time a party enters them).

Cuillan Braes, Derg Donnegal, Derwent's Watch, Fir Chlis, Fir Darrig, Gil's Rest, Kelpie Braes, Povis Heath, Ravenglass, Rona's Bath, Denby Plinth, The Giant's Dance and the Seat of Moray are all considered **Places of Power** for purposes of the *DragonQuest* rules and the appropriate benefits for Adepts of the College of **Earth Magics** apply to them.

Fir Chlis, Fir Darrig, Povis Heath and The Giant's Dance are all places where blood sacrifice has been habitually performed so that only **Druidic Earth Magicians** can benefit from occupying them.

Dermot's Dyke is treated as an Extreme Danger-Level Field.

All other nonfortress hexes are **High Danger** areas.

Treat a league as a mile in DQ.

ENCOUNTERS

The following monsters are common in Albion: all Undead, Riding Animals, Common Avians, Aquatic Mammals, Other Sea Creatures, Giant Humanoids

(other than Titans), Fairy Folk, Earth Dwellers and Creatures of Night and Shadow, all Elementals, Hellhounds, Unicorns, Nagas, Wyverns, Suarime, Salamanders, Giant Land Turtles, Basilisks, Manta Rays, Pike and Sharks, Gryphons, Gargoyles, Harpies, Wolves, Weasels, Rats, Stags, Oxen, Boars, Bear, Wild Cats, House Cats and Neanderthals. Other types of monsters should not normally appear and the GM should choose from among those listed above for encounters. The Encounter Table may still be used if permissible monsters are substituted for those that do not fit into Albion.

> [Kobolds and Dwarves mentioned as inhabitants of Jotunheim at 20.6 16. Perhaps the stray Kobold could be encountered in Albion]

In general, conversion rates are as follows: 1 Wound in Albion equals 8 Damage Points in *DragonQuest*; 1 point of Magic Strength equals an MA of about 15 and each additional point increases MA by 2 or adds about 20 points worth of magical Ranks (remember, these are powerful folks, not your run of the mill dungeon crashers); 1 Mana Point in Albion should be translated into an increase of 5 in all Cast Chances in *DragonQuest* (thus, a Mana Level of 5 means that all Cast Chances are increased by 25).

RACES

Ritchie 1982: In closing, a word on character relationships and the social structures of Albion might be in order. Elves and Dwarves (Gnomes in Albion terminology) are very closely allied in this world. Both are faced by the menace of the Stone Giants and by the increasing depredations of mankind. Men are not the most common entities in Albion (unlike a normal *DragonQuest* world . . . but, then, this is the Land of Faerie). In fact, men are latecomers to Albion and are second class citizens even to their reluctant allies, the Stone Giants. Human culture is primitive, semitribal and utilizes a system of obligations similar to that which may be found in pre-Norman Britain. Elvish and Dwarvish cultures are extremely well-developed, though Elvish culture is definitely on the wane. Both have a strong urban element. The culture of the Stone Giants is a pure clan culture, its divisiveness mitigated only by the custom of following a common warchief (the so-called Speaker of the Clans) in times of trouble. Large family units of 8 to 30 will exist in isolated mountain glens, but rarely will the great Brochs, which are clan seats of power, house more than 500 Stone Giants (while the average human settlement might have twice that, a Dwarvish city ten times that and an Elvish Knowe three times that). Contacts with the rest of the world will be rare for all dwellers in Albion, though men will be more active in this regard. In this insular area, travellers will be shunned and only longstanding allies will have any claim of trust from the locals. Common adventurers will normally be despised and sometimes killed outright where they are of a different race. More frequently, they will be jailed by the citizenry unless protected by some patron of great stature. Only the hardiest souls need cross the seas into Albion!

ELF

Natural Habitat: Woods

Frequency: Uncommon **Number**: 1–200 (20)

Description: An elf is a lithe humanoid, slightly smaller than man-sized. They are unusually fair in appearance.

Talents, Skills, and Magic: See 6.5

Movement Rates: Running: 275

PS: 4-22 **MD**: 5–23 **AG**: 6–24 **MA**: 4–22

EN: 4-22 **FT**: 19–25 **WP**: 6–24 **PC**: 6–24

PS: 8-26 **TMR**: 6 **NA**: None

Weapons: Elves prefer bow weapons, and will have rank 4-6 with them. Spears are also commonly used. Elves will not generally wear metallic armor, although they may do so in unusual cases. The listed characteristic ranges are for NPC elves only.

GNOME (≈ DWARF)

Natural Habitat: Rough, Caverns

Frequency: Uncommon

Description: Dwarves are short, stout humanoids. They usually have long beards.

Talents, Skills, and Magic: See 6.4.

Movement Rates: Running: 225

PS: 6-24 **MD**: 5–23 **AG**: 4–22 **MA**: 3–21

EN: 6-24 **FT**: 17–23 **WP**: 7–25 **PC**: 6–24

PB: 4-22 **TMR**: 4 **NA**: None

Weapons: Dwarves delight in axes and hammers and they will have Rank 2-4 with these weapons. They also commonly wear heavy armor, with chainmail being the type most frequently worn, although plate is also occasionally used. The listed characteristic ranges are for NPC dwarves only.

TROLL (≈ STONE GIANT)

Natural Habitat: Rough, Caverns

Frequency: Rare Number: 1–6 (3)

Description: Stone giants are humanoids about 10 feet tall.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 400-500

PS: 13-31 **MD**: 4-22 **AG**: 3–21 **MA**: 4–22

EN: 15-25 **FT**: 18-24 **WP**: 4–22 **PC**: 5–23

PB: 5-23 **TMR**: 000?? **NA**: None

Weapons: Stone Giants prefer heavy weapons like hammers and clubs. They will have rank 3-5 with these weapons. Stone giants frequently wear leather armor and carry shields.

Table 000: Fortress populations calculated from Ritchie's average population figures vs. forces deployed.

Ritchie gives round population numbers for major settlements / fortresses by race (Trolls: 500 per Broch; Elves: 1500 per Knowe; Gnomes: 5000 per Delving; Men: 1000 per Dun). But applying these figures uniformly creates a disparity with the number of forces deployed in Albion. The following table plots all forces (CSPs; Ships, valued at 1 CSP; Leader escorts, 1 CSP; garrisons, 1 CSP per site), and uses this figure to adjust the round ('predicted') number and thus yield varying populations per site. Auberon is assumed to deploy at Caer Ganmorgan (like Elidor), while his five ships join *Foamrider* at Caer Arklow. **I think I still need to add in escorts for Ogme**.

	Predicted Population	CSPs	Ships	Escorts	Garrison	Total Force	Increment	Adjusted Population
ELVES								
Albion								
Brugh Melton	1500	4	0	1	1	6		**1740**
Caer Brollachan	1500	0	0	0	1	1		**290**
Caer Arklow	1500	4	6	1	1	12		**3480**
Caer Ganmorgan	1500	4	1	2	1	8		**2320**
Caer Menador	1500	2	0	0	1	3		**870**
Garryknowe	1500	0	0	0	1	1		**290**
TOTAL	**9000**					**31**	290	
Gwynedd								
Caer Cader	1500	6	1	1	1	9		**1998**
Caer Callan	1500	6	1	0	1	8		**1776**
Emlyn Brugh	1500	2	1	0	1	4		**888**
Selkies' Rade	1500	4	0	1	1	6		**1332**
TOTAL	**6000**					**27**	222	
Leinster								
Brugh Tara	1500	6	0	1	1	8		**2400**
Brugh Na Boine	1500	4	0	1	1	6		**1800**
Comberknowe	1500	0	0	0	1	1		**300**
TOTAL	**4500**					**15**	300	
Ulster								
Aranrock	1500	4	1	1	1	7		**1169**
Caer Knockma	1500	6	2	2	1	11		**1837**

TOTAL	**3000**					**18**	167	
GNOMES								
Blackdown Delving	5000	14	0	1	1	16		**7056**
Bodmin Delving	5000	6	0	1	1	8		**3528**
Thornsten Hall Delving	5000	8	0	1	1	10		**4410**
TOTAL	**15000**					**34**	441	
TROLLS								
Clan Moray								
Broch Carmody	500	4	0	1	1	6		**354**
Broch Maben	500	8	0	1	1	10		**590**
Kirkin Kippen	500	6	1	1	1	9		**531**
Mullkirk Hall	500	4	4	0	1	9		**531**
TOTAL	**2000**					**34**	59	
Clan Ochil								
Sith Ardoch	500	6	3	1	1	11		**583**
Solway Hall	500	6		1	1	8		**424**
TOTAL	**1000**					**19**	53	
Clan Cumrock of Strathclyde								
Broch Willig	500	4	0	0	1	5		**455**
Sith Cumrock	500	4	0	1	1	6		**546**
TOTAL	**1000**					**11**	91	
Clan Connaught								
Balbriggen Hall	500	0	3	0	1	4		**332**
Broch Wyvis	500	6	0	1	1	8		**664**
TOTAL	**1000**					**12**	83	
Clan Mac Ennis of Munster								
Broch Ennis	500	6	0	1	1	8		**536**
Sith Banfrey	500	4	2	0	1	7		**469**
TOTAL	**1000**					**15**	67	
Clan Gogma								
Kirkonnel	500	4	0	1	1	6		**498**
TOTAL	**500**					**6**	83	
MEN								
Eastmarch								

The Redhill Pits	1000	2	0	1	1	4		**668**
High Yarcombe	1000	6	0	1	1	8		**1336**
TOTAL	**2000**					**12**	167	
Borders								
Crammond Hill	1000	6	1	1	1	9		**1503**
Dun Morpa	1000	2	0	0	1	3		**501**
TOTAL	**2000**					**12**	167	
Weald								
Dun Hammel	1000	6	0	0	1	7		**1519**
Dun Mendip	1000	6	0	1	1	8		**1736**
Hoddenhill	1000	2	0	1	1	4		**868**
Maidenhead	1000	0	1	0	1	2		**434**
Yeowen's Market	1000	0	1	0	1	2		**434**
TOTAL	**5000**					**23**	217	
FIR BOLG								
Sula Staffa	1500	4	1	1	1	7		**1855**
Skye	1500	4	1	0	1	6		**1590**
Roag	1500	2	1	0	1	4		**1060**
TOTAL	**4500**					**17**	265	

Table 000: Larger Populations (Fortress + Hinterland) based on uniform % militarized by race.

This table calculates the larger populations outside the Fortresses by assuming that each race will, for cultural reasons, have approximately the same percentage of their population under arms. But since the figures for Urban Population and # Under Arms (see previous table) differ by *kingdom*, achieving uniform % Under Arms requires varying amounts of Additional Rural Population. This creates interesting demographic variations on a kingdom-by-kingdom basis, again presumably for cultural reasons, along with other geo-political considerations that may be explored by the Gamemaster.

Albion [2.3]: Each CSP represents a company of 75 to 150 soldiers, depending on the race. Each ship piece represents a single named warship at full strength (when face up) or damaged (when face down). Each person playing piece represents one of the leading personalities who fought in the war. In most cases, the front face of the piece shows the person in the company of an escort of troops (equivalent to a single CSP), and the back face shows the person without his escort.

SO: variation between 75–150 is specifically tied to race. How about: Trolls = 75 • Elves = 125 • Gnomes / Men = 150.

	Urban Population	Additional Rural Pop.	Total Population	# Under Arms	% Under Arms
ELVES					
Albion	9000	5%	9450	3875	41.01
Gwynedd	6000	35%	8100	3375	41.67
Leinster	4500	10%	4500	1875	41.67
Ulster	3000	80%	5400	2250	41.67
GNOMES	15000	0%	15000	5100	34
TROLLS					
Clan Moray	2000	250%	5000	2550	51
Clan Ochil	1000	275%	2750	1425	51.82
Clan Cumrock of Strathclyde	1000	160%	1600	825	51.56
Clan Connaught	1000	175%	1750	900	51.43
Clan Mac Ennis of Munster	1000	220%	2200	1125	51.14
Clan Gogma (Eastmarch)	500	175%	875	450	51.43
MEN					

Eastmarch	2000	0%	2000	900	45
Borders	2000	200%	4000	1800	45
Weald	5000	52%	7600	3450	45.39
FIR BOLG	4500	15%	5175	2125	41.06

Eastmarch may have 0% outside of settlements because of the fairly dispersed Troll population.

Table of Different Troop Types and Amounts by Race / Kingdom

The purpose of this table is to provide a breakdown of unit types for a Gamemaster who wishes to integrate a Tactical Battle system into the strategic campaigns of *Albion*'s itself—for instance *Commands and Colors*, *Prestags*, etc. (The percentages of unit types for each race is based on the Weapons Table in Ritchie 1982, which expresses racial/cultural preferences for different weapons.[9]) This information will also be useful in DQ encounters within the various cities. One might (but need not) assume companies of 25 or 20 of each type, to help explain their deployment by city.

ELVES	# under arms	40% Great Axe	20% Composite Bow/Axe	20% Javelin/Axe	20% Sling/Axe
Albion					
Brugh Melton	750	300	150	150	150
Caer Brollachan	125	50	25	25	25
Caer Arklow	1500	600	300	300	300
Caer Ganmorgan	1000	400	200	200	200
Caer Menador	375	150	75	75	75
Garryknowe	125	50	25	25	25
TOTALS	**3875**	**1550**	**775**	**775**	**775**
Gwynedd					
Caer Cader	1125	450	225	225	225
Caer Callan	1000	400	200	200	200
Emlyn Brugh	500	200	100	100	100
Selkies' Rade	750	300	150	150	150
TOTALS	**3375**	**1350**	**675**	**675**	**675**
Leinster					
Brugh Tara	1000	400	200	200	200
Brugh Na Boine	750	300	150	150	150
Comberknowe	125	50	25	25	25
TOTALS	**1875**	**750**	**375**	**375**	**375**
Ulster					

[9] I have made the following assumptions: ELF: 40% Great Axe 20% Composite Bow/battle axe • 20% javelin/battle axe • 20% sling / battle axe • GNOME: 50% axe or great axe 30% mattock 20% hammer • TROLL: 10% Giant Bow 20% polearms (spear / glaive) 60% axe 10% club • HUMAN: 20% sword + javelin 20% sword/bow 40% spear 20% axe.

Aranrock	875	350	175	175	175
Caer Knockma	1375	550	275	275	275
TOTALS	**2250**	**900**	**450**	**450**	**450**
GNOMES		50% axe or great axe	30% mattock		20% hammer
Blackdown Delving	2400	1200	720	480	
Bodmin Delving	1200	600	360	240	
Thornsten Hall Delving	1500	750	450	300	
TOTALS	**5100**	**2550**	**1530**	**1020**	
TROLLS		10% Giant Bow	20% polearms (spear / glaive)	20% club	50% axe
Broch Carmody	450	45	90	90	225
Broch Maben	750	75	150	150	375
Kirkin Kippen	675	68	135	135	338
Mullkirk Hall	675	68	135	135	338
TOTALS	**2550**	**255**	**510**	**510**	**1275**
Clan Ochil					
Sith Ardoch	825	83	165	165	413
Solway Hall	600	60	120	120	300
TOTALS	**1425**	**143**	**285**	**285**	**713**
Broch Willig	375	38	75	75	188
Sith Cumrock	450	45	90	90	225
TOTALS	**825**	**83**	**165**	**165**	**413**
Balbriggen Hall	300	30	60	60	150
Broch Wyvis	600	60	120	120	300
TOTALS	**900**	**90**	**180**	**180**	**450**
Broch Ennis	600	60	120	120	300
Sith Banfrey	525	53	105	105	263
TOTALS	**1125**	**113**	**225**	**225**	**563**
Kirkonnel	450	45	90	90	225
TOTALS	**450**	**45**	**90**	**90**	**225**
MEN		20% sword +	20% sword/bow	40% spear	20% axe

		javelin			
Eastmarch					
The Redhill Pits	300	60	60	120	60
High Yarcombe	600	120	120	240	120
TOTALS	**900**	**180**	**180**	**360**	**180**
Borders					
Crammond Hill	1350	270	270	540	270
Dun Morpa	450	90	90	180	90
TOTALS	**1800**	**360**	**360**	**720**	**360**
Weald					
Dun Hammel	1050	210	210	420	210
Dun Mendip	1200	240	240	480	240
Hoddenhill	600	120	120	240	120
Maidenhead	300	60	60	120	60
Yeowen's Market	300	60	60	120	60
TOTALS	**3450**	**690**	**690**	**1380**	**690**
FIR BOLG		40% Great Axe	20% Composite Bow/Axe	20% Javelin/Axe	20% Sling/Axe
Sula Staffa	875	350	175	175	175
Skye	750	300	150	150	150
Roag	500	200	100	100	100
TOTALS	**2125**	**850**	**425**	**425**	**425**

Fomorians / Trolls:
Huge, coarse men of thirty and forty stone (equal to 600–800 pounds in Mundane measurements (§6)

Elves: 20.6 19 shows that "Champion" is an official position. To what King was Nuada champion?

half-elves acknowledged by Adventures 20.6 07

Forador was the capital of the Old Kingdom by the sixth millennium BC, from which a High King ruled all of Albion and Erin as well as some of the lands to the south

Erin was original capital of Albion in Old Kingdom. Does Caer Brandingle dates from this period too? May be qualified.

, despite descriptions of Forador, and the Royal Library at Caer Brandingle [19.5, 01 and 09]; these descriptions both introduce qualifications.

CALENDAR
Samain
Girain
Solvis
Beltane (May Day)
Hoorn
Arlith
Gobis
Kithin
Molwis
Sam(hain) November

SHIPS / SCALE

We learn from *Albion* [1.0] that Auberon, Corin and Ogme were accompanied by "a hundred of the flower of Faerie nobility in five great sailing ships". Were these the *only* members of the expedition? Or just the nobles, with further seamen and/or warriors simply not mentioned?

2.3 says: Armies are represented by individual Combat Strength Points (CSP's) of a particular race and kingdom...Each CSP represents a company of 75-150. Since Auberon has an escort, this suggests that only 100 went altogether, hence 20 per ship. But if one ship can transport one CSP, that would make more.

HOME HEXES

19.4 08 lists Home hexes for specific Enchanters. But not all figures with magical ratings are included here. are all those included heroes at all w magic rating? does it mean Enchanters who do not have a home in a Place of Power hexes cannot use *Enchantment of Mental Attack*? Note also that not all characters with home hexes start IN their home hexes.[10] Also note that the Worm has a home hex but is not an Enchanter (and is not specifically listed in 19.4 08, where it also says "not other persons have a "home hex"). One might proceed from this to the assumption that for all characters for whom home hexes are not specified the home hex is the same as deployment hex. Cf. Suppl DQ note no the enchantments: "Enchanters who occupy their home hex *or a safe place*": does this include heroes with magic ratings?

19.5 16 connects Stonehenge with "Sunworshippers, Ghostdancers, Moon Cultists, and Blood Drinkers, among others". Is this sequence chronological? Are Ghostdancers distinct from Blood Drinkers? Presumably Blood Drinkers are related to the Druidic Earth Magic bonus.

[10] Corin the Shaper and Morigu the Enchantress do not.

MAGIC

Mana levels

1 point of Magic Strength equals an MA of about 15 and each additional point increases MA by 2 or adds about 20 points worth of magical Ranks (remember, these are powerful folks, not your run of the mill dungeon crashers); 1 Mana Point in Albion should be translated into an increase of 5 in all Cast Chances in *DragonQuest* (thus, a Mana Level of 5 means that all Cast Chances are increased by 25).

Must also wonder how much the 3 colleges that were developed for Arcane Wisdom would have been incorporated here by Ritchie, e.g. Shaping Magics for Corin the Shaper; note that he *does* refer to Arcane Wisdom in connection with Magic Items.

	Magical Aspect:		
***Race*:**	Mundane	Enchanted	Wild
Elf	+3	none	+ mana level
Gnome	none	none	+ mana level
Troll	none	none	+ mana level
Human	none	+3	+ mana level

All **Enchanted Hexes** and **Wild Magic Hexes** on the Albion map are treated as **High Mana** areas and all Mundane Hexes are treated as **Low Mana** areas.

How does magical attrition work?

Distribution of Colleges by Race

Table 1: Distribution of known characters according to *Adventures* (plain type) and additional colleges that seem reasonable for each race (**boldface**; the number assigned creates a relative frequency weighting against the known characters).

	Elf[11]	Gnome	Troll	Human	Super
36. Ensorcelments and Enchantments	6	**1**			
37. Sorceries of the Mind	1				2
38. Illusions	1	**1**			
39. Naming Incantations	6				
40. Air Magics	**3**		1	**1**	

[11] Based on description of the Dagda "knowing all enchantments" (LG 000).

41. Water Magics	**3**		1	**1**	
42. Fire Magics	**1**	1	**1**	**1**	
43. Earth Magics	1-2	1-3	2-2	**1**	
44. Celestial Magics	1-3		1-1	**1**	1-2
45. Necromantic Conjurations	**1**			1	1
46. Black Magics	**1**			3-1	
47. Greater Summonings	1				
48 Lesser Summonings	**1**				
49. Rune Magics	**1**	**1**	**1**		
50. Shaping Magics	**1**	**2**			

Table 2: Data from Table 1 translated into percentage range for whenever magic using character of this race is encountered.

	Elf	Gnome	Troll	Human
36. Ensorcelments and Enchantments	1–18	**1–11**		
37. Sorceries of the Mind	19–21			
38. Illusions	22–24	**12–23**		
39. Naming Incantations	25–35			
40. Air Magics	**36–45**		1–14	**1–14**
41. Water Magics	**46–55**		15–29	**15–29**
42. Fire Magics	**56–58**	**24–35**	**30–44**	**30–42**
43. Earth Magics	(1) 59–65	(1) 36–69	(2) 45–73	**43–58**
44. Celestial Magics	(1) 66–73		(1) 74–88	**59–72**
45. Necromantic Conjurations	74–76			73–85
46. Black Magics	77–79			(3) 86–100
47. Greater Summonings	80–82			
48 Lesser Summonings	**83–85**			
49. Rune Magics	**86–93**	**70–81**	**89–100**	
50. Shaping Magics	**93–100**	**82–100**		

Table 3. Frequency of magic user vs. non-magic user by race, according to known characters:

	Mage	Non-Mage	Percentage mages
Elf	20	0	100
Gnome	4	0	100
Troll	5	5	50
Human	2	5	28

Does this mean that all Elf characters should be required to be Mages and given minimum MA of 15? Or is this just an educational aspect of the elite class represented by the Albion leaders? Same question may be asked for other races—should half of all Trolls be Enchanters?

Name	Hex	Pronunciation	Historical Site	References
Albion (kingdom)	3227+			
Aranrock	1318			
Balbriggen Hall	0819			
Benbecula Island	2207			
Blackdown Delving	1740			
Bodmin Delving	1241			
Broch Carmody	2810			
Broch Ennis	1026			
Broch Maben	3012			
Broch Willig	2521			
Broch Wyvis	1421			
Brugh Melton	3140			
Brugh Na Boine	1525		"Supernatural dwelling place of the goddess Boand,[12] and an enormous (ca. 100 metres diameter) megalithic chambered tomb of the Neolithic Age (later fourth millennium BC) now known as **Newgrange**." (CHA 412)	
Brugh Tara	1426		Team(h)air: ancient complex of earthworks in the Boyne Valley, once a cult site, place of the inauguration of one of the most important kingships of Ireland; retrospectively the Irish literati of the Christian Period came to view Tara as the seat of an ancient National High King (*ard rí*)." CHA 418	
Caer Arklow	2339			
Caer Brandingle	1323			
Caer Brollachan	2840			
Caer Cader	2030			
Caer Callan	1836			
Caer Ganmorgan	3034			
Caer Knockma	1922			
Caer Menador	3429			
Caer Oonagh	2128			
Comberknowe	1331			
Connaught	0922+			
Coolsay Island	2214			

[12] Boand (Irish): originally a water-goddess, mother of Oengus and eponym of the river Boyne.

Crammond Hill	3218			
Cuillan Braes	2608			
Curwyllan	1541+			
Denby Plinth	2838			
Derg Donnegal	1819			
Dermot's Dyke	3123+			
Derwent's Watch	2034			
Driffeld Knowe	2634			
Dun Hammel	3145			
Dun Mendip	2340			
Dun Morpa	3321			
Dunne Hoya	3605			
Eastmarch, The	2538+			
Eigg (island)	2511			
Emlyn Brugh	2630			
Fir Chlis	3337			
Fir Darrig	3433			
Forador	1023			
Garryknowe	3029			
Giant's Dance	2241	Stonehenge		
Gil's Rest	2611			
Gwynedd	2134+			
Harrowgate	2134+			
High Yarcombe	3639			
Hoddenhill	2941			
Islay Island	3706			
Isle of Barra	2109			
Isle of Gigan	2116+			
Isle of Jersa	2315+			
Isle of Manannan	2224+			
Isle of Mona	2128+			
Isle of Oban	2517			
Isle of Pengilam	2049			
Isle of Rhum	2410			
Isle of Roac	2307			
Isle of Shanday	3904			
Isle of Skye	2508+			
Isle of Tirian	2212			
Isle of Ust	2208			
Isle of Wight	2643+			
Isles of Scilly	0841			
Jotun Sea	3623+			
Kelpie Braes	0725			
Kirkin Kippen	3105			

Kirkonnel	3439			
Leinster	1427+			
Maidenhead	3543			
Merthyn's Gate	2035+			
Minches, The	2203+			
Mousa Stour	3705			
Mulkirk Hall	2714			
Mull (island)	2413+			
Mundania	3646+			
Munster	0728+			
Ogma's Stack	2312			
Orkney Island	3704+			
Orme's Gate	2926+			
Porlock Island	1948			
Povis Heath	3151			
Ravenglass	2825			
Redhill Pits	3737			
Rona's Bath	2604			
Say (island)	3905			
Sea of Albion	2646			
Sea of Erin	1826+			
Sea of Moray	3509+			
Sea of Nuada	1134+			
Sea of the West	0216			
Seat of Moray	2816			
Selkies' Rade	2437			
Sith Ardoch	3118			
Sith Banfrey	0327			
Sith Cumrock	2920			
Solway Hall	3314			
Sula Puka	2418+			
Sula Staffa	2504+			
Thornsten Hall	2240			
Ulster	1519			
Weald, The	2742+			
Wigan's Pen	2629			
Yeowen's Market	2242			

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