

ADVENTURES IN ALBION

ROLE-PLAYING IN THE LAND OF FAERIE

by 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* N PC'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 as- signed to Callach, but without Callach's magical abilities. The Ancients are simply long- lived 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*. 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, Povia 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, Povia 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 non-fortress hexes are High Danger areas. Treat a league as a mile in *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* (eg., 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.

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.

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, 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 late-comers 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 long-standing 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

MAGIC ITEM SUMMARY

01. The Book of Glamours

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 of Gyres

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

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

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*

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*

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*

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. *The Mailcoat of Gofannon*

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*

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*

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*

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 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 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*

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*

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*

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*

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. 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*

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*

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

20. *The Scrying Glass*

This glass allows the user to read the minds of any persons within a range of 20 Leagues. 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.

21. *The Staff of Dunatis*

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 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. *The Teeth of the Dragon*

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.

ENCHANTMENT SUMMARY

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

01. *Shake the Earth*

See Magic Item 05.

02. Enchantment of Farcalling

Any Enchanter (Adept with 120 + points of Rank in Spells, magical Talents and Rituals) who occupies Denby Plinth 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

See Magic Item 10

04. Enchantment of the Elements

See Magic Item 02

05. Enchantment of Storm Calling

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

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

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 *DragonQuest* campaign and may prevent some enchantments from being effective.)

08. Enchantment of Mental Attack

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

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

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

11. Enchantment of Dispelling Magic

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, 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 Spells or Rituals to be cast.

12. Enchantment of Strength

The caster and the target must be touching (and the Ritual cannot be performed over one-self). The object of the spell has his PS doubled for D10 days after which he suffers a Fatigue loss equal to the increase in PS. If the loss reduces Fatigue to "0," the balance is subtracted from Endurance. If Endurance is reduced to "0," the object of the Ritual dies

13. Enchantment of Vision

Persons occupying Derg Donnegal, Derwent's Watch, Ravenglass, the Denby Plinth or the Seat of Moray may perform this Ritual. Once successful the caster may observe the actions, conversations etc of any one party of persons within a range equal to the caster's MA in Leagues. The effects last as long as the caster continues to maintain concentration on the object of the Ritual (he may eat and talk, but not sleep or perform violent action or his concentration will be broken).

CHARACTERISTICS SUMMARY FOR DWELLERS IN ALBION

PERSON	PS	MD	AG	EN	MA	WP	FT	PC	PB	ASPECT	TYPE	COLLEGE	SPELLS	SKILLS	WEAPONS
Angus Mac Og	20	19	20	19	17	23	23	22	22	Life	Elf	39	30 4	7 6	9 5
Arwan the Black	21	21	23	19	18	22	23	20	21	Moon	Elf	44-1	28 5	7 5	10 6
Auberon the Short	8	22	22	12	21	23	17	22	17	Life	Elf	36	34 9	10 5	6 4
Balor One-Eye	30	22	20	23	10	20	23	23	6	Death	Giant	-	- -	5 4	4 3
Barguest the Dwarf	26	20	18	21	22	22	22	20	18	Vernal	Giant	40	25 5	4 5	3 4
Bogan Redcap	28	20	18	23	10	22	24	18	16	Winter	Giant	-	- -	3 4	5 4
Bran Og	22	21	22	21	10	16	22	17	18	Winter	Human	-	- -	2 6	8 5
Branwen the Fair	12	20	20	17	21	21	24	20	26	Moon	Elf	44-1	26 8	11 4	5 3
Brian MacIver	20	20	22	21	10	21	22	20	16	Death	Human	-	- -	4 5	6 4
Brigit Shieldmaiden	17	20	22	19	22	20	24	19	24	Life	Elf	36	30 4	5 4	7 5
Cait Sith	35	16	32	29	35	38	36	30	4	Death	Demon	37	28 13	6 10	- -
Callach	13	19	15	18	21	23	22	23	8	Death	Human	46-3	40 4	4 4	2 4
Callach's Waff	25	20	15	20	25	25	25	25	3	Death	Wight	44-2	23 0	4 4	2 4
Cluracan the Bold	21	21	20	19	19	21	23	20	24	Life	Elf	37	25 5	3 5	6 5
Colleran the Brave	20	20	23	18	15	18	23	19	20	Sun	Elf	38	14 2	4 3	6 4
Connan the Avenger	31	22	21	24	8	21	25	18	13	Death	Giant	-	- -	5 4	5 5
Corin the Shaper	15	20	18	18	22	24	24	24	20	Death	Elf	47	2015	7 9	3 4
Cormac Sweettongue	23	21	21	23	12	19	23	19	14	Sun	Human	-	- -	3 8	7 5
Dagda Silverhair	21	22	19	18	20	22	23	19	23	Life	Elf	36	29 5	5 7	8 5
Dando Redhand	23	22	22	23	11	18	23	21	20	Death	Human	-	- -	6 9	9 6
Dobie the Scryer	19	17	16	23	23	18	23	16	14	Death	Human	45	23 4	4 3	3 2
Dorwen Trollslayer	22	23	23	22	16	19	24	23	17	Death	Elf	43-1	28 4	7 7	8 6
DunatistheWhite	22	23	24	22	22	24	24	24	21	Life	Elf	36	33 15	11 8	4 5
Elidor, Crown Prince	21	20	22	21	16	20	24	17	25	Life	Elf	39	23 4	4 3	7 5
Erskine Deepdelver	19	18	19	18	13	25	21	24	18	Life	Dwarf	43-1	25 3	5 6	5 3
Finvarra	20	20	21	20	22	20	24	21	21	Life	Elf	36	30 8	6 8	8 4
Gairloch the Swimmer	28	21	17	22	19	20	22	20	16	Moon	Giant	41	20 5	4 7	5 3
Gerflax Haefay	20	23	22	20	22	24	24	24	23	Life	Elf	36	32 13	9 7	3 4
Glastyn Bearkiller	27	22	19	22	16	21	23	21	12	Death	Giant	43-2	20 3	3 5	5 3
Grogan Blackheart	29	21	19	22	9	19	22	19	15	Sun	Giant	-	- -	4 4	4 3
Imric Troll-Lord	31	22	21	24	20	22	23	23	17	Moon	Giant	44-1	25 4	6 8	5 5
Mad Ainsel	18	20	20	17	16	19	21	19	22	Vernal	Human	-	- -	2 3	3 6
Magog the Cruel	31	21	21	23	19	22	23	19	12	Death	Giant	43-2	25 5	3 5	4 6
Malekin	16	19	19	17	21	25	21	23	10	Death	Dwarf	42	28 7	6 7	3 3
Midinhir the Protector	20	21	22	19	19	20	23	22	25	Moon	Elf	44-1	26 5	7 6	8 5
Misha the Wise	22	23	23	21	21	24	24	22	26	Life	Elf	39	40 12	10 10	3 4
Morigu the Enchantress	18	20	22	18	20	20	24	22	20	Moon	Elf	39	25 6	5 8	4 5
Ogme Ironfist	22	21	24	21	21	21	24	18	15	Sun	Elf	43-1	28 4	3 9	9 6
Rurik Elfbane	31	22	21	25	8	17	23	18	10	Death	Giant	-	- -	4 7	5 7
Sean the Rhymer	19	21	21	19	22	19	23	23	23	Life	Elf	39	32 7	6 9	3 5
Spriggan the Warder	20	17	20	19	17	23	21	22	16	Life	Dwarf	43-1	22 4	4 6	4 4
Trumpin Halfhand	24	21	22	21	16	21	22	19	14	Life	Dwarf	43-1	20 4	5 7	3 4
Wild Edric	19	21	24	19	19	22	23	21	22	Life	Elf	39	30 5	7 7	6 5
Worm of Mousa Stour	350	20	19	95	23	30	150	30	2	Death	Green	37	29 11	4 10	- -

Dragon

Key: PS = Physical Strength; MD = Manual Dexterity; AG = Agility; EN = Endurance; MA = Magical Aptitude; WP = Willpower; FT = Fatigue; PC = Perception; PB = Physical Beauty; Aspect = The person's Aspect (Vernal= Vernal Stars; Winter= Winter Stars); Type = Race or Species as per *DragonQuest* rules (Giant= Stone Giant); College = The number of the section in the *DragonQuest* rules which describes the College of Magic to which the person belongs; Spells = The number of Spells known and their average Rank (first number is the number of Spells; second is the Rank); Skills = The number of Skills known and their average Rank (first number is the number of Skills; second is the average Rank); Weapons = The number of Weapons in which the person has Rank and the average Rank of those Weapons (the first number is the number of Weapons; second is average Rank). Note: In some cases a Magical College is followed by a second number. This indicates the number of the school within the College to which the Adept belongs (e.g., 44-1 indicates that the Adept of the College of Celestial Magics is a Star Mage since Star Mage is the first school listed under that College).

WEAPONS TABLE

WEAPON	ELF	Possession			ELF	Rank		
		GIANT	HUMAN	DWARF		GIANT	HUMAN	DWARF
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

WEAPON	ELF	Possession			ELF	Rank		
		GIANT	HUMAN	DWARF		GIANT	HUMAN	DWARF
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 Waif will have whatever Skills and Rank Callach had when alive. Note that those Elves called Ancients (Sean, Corin, Dunatis, Misha and Gerfiar) 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).