

to attack)		– see Bestiary chapter of this book			
Giant Rock Thrower (an actual Giant who throws giant rocks)	Luxury	N/A – see Giant in FASERIPopedia for statistics	Planetary	Wondrous	Lethal Projectile (giant rock)
Mordred’s Gonne (primitive smooth bore cannon)	Average	Single Shift	Wondrous	Astounding	Lethal Projectile.
Onager (giant rock thrower)	Rare	Decent	Wondrous	Fantastic	Lethal Melee (crushed by giant rock)
Siege Hook (giant claw to tear down walls or buildings or crush attackers)	Average	Great	Terrible (Touch)	Fantastic	Lethal Melee (double damage to buildings or vehicles)
Trebuchet (giant sling)	Rare	Great	Wondrous	Fantastic	Lethal Melee (crushed by giant rock) or Lethal Projectile (penetrated by shrapnel), 50% chance of each

Notes:

- What is good for goose is good for gander – any attacker can, Wealth permitting, get themselves one of these giant weapons and a crew to operate it.
- Giants and Dragons lose all interest in the proceedings after a day and simply wander off back to the closest area of The Wilds. To rehire them each time for an extra day is made at a -1 RS cumulative penalty.
- The gamemaster should disallow Mordred’s Gonne in any Roman or Dark Age era. That little item did not appear until later. In the “standard” Camelot it is present.

Siege Weapons are still *weapons* and it is absolutely possible to have skills in these weapons.

LEADERSHIP

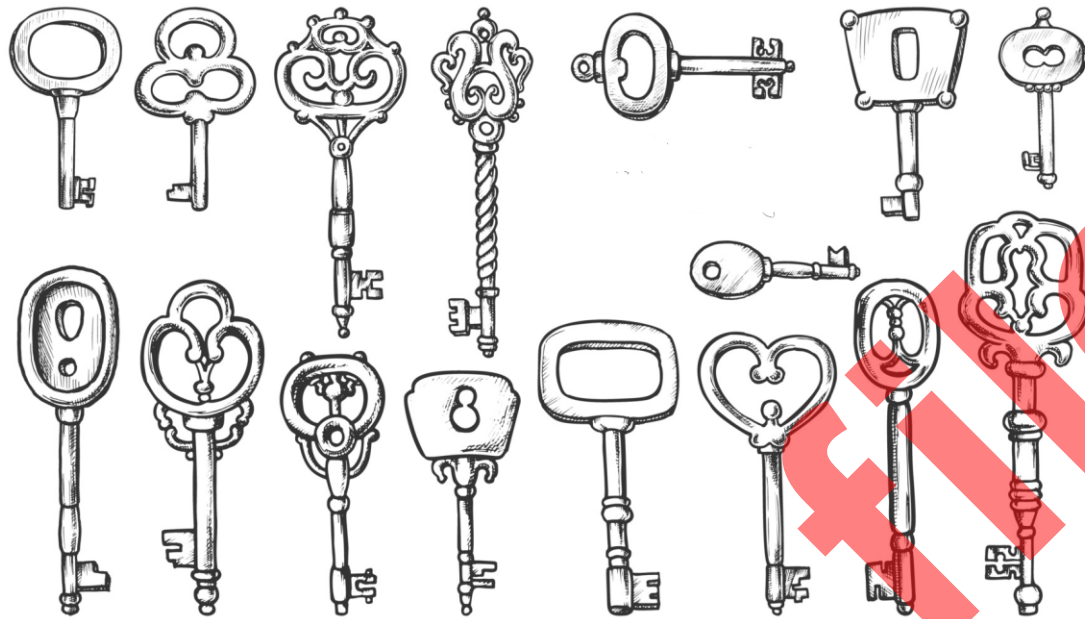
Leadership is a military and political skill allowing a character to organize a group of humans or other intelligent characters of the same basic type into the macro-sized version of a Swarm – acting as a single entity and achieving things together rather than having to make many separate rolls. Siege Weapons are a prime example: with Leadership someone can organize the team of people operating the large weapon as a “Swarm”. The only question is what the ability scores of a group as opposed to an individual might be. The quick and easy way to determine the ability scores is to find the

highest scores character and the lowest scores character and use the average scores of those two characters. The second alternative is to spend the time and average ALL the ability scores of each type for all the characters involved. In military battles and war of a larger scale, the Leader (person with Leadership) can, while battle is still being prepared, appoint Corporals and Sergeants. Each of these individuals helps lead the group and in the process it is THEIR ability score of one kind which is applied to the group as long as that character is still alive and functional. This applies to the FASERIP scores, Initiative and any Magic use.

WHEN LEADERSHIP FAILS

The downside of Leadership is when the rolls fail. If a roll on Leadership fails during a battle, the group dissolves into individuals and a Rout begins. In a Rout no group actions are possible. Someone else will have to make the same Leadership rolls that set the group up to get it back in operation.





LOCK AND KEY

See FASERIPopedia page 307. A metal Lock, a mechanical device that will close a door to its frame or a lid to its box, together with a Key – a metal object that is put into the Lock, turned, and in the process opens whatever the Lock has been attached to, allowing a door or chest to be opened. Lock and Key can also be used to attach chain together or to shackle a victim to chains. Once locked either the full material strength of the Lock must be inflicted to open the Lock, or it must be picked using Lockpicks.

The material strength of Locks and Keys in Castles is always equal to the Wealth of the current owner of the Castle, to a minimum of Bad. Locks and Keys in Arthurian Britain are always big chunky affairs and ones from Castles with high Wealth owners are frequently decorative and ornate. In a world where not everyone is literate, Keys in particular are made so as to be easily distinguished, either by being painted different colors or by having small inexpensive semi-precious stones set into them – that is purely a function of the owner's Wealth.

Keys to certain Locks become treasures in and of themselves, since some Locks defeat pretty much any attempt to pick them or force them open, thus having that specific Key is a shortcut beyond price. Especially if what is locked away is exceptionally precious or essential, be it a magical weapon, Book of Magic Spells, a much needed Cure – or a hostage Princess!

PRISON

See FASERIPopedia, page 314. A prison is a squat cube building made out of thick stone blocks. Inside are six Giant sized Cages each fitted with a Lock and Key forming the cells as well as the equivalent of two Cosy Cottages where two guards live and work. A Castle's Dungeon is a modular affair made of these Prison blocks. Extra accommodation and chambers can be added with one Wealth roll by the lord or lady of the castle required for each new Cosy Cottage or three Giant sized Cages or 100 feet of tunnel dug.

“Cosy Cottage”

A brick walled and tile roofed cottage, ground floor apartment or small house which has eight rooms with a fireplace and chimney as well as a tiny cellar underground. The Cosy Cottage equivalents in a Dungeon are the living and working areas for the Prison Guards, who may spend days at a time down there, even weeks if there are many prisoners.

PRISON GUARD

Prison Guards are dressed in Chainmail – Great (20) armour, linen trousers and leather boots for a total armour protection of 20 partial armour. They are armed with Daggers and Dire Axes. Their skills are as for weapon, plus Literacy.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Great (20)	Average (06)	Great (20)	Great (20)	Bad (04)	Great (20)	Bad (04)	66	28

Notes:

Prison Guards almost form a kind of Dungeon monster themselves since they live and work underground and rarely leave the Dungeon except on special occasions or when the lord or lady of the castle wishes to inspect all the troops. In the event of a siege where attackers get inside the castle walls, Prison Guards come racing up from below ground or form the last line of defence if the survivors of the castle hide in the Dungeon.

WEAPON	COST	MATERIAL STRENGTH	RANGE	DAMAGE	TYPE
Dagger	Average +2RS	Bad	Terrible (Touch) or Average	Bad	Lethal Melee or Lethal Thrown
Dire Axe	Rare	Great	Terrible (Touch) or Decent	World Class	Lethal Melee or Lethal Thrown

SIEGE PERILOUS

The Siege Perilous (“Danger Chair”) is a seat at The Round Table never normally occupied, for whosoever sitteth upon it must accept whatever outstanding suicide mission level quest remains to be undertaken.

Once someone sits in the Siege Perilous, all seated at the Round Table including the person sitting in the Siege Perilous receive a vision of wonder, setting out the quest to be undertaken and giving a kind of “bump of direction” to the person sitting in the Siege Perilous so they know the first place to which they must travel to begin their quest. No quest ever lies beyond the borders of mist and fog that surround the edge of Arthurian Britain – but that barrier is well out to sea to the north, south and west, and only seals off the east some distance inland in Scandinavia and France...

Sometimes a Knight of the Round Table will sit in the Siege Perilous rather than suffer prosecution or shaming for some great crime, or sometimes they will sit there because their True Love has rejected them. On other occasions a Knight seeking admission to the Knights of the Round Table will come to Camelot with the express purpose of sitting in the Siege Perilous, since anyone who sits in this chair, and survives the quest on which they are sent, is automatically admitted to the company of the

Knights of the Round Table. The problem is that the quests on which the Siege Perilous sends Knights really are almost suicidally difficult, with enemies and dangers typically of Planetary (1000) intensity – or higher.

CAMELOT TOWERS – 1d20

Roll	Tower	Material Strength	Description
01	Granary	Single Shift (150)	50 foot tall tower entirely devoted to storing grain for hard times. A millstone grinds away at the base of the tower and a large windmill turns on top of the tower. There is a small balcony at the top for a lookout to be positioned. Due to mice and rats constantly raiding the stores, this Tower is also home to the Cats of Camelot (see below).
02	Siege Tower	Double Shift (300)	100 foot tall tower with two Siege Weapons on top, each on its own platform.
03	Tour d’Captif	Triple Shift (500)	75 foot tall tower with a single interior stone staircase leading all the way to the top. It has four interior levels each containing a guard post and a stone walled cell with a Wondrous material strength metal door under Wondrous intensity Lock and Key. This is a prison tower, for very special guests. All Magic attempted to be cast within the Tower walls suffers a -6 RS penalty due to the anti-magical stone of which the Tower is constructed. This effect does not apply OUTSIDE this Tower.
04	Tower of the Stars	Single Shift (150)	100 foot tall tower with a strange device composed of mirrors, glass balls, lenses and metal and wooden scaffolding. The effect of this device is that of World Class intensity Telescopic Vision, usually directed at the heavens to observe the stars and planets and The Moon.
05	Bastion	Triple Shift (750)	65 foot tall tower with incredibly thick walls, smooth outside walls inflicting a -5 RS penalty on any climbing, Wall Crawling or similar skills or powers and a Readied Attack equivalent to that of a Barbican inside the tower. Above the Readied Attack is a garrison for four Guards and a small office for a garrison commander or Knight to command them.
06	Family Tower	Single Shift (150)	80 foot tower with five internal levels connected by a tall wooden staircase. Each level has accommodation for up to 25 people. This tower serves as accommodation for all the commoner

			people who live and work in the Castle and more besides.
07	Dragon Keep	Triple Shift (500)	90 foot tower set up to be the home nest for a Dragon. The Dragon can be of any kind that will fit inside a 80 feet high 40 feet wide space and that the gamemaster approves. Has drains below to take away the Dragon's leavings and a spigot for Moat water or barrelled water to be fed in for the creature. Whatever the Dragon has collected will be at the bottom of the tower. This Dragon will usually be friendly towards the Castle owner who has given it a home – up to a point. It's still a Dragon.
08	Larder	Single Shift (150)	60 foot tall tower set up as smokehouse, meat storage, sausage making cookhouse and boiling area for broth, bone meal and anything else meat related. Has enough food for a number of people equal to the owner of the castle's Wealth score at any one time. Dogs of the Castle are never far away.
09	Wizard's Tower	Double Shift (300)	At Camelot this is Merlin's preferred habitat. Has three internal levels connected by a stone staircase. The lowest level is a study and magical laboratory, adding +1 RS to all Occult Lore and Potion Making rolls. The middle level is a spell casting area with a floor inscribed with strange and potent symbols and odd candles placed here and there to provide eerie flickering light. All spells and other Magic effects used here have a +1 RS bonus. The top level is the bedchambers for whatever Wizard, Witch or Sorceress makes use of this Tower.
10	Archery Tower	Single Shift (150)	50 foot tall tower home to 12 Castle Archers. The tower has arrow slits – very narrow "window" openings – allowing the Archers to direct fire in any direction, and flat roof with a stone curtain (overhanging railing) providing partial cover for when they fire from the roof.
11	Strongbow Tower	Single Shift (150)	50 foot tall tower home to 6 Castle Crossbowmen. The tower has arrow slits – very narrow "window" openings – allowing the Crossbowmen to direct fire in any direction, and flat roof with a stone curtain (overhanging railing) providing partial cover for when they fire from the roof.
12	Chimney Stack	Triple Shift (660)	80 foot tall tower whose interior is half devoted to a brick chimney. The rest of the

			interior is draped in chains and anvil blocks above, ready to be lowered to three different levels each of which is a smithy. This tower allows the Castle to actually MAKE its weapons and armour, and repair existing weapons and armour. Anything metal can be made here. With the massive resources absorbed to create this tower the goods made here have an intensity for damage, range or armour protection of one rank LESS than the Wealth rank of the Castle's owner. Living and working in the tower is a Blacksmith and his or her apprentices, a Weaponsmith likewise and four Squires, generally trying to help and keep things moving. The smiths each have Craft (appropriate skill) for what it is they are making.
13	Tower of the Elements	Triple Shift (500)	This 65 foot tall Tower is empty save for the top most level where a pointed roof with a weathervane on top covers a large circular room. This room is used to summon and control elements and the weather. Elemental summoning receives a +2 RS bonus when done in the room atop the tower. Weather can be manipulated using the native forces gathered in this same room – the tower generates an Average intensity effect of Weather Control power once per week. This can be used to deflect or alter bad weather or send bad weather at an incoming enemy. Rolling or buying this tower more than once can add a rank to the power of the Weather Control effect.
14	Precincts of Luxury	Single Shift (150)	A well appointed 65 foot tall tower fitted with water closets and a central bathhouse on the topmost of its four levels. The entire tower is designed to be luxurious accommodation for close friends or beloved relatives of the owner of the castle – or to serve as a harem.
15	Garrison	Triple Shift (500)	This 100 foot tall tower is a barracks for 100 Castle Guards, stores for their provisions and weapons, a small stable so that 10 of the Castle Guards can ride out if needed and a small but deep Well providing an uninterruptable water supply. A redoubt.
16	Sepulchre	Single Shift (150)	Above ground this tower is 65 feet tall and has 24 rooms arranged ever upwards around a central stone staircase. Below ground the same stone stairs lead into a

			Catacomb where the bones of the dead are placed in reverence and where stone catafalques, statues and sarcophaguses hold the noble honoured dead.
17	Byre	Single Shift (150)	A 50 foot tall barn for cows. Above is a year's worth of feed; below are the cows in their milking sheds and barrels of water, buckets and pails. 8 Milk Maids collect the milk each day and 4 Cowherds, children of the commoners of the Castle, look after the cows in general supervised by a Farmer. Rats and mice scamper everywhere they can in this tower, which in turn attracts Castle Cats to do their job.
18	War College	Triple Shift (800)	The War College is an 80 foot tall tower with three interior levels. The ground level is a barracks and training area for 12 Castle Guards. Above this is a training and strategic studies area with sleeping quarters for five Men-at-Arms. Above this is the private quarters and training area for the Champion, a Man-at-Arms selected as the commoner champion to do battle on behalf of the owner of the Castle and to lead the forces of the Castle into battle as lieutenant to the Castle owner themselves.
19	Hospital	Single Shift (150)	65 foot tall tower equipped as a hospital for up to 25 patients in bed or up to 75 laid out on the floor, sitting on benches and so on in a major emergency. Small oil lamps and bowls of hot coals dry the tower and keep it warm when needed. On duty are four Healers at all times. The Healers could be commoners, Monks or Nuns from an Abbey or even Wizards or Witches. Their employment is based solely on their skill in Potion Making and Herbalism.
20	Signal Tower	Single Shift (200)	This 120 foot tower comes to a solid stone structure at the 90 foot mark above which it is a 10 foot square solid stone assembly up to a gigantic bonfire, kept dry and fuelled at all times. When there is a war, a kaiju like a Giant or anything else of global importance, the fire is lit and is visible for tens of miles in all directions, creating an immediate call to arms for all who see it to come to the castle with the lit Signal Tower. Lighting the tower ablaze when the need is not real results in sentence of death for whoever lit it, no matter the excuse. It is not for use when for example someone is simply

			attacking your Castle to take it off you in a local dispute; Signal Towers are for war, plague, famine, undead army attack, a flock of dragons or a Giant big enough to wade the English Channel. A barracks for 24 Castle Guards is inside the tower and they operate the signal fire duties in four shifts of six guards for six hours each every day.
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Notes:

When called upon to roll random Towers on this chart, there are two basic options. First, multiple of the same Tower type can be allowed, and logically there is no great reason why not. Most multiples can be easily explained. The second option is to ignore multiples and either simply re-roll, or have the gamemaster, by fiat, decide what the Tower contains. This last option allows a gamemaster to really personalize Camelot and perhaps add something he or she knows the playing group might really like to have there.

CASTLE ARCHER

Castle Archers are dressed in Leather Armor – Decent (10) armour, equipped with a Castle Longbow and 100 typical arrows, linen trousers and leather boots for a total armour protection of Leather Armor (Decent) = 10 armour. They wear a tabard – a king of giant loose fitting T-shirt – coloured or decorated with the colours of the owner of the Castle and the owner’s Arms. They are armed with Castle Daggers for close combat when or if their bow fails them. Their skills are as for weapon, plus Craft (Fletching [arrow making]).

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Average (06)	World Class (30)	Great (20)	Decent (10)	Bad (04)	Great (20)	Bad (04)	66	28

Notes:

Castle Archers are long distance fighters who never willingly engage in melee.

CASTLE CROSSBOWMAN

Castle Crossbowmen are dressed in Leather Armor – Decent (10) armour, equipped with a Castle Crossbow and 100 typical crossbow bolts, linen trousers and leather boots for a total armour protection of Leather Armor (Decent) = 10 armour. They wear a tabard – a king of giant loose fitting T-shirt – coloured or decorated with the colours of the owner of the Castle and the owner’s Arms. They are armed with Castle Daggers for close combat when or if their crossbow fails them. Their skills are as for weapon, plus Craft (Weaponsmithing [in their case – especially bolt making]).

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Average (06)	World Class (30)	Average (06)	Great (20)	Bad (04)	Great (20)	Bad (04)	62	28

Notes:

Castle Crossbowmen will attack at range or move in to fight hand to hand if necessary.

CASTLE FARMER

Farmers are the essential commoner for any Castle that doesn’t want to starve to death. There are a number of families of Farmers within two miles of the Castle equal to the Wealth rank score of the

Castle's owner. Each Farmer in Arthurian Britain has four fields, plus an extra field for each bonus on Farming the character has above +1. They have the following skills: Craft (Cow Herding), Craft (Sheep Herding), Craft (Crop Rotation) and Farming. Remember that each field produces enough food from a field in one season to feed three adult humans each day for one quarter of a year.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Average (06)	Average (06)	Great (20)	Great (20)	Average (06)	Average (06)	Average (06)	52	28

Notes:

Farmers are an absolutely essential people in Arthurian Britain. It is ultimately the job of all nobles, especially Knights, to insure Farmers are happy and protected and that their fields are productive and safe.

CASTLE GUARD

Castle Guards are dressed in Chainmail – Great (20) armour, equipped with a Knight's Shield – World Class (30), linen trousers and leather boots for a total armour protection of Chainmail (Great) plus Shield (World Class) = 50 partial armour. They wear a tabard – a king of giant loose fitting T-shirt – coloured or decorated with the colours of the owner of the Castle and the owner's Arms. They are armed with Castle Daggers and Castle Longswords. Their skills are as for weapon, plus Literacy.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Great (20)	Decent (10)	Great (20)	World Class (30)	Bad (04)	Great (20)	Bad (04)	80	28

Notes:

Castle Guards fight bravely and usually to the death. Their families usually live with them in the Castle if they are married so they have everything to fight for.

The total number of Castle Guards at a Castle is equal to the Rank score for the Wealth of the owner of the Castle. If this Wealth score changes, so do the total number of Castle Guards.

CASTLE MILK MAIDS

Castle Milk Maids are healthy and obliging young women who have the important job of milking the Castle's cows each day, taking the heavy pails and buckets of milk to the kitchen without spilling a drop. Their skills are Craft (Cow Milking), Farming and Dancing.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Terrible (02)	Decent (10)	Decent (10)	Great (20)	Bad (04)	Average (06)	Average (06)	42	16

Notes:

Attacking a Milk Maid in a Castle, or even arguing with one, is a real good way to get every soldier and hero in the place to come running to get a piece of you.

CHAMPION

Champions are the chief bodyguard, leader of the commoner forces of the Castle and also the Executioner at the castle, equipped with an Executioner's Axe and with their head covered with a black cowl in consequence. They are always Perfidious but also always loyal to the owner of their Castle. They are dressed in Studded Leather– Decent (10) armour, equipped with a two



handed Executioner's Axe, linen trousers and leather boots for a total armour protection of Studded Leather (Decent) = 10 partial armour. They wear a black tabard with a white skull and crossbones on it. They are armed only with their Executioner's Axe and other than using that weapon they use Grappling to simply crush the life out of enemies. Their skills are Axe +3 RS and Horse Riding.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
World Class (30)	Average (06)	Fantastic (40)	Fantastic (40)	Average (06)	Great (20)	Decent (10)	116	36

Notes:

Champions are the scariest characters in the game to villagers and other commoners because unlike those who can claim noble rights in a court case all too often a Champion is sent out to simply lop off the head of a misbehaving commoner.



HEALER

Healers have skill in Herbalism and Potion Making. All of them have Magic power, however slight, or none of their potions would work in the first place. They are usually completely nonviolent people. Their skills are Herbalism +2 RS, Potion Making +2 RS and Literacy.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Terrible (02)	Average (06)	Average (06)	Decent (10)	Decent (10)	Great (20)	Great (20)		50

Notes:

Attacking a healer immediately costs any character 10 Popularity; killing one costs a character 20 Popularity (and any attendant karma loss). These people are NEEDED.

MAN-AT-ARMS



Men-at-Arms are often Perfidious but always loyal to the owner of their Castle. They are dressed in in Studded Leather – Decent (10) armour, equipped with a Knight's Shield – World Class (30), linen trousers and leather boots for a total armour protection of Studded Leather (Decent) plus Shield (World Class) = 40 partial armour. They wear a tabard – a king of giant loose fitting T-shirt – coloured or decorated with the colours of the owner of the Castle and the owner's Arms. They are armed with Castle Daggers and Dire Axes – usually two axes since their preferred attack is to throw one as they run into battle then fight hand to hand with the other. Their skills are as for weapon, with two slots in Axe for a bonus of +2 RS, and Horse Riding.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
World Class (30)	World Class (30)	Great (20)	World Class (30)	Average (06)	Great (20)	Average (06)	110	32

Notes:

Men-at-Arms don't usually ever seek to become Knights, preferring their "NCO" type lifestyle in Castles or protecting a village under the control of their Castle. If they can raise their ability scores they absolutely seek to become Champions though.

CASTLE WEAPONS

WEAPON	COST	MATERIAL STRENGTH	RANGE	DAMAGE	TYPE
Castle Crossbow	Luxury	Decent	Great	Great	Lethal Projectile
Castle Dagger	Average +2RS	Bad	Terrible (Touch) or Average	Wealth of the lord or lady who own the Castle, minimum Bad	Lethal Melee or Lethal Thrown
Castle Longsword	Rare	Great	Terrible (Touch)	Wealth of the lord or lady who own the Castle, minimum Decent	Lethal Melee
Dire Axe	Rare	Great	Terrible (Touch) or Decent	World Class	Lethal Melee or Lethal Thrown
Executioner's Axe (must be used two handed)	Rare	Fantastic	Terrible (Touch) or Decent	Fantastic	Lethal Melee or Lethal Thrown
Longbow (6' long bow)	Luxury	World Class	Astounding	Great	Lethal Projectile

Cats of Camelot

The Cats of Camelot inhabit the Granary Tower, and some also form families with the villagers of Camelot Village outside the walls. Each type of Camelot Cat has a different power. Their powers are all usually of Average intensity. These Cats have spread to many other Castles. The offspring of the Cats of Camelot in other Castles, if they have any powers, have them one rank lower than the Camelot version. If this lowers a Rank to Zero then the cat breed has lost its super power.



CAT-SITH

A large black cat with a white patch of fluffy fur on its throat and breastbone. It has the power to turn into a black cloaked human-appearing man or woman with milk white skin and black hair as well as green cat's eyes. This limited shapeshifting or transformation ability is of Average intensity.

Only its physical form changes; the Cat-Sith is still a cat with the same mentality as when it is in cat form. It can hold its human form for up to two hours at a time before reverting instantly to cat form.

Cat-Sith Cat Form

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Bad (04)	Fantastic (40)	Bad (04)	Bad (04)	Bad (04)	Great (20)	Average (06)	52	30

Cat-Sith "Human" Form

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
World Class (30)	World Class (30)	Average (06)	Average (06)	Bad (04)	Great (20)	Average (06)	72	30

CHESHIRE CAT

A chubby appearing cat with fluffy short blue fur and a large bushy puffy furred tail. It has the power of Invisibility at Average intensity.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Bad (04)	Decent (10)	Terrible (02)	Decent (10)	Bad (04)	Great (20)	Bad (04)	26	28

SCOTTISH WILDCAT

A large tabby patterned or spotted cat with ears that come to huge tufted points and a white muzzle with long whiskers. They are typically twice the size of a normal cat or even larger. They can Strike at Average intensity with huge retractable black claws. Wildcats frequent Castles but are never truly tame and although they don't constantly attack people they will if they take a dislike to a particular person.

Wildcats are mainly tolerated because due to their much larger size they can hunt and kill even unusually large rats and other pets. Even swarms of pest animals or insects don't present much problem for Wildcats in most cases.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Average (06)	World Class (30)	Bad (04)	Decent (10)	Bad (04)	World Class (30)	Average (06)	50	40

SPOTTED CAT

Spotted Cats are the most common to be seen in Camelot. They are short haired and resemble Burmese or Siamese cats with Cheetah-like markings. It is believed that they either were brought to Britain by Egyptian origin Roman Legionaries or as some Irish claim were first brought to Ireland by the Egyptian Princess thousands of years ago.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Bad (04)	Fantastic (40)	Bad (04)	Average (06)	Bad (04)	World Class (30)	Bad (04)	54	38



Dogs of Camelot

Since all Knights can have a Dog as a standard Pet, naturally they are an important part of the game, and dealt with separately. However, Camelot has its own kennels, with famous Dogs living in them. Many other Castles have similar Dogs, some of them of the same bloodline as the Dogs of Camelot. The offspring of the Dogs of Camelot in other Castles, if they have any powers, have them one rank lower than the Camelot version. If this lowers a Rank to Zero then the dog breed has lost its super power.

All the Dogs of Camelot other than Petitricieu are taken on hunting trips. Petitricieu is a lap dog and so always remains behind in the Castle.

ARTHUR'S HOUND, CAVALL

Cavall is a gigantic Dog, the size of a small pony. It is King Arthur's favorite Dog, and is able to hunt and kill on its own even magical and armoured creatures. It is always the last

hound released during a hunt because often once it is released if there is still some contest occurring – Cavall will successfully end it. Cavall can smell who is Villainous, has +4 RS on Tracking rolls and has Resistance (Damage) (Average).

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Great (20)	Average (06)	Fantastic (40)	World Class (30)	Bad (04)	Great (20)	Bad (04)	96	28

ELF HOUND

A very large milk white dog similar to an over-sized greyhound, with long thin droopy ears with bright red tips making it look as though its ear tips had been dipped in blood. Originally hunting dogs of the Elves when they still held their Wild Hunts across the countryside, now Elf Hounds are bred by humans as well as the dwindling settlements of Elves.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Decent (10)	Great (20)	Average (06)	Great (20)	Bad (03)	Average (06)	Bad (03)	56	12

FAILINIS

Failinis is a puppy of a Giant's Dog, and is already the size of a horse. It is tan in color.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
World Class (30)	Bad (04)	Astounding (50)	Fantastic (40)	Terrible (02)	Average (06)	Average (06)	124	14

MASTIFFS

These huge black dogs are the most common to be seen in the kennels of Camelot or wandering the courtyard near the kitchen looking for scraps. They are used for hunting, watchdogs, guard dogs and simply as pets.

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Decent (10)	Average (06)	Decent (10)	Decent (10)	Bad (04)	Average (06)	Average (06)	36	16

PETITCRIEU

A small white fluffy lapdog similar to a cross between a Maltese Terrier and a Jack Russell, Petitcrieu removes sadness from any who it sits on for an hour. In the process it also fights against any Psychic Crushing the person has suffered and can removed all effects of being Psychically Crushed with World Class intensity – a feat on this ability requires a roll using World Class Rank (30).

FIGHTING	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE	HEALTH	KARMA
Zero	Average (06)	Terrible (02)	Terrible (02)	Terrible (02)	Average (06)	Average (06)	10	14



CASTLES, ABBEYS, VILLAGES AND CROFTS

Camelot is an exemplar of how all Castles and Abbeys structure their societies in Arthurian Britain. Some are allowed to live and sleep within the walls of a castle or abbey; outside the walls of castle or abbey but as close them as they are allowed to build, a village will spring up, where retainers who work in the castle and the common folk and tradespeople who supply it with goods and services live. Scattered across Arthurian Britain usually next to a resource like food plants, fields, trees to fell or a road or track are Crofts – tiny hamlets and slightly larger villages which house common folk not closely tied to a castle or abbey. There is also the Slaver controlled City of London, having survived from prosperous Roman times and is still “free” – owing no allegiance to a particular lord or knight and even prepared to defy a king.

Within a one mile radius of each Abbey, a two mile radius of each Castle and a ten mile radius around Camelot, peace reigns. While there may be a wild animal attack, there will be no brigandage, attacks by Perfidious or Villainous characters or attacks by Creatures. However, outside these zones of order and relative peace lie The Wilds, where anything can happen, and usually does...

Maps of London, all the Abbeys of Arthurian Britain and various other areas of interest such as Glastonbury are provided in the Endpapers of this book. A map of where the principal castles of Arthurian Britain are located (other than Camelot which wanders) is provided in its own chapter with explanations and descriptions of those strongholds. There are many other “Castles” in Arthurian

Britain. Scotland is littered with them, half of them empty or in ruins. Wales has a goodly number and King Mark of Cornwall actually builds more than he personally needs to give as gifts to Knights and Princesses who serve him well.

Ireland has a few Castles, but for the most they have massive earth forts whose giant earth ditches and ring fortifications house no more than the equivalent of a village with a Keep at its center.



ESTABLISHING A NEW CASTLE OR ABBEY

A character may be given a Castle as a reward by a local King who has taken over more than one Castle already. Or, a character can build their own Castle (or Abbey) from scratch.

Abbeys

An Abbey is a Castle owned and operated by the head of a religious order called an Abbot, Abbess or Head Nun. No one can decide to be an Abbot or Head Nun without first being approved by a Synod, a council of ten existing Abbots or other heads of Abbeys meeting to assess the candidate. A successful candidate will have Psyche of Fantastic or better, be neither Perfidious nor Villainous, and must then accept the Limitations of Strict Code of Conduct – Celibacy, Nonviolence and Healing all who peacefully come seeking help; and Accountable to Mother Church. In return the character gains the power of Healing, at a random Rank.

The Bells

An Abbey can have a special kind of tower that a Castle cannot, known as a Bell Tower.

Tower	Material Strength	Description
Bell Tower	Single Shift (150)	75 foot tall tower entirely devoted to supporting a giant bell at the top of the tower, usually housed inside with stone arches around it and a long winding staircase leading to it. Ropes to pull the bell to make it ring drop all the way from the bell down to ground level inside the tower. Ringing the bells is the job of Bellringers who can be religious people or members of the congregation who worship at the Abbey – or a mix of both. The bell signals all important events including the times for meals and prayers each day and night.

Notes:

The Bell Tower, even when the bells within are not ringing, extends the reign of peace around an Abbey from one mile to three miles. It also becomes a focus of evil attacks, to try and silence the bells forever.



Construction

Building a new Castle or Abbey takes one full in-game year. Paying for it requires a Gold result on a feat of Wealth AND a Gold result on a feat of Social Rank to receive permission to build it. No new Castle or Abbey may be within the existing reign of peace of an existing Castle or Abbey – in other words the new Castle or Abbey must be no closer than 10 miles from Camelot, one mile from any Abbey and two miles from any Castle in the area chosen. The area chosen must not have any structures other than ruins already built on it. The area must also be in The Wilds, and all local creatures must be peacefully disposed towards the Castle builder, subdued, or destroyed. Otherwise they will simply attack the workers and the Castle will never be completed.

Starting Castles

All new Castles or Abbeys begin as the equivalent of an 8 Room Castle. Each extra Room added of any kind requires a Silver feat of Wealth. These new additions are not random, the building player character chooses from the charts above.

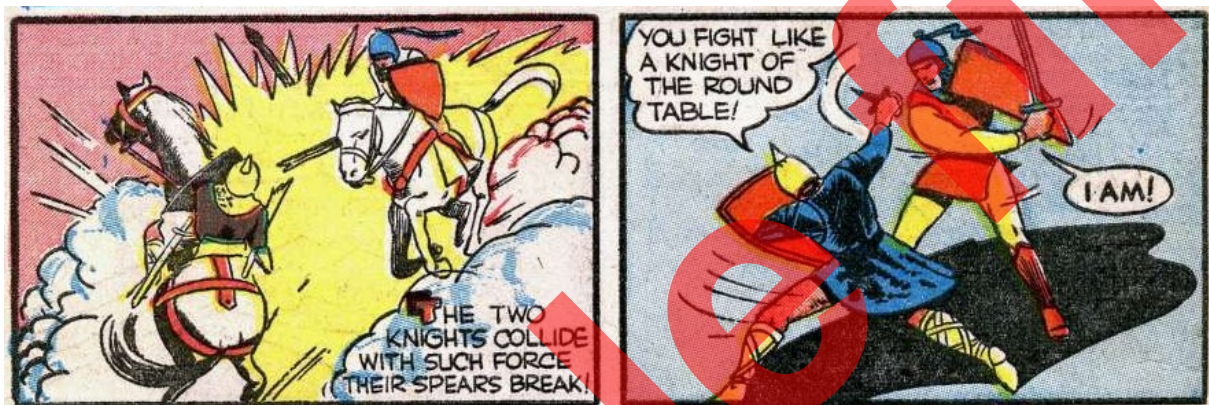
The Wealth roll to create the new Castle or Abbey includes the Guards, animals and so on. For an Abbey it includes the call for religious characters to come and live there. However, in no way does the new Castle or Abbey automatically include farms or other supply of food, or water. If there is no water source, a Wellhouse must be purchased or the Castle or Abbey will automatically fail and become deserted within six months as its occupants drift away to somewhere healthier.



Let Peace Reign

The moment the new Castle or Abbey opens for business, the reign of peace in a radius around it immediately begins. Bad guys within that radius quietly pack up and leave; creatures retreat into the nearest area of The Wilds. They don't go any further than that though.

Every Castle newly built in The Wilds is a magnet for trouble and a provocation to all the forces of wild Nature and Chaos. This is why it is best, as soon as the Castle "opens for business", that the character who owns it should begin to hold Tourneys, Feasts, other social events and call for heroes to live there with them – preferably a Knight and his retinue, who will then undoubtedly attract more Knights and Men-at-Arms.



THE KNIGHTS OF THE ROUND TABLE AT HOME

Camelot is home to King Arthur and up to 100 Knights of the Round Table. However, King Arthur is sometimes away fighting a war and many of his knights are either questing for The Grail or off fighting Dragons, Giants or Witches – or even worse horrors. One of his Knights of the Round Table is meant to always be on guard at Camelot. If a hero or group of heroes finds Camelot it is because Camelot, or Merlin, has need of heroes bold like knights of old to go on a quest, as a replacement for the absent knights.

Camelot is a huge Castle, with a large village outside but next to its walls, then peaceful Woods and finally the surrounding Forest or Wilds of whatever its current location is in Logres (southern central England). Even with no direct involvement of ANY Knight of the Round Table or similar "big" character, there is a whole fantasy Medieval setting to explore and in which to have adventures.

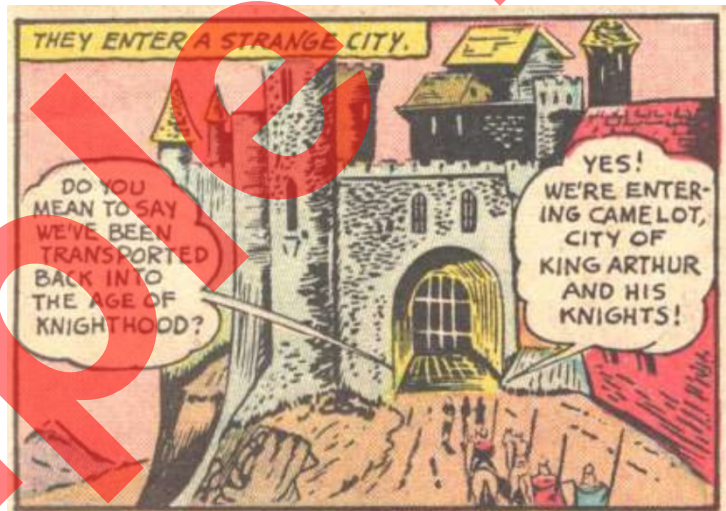
Even if Camelot itself is not appealing, the CAMELOT sourcebook is also intended to provide FASERIP rules based fantasy roleplaying adventures of any kind. It has all the usual (and many of the expanded) types of rules, and FASERIPopedia itself has a vast supply of fantasy gaming features itself. There is easily the equivalent of any typical monster splat book already in print for FASERIPopedia, and probably the only thing missing is the "levels and restrictions" type magic. But that can be provided, and is intended to be provided, by the Schools of Magic in the FASERIPopedia rule cyclopedia itself. There is more than enough to get a fantasy game up and running. It is recommended that if OSR adventures are used, don't do anything to the statistics; 3 to 18 is much like the lower FASERIP of FASERIPopedia characters.

		by a single unspeakable Grimoire of foul magic and the demonic, Hellspawn, daemonic and other outré horrors it conjures up. There is at least one army of evil, dead, Strolling Bones loose in the world and there may be much worse than that as well	and in the forests, full range of Undead and some previously unknown forms of Undead horror as well horrifying creatures of all kinds	
36-90	Camelot	“Standard” Camelot, in the Year of Our Lord er, well it’s a long time ago.	Full range of characters, full range of monsters and creatures	Black Magic, Witchcraft, Wizardry (Gadgets) and Wizardry (magic spells), with both forms of Wizardry representing actual Magic; various Magic Items
91-95	Camelot 800 AD	The Camelot of American comicbooks circa 1936 to 1990. It is vaguely like Britain or Europe of the 1300s AD but only in terms of armour and weapons – better quality, higher damage (average armour and damage of World Class or above)	Medieval Britons, full range of monsters and creatures	Black Magic, also some “advanced” technology for its day masquerading as sorcery
96	Funny Animal Camelot	Re-roll – all the local characters are Funny Animals.	Funny Animal versions of the regular characters	Black Magic and surprisingly a lot of poisons and potions sneaked into people’s drinks
97	Grimdark Camelot	Camelot as a kind of odd fantasy almost “heavy metal” style violent lustful place, with constant bloodshed and betrayal	Dark Age Britons	Bad intensity effect Black Magic and a lot of hypnotism and potions
98	Komedy Kamelot	A cartoony Camelot where no one is very effective and things constantly go “hilariously” wrong	Medieval Britons, full range of monsters and creatures	Every kind of FASERIPopedia Magic somewhere in the realm
99	Wizard War Camelot	“Standard” Camelot as if rolled 36-89 but the power in every castle, including Camelot itself is a powerful Wizard or Magic user of some kind, served by an array of Magic based superheroes or	Full range of characters, full range of monsters and creatures	Black Magic, power level unlimited

		supervillains		
00	True Chronicle Historie Camelot	A Welsh Arthur, fourth of his name, who has already killed his own son, razed countless Welsh and Cornish villages, crossed the English Channel and fought Rome, slaughtered tribes and imposed eye watering taxation. Not a mention of a Merlin or any of the trappings of the usual Camelot stories; just a faint echo in some of the names, and a lot of refugees fleeing to the coast of France; so many in fact that the coast is becoming known as the British Coast, or Brittany...	Lost Romans (Arthur is a Roman Dux Bellorum), Pagans, Heathen Warriors	None. Some odd stuff might happen, but nothing beyond the realms of what many people consider to be “the real world.”

Notes:

As long as the characters have access to whatever brought them to a particular version of Camelot they can leave if the one they arrive in is unappealing and try again. Alternatively the gamemaster can ignore the random aspect and simply have The Whirlwind always bring visitors or “time travellers” to the gamemaster’s Camelot. It’s your game, make everything about it your way! Perhaps all the other Camelots are as Merlin occasionally describes them, mere shadows of the one true Camelot, like the shadows cast by a bright candle on a dark and windy night.



The Taint of Reality

Visitors from the technological dark age of the present day may bring with them weapons and science from the normal game world to Camelot, a world ill suited to it.

There is nothing at all in enchanted Camelot that prevents modern day weapons, even powerful ones like a grenade, from working in Arthurian Britain. Using them will undoubtedly cause massive disruptions. If they become a feature of how the player characters “solve problems” the risk to them will be that powerful villains of Camelot will find their way to the present day and obtain for themselves such weapons – or even find present day mercenaries or villains to bring to Camelot to even up the playing field. Once the Refuge is breached, all of this becomes almost inevitable without the greatest of care. It is against this contamination that, as will be described, Monks and Nuns secretly work by gathering up alien technology and destroying or suppressing it.