

# The **MAELSTROM** Companion



**Graham Bottley**



ARION GAMES

## THE MAELSTROM COMPANION

The classic Maelstrom RPG provides the core system to run many styles of Tudor and Elizabethan adventure, and now this companion provides new rules, new livings, adventure ideas and a complete sample setting.

This book will provide new options and ideas for any *Maelstrom* campaign, and indeed any renaissance RPG.



**Graham Bottley**

**The**  
**MAELSTROM**  
**Companion**

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Based on the original book *Maelstrom* by Alexander Scott,  
published by Puffin Books, 1984

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## INTRODUCTION

The *Maelstrom* RPG, published in 1984 was a small but popular game, released partly on the success of the Fighting Fantasy books, also from Puffin. Written by Alexander Scott, a teenager at the time, the game soon gathered a loyal following. Despite being in print for only a short time, the game has developed something of a cult following, and the herbal section has inspired many net-based RPG herbals.

In 2007, Arion Games acquired the license to re-release the original book as a pdf, and since its re-release has been very popular. However, the 24 years of game design since the original release have produced many new thoughts and theories, and Arion Games wanted to bring the game into the 21<sup>st</sup> century. Thus the companion was born. We wanted to plug a few gaps in the available livings, expand and clarify the combat system, especially gunpowder weapons, expand the magic system and provide some setting information. And here it is! We hope that this book will enhance your *Maelstrom* games and campaigns, and provide even more Tudor adventure.

Graham Bottley, Arion Games, 2009

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# CONTENTS

1. <i>Character Creation Expanded</i>	
Attributes	1
Noble Titles	1
New Livings	2
Names	22
Distinguishing features and appearance	24
Further character creation options	24
2. <i>Game Mechanics</i>	
Firearms and other missile weapons	27
Fighting with two weapons	30
Advanced combat rules revisited	31
Alchemy	32
Surgery and Wounds	33
Further notes on the Physician and Herbalist livings	35
Further notes on the Weaponsmith living	36
Further notes on the labourer living	36
Alcohol and alcoholism	37
3. <i>Maelstrom Campaigns</i>	
Historical vs Fantasy campaigns	39
Campaign styles	39
Sample campaign ideas	42
Planning and research	43
4: <i>Expanded Maelstrom Magic</i>	
Specialities of magic	44
Witchcraft	51
The Maelstrom	54
Supernatural Entities	56
5: <i>The Tudor Church</i>	
The Medieval Church	64
The Reformation	65
The Dissolution of the Monasteries	65
The Church in 1540	66
The Future	67
Religious Characters	68

*6: Price Lists*

Currency	69
International Trade	69
Selling	70
Property	70
Price Lists	70

*7: Town of Bury St Edmunds*

Location	79
History	79
Map of England 1540	80
Map of Suffolk 1540	81
The Town	83
Map of Bury St Edmunds	84
Map of Bury St Edmunds Inns & Taverns	90

*8: The People of Bury St Edmunds*

Nobles	92
Professionals	94
Craftsmen	95
Traders	98
Labourers	100
Mercenaries	100
Rogues	101
Priests	102
Travelling Players	103
Mages	104
Herbalists	104
Agents	105
Alchemists	105
Barber-Surgeons	106
Watchmen	106
Farmers	107
Friars	107
Hunters	107
Sailors	108
Servants	108
Tavern Keepers	108
Witches	111
Others	111

9: <i>Life in Bury St Edmunds</i>	
1540 Timeline	113
Daily Life in Bury St Edmunds	115
Societies	117
Myths & Legends	117
Adventure Hooks	118
APPENDIX 1: <i>Alchemical Recipes</i>	120
APPENDIX 2: <i>Reference Tables</i>	129
<i>Revised Character Sheet</i>	143
<i>Bibliography &amp; Inspiration</i>	145
<i>Index</i>	147

**25 Years after the publication of the classic *Maelstrom* role-playing game comes this, the first authorised Companion!**

- \* New character livings**
- \* New and clarified rules**
  - \* Campaign ideas**
  - \* Expanded magic**
  - \* The Tudor Church**
- \* A comprehensive price list**
  
- \* A detailed town setting**

**This packed book provides everything you need to expand and enhance your *Maelstrom* campaigns.**

**At last, this classic game gets the support it so richly deserves.**

*Cover Illustration by Chris Waller*

