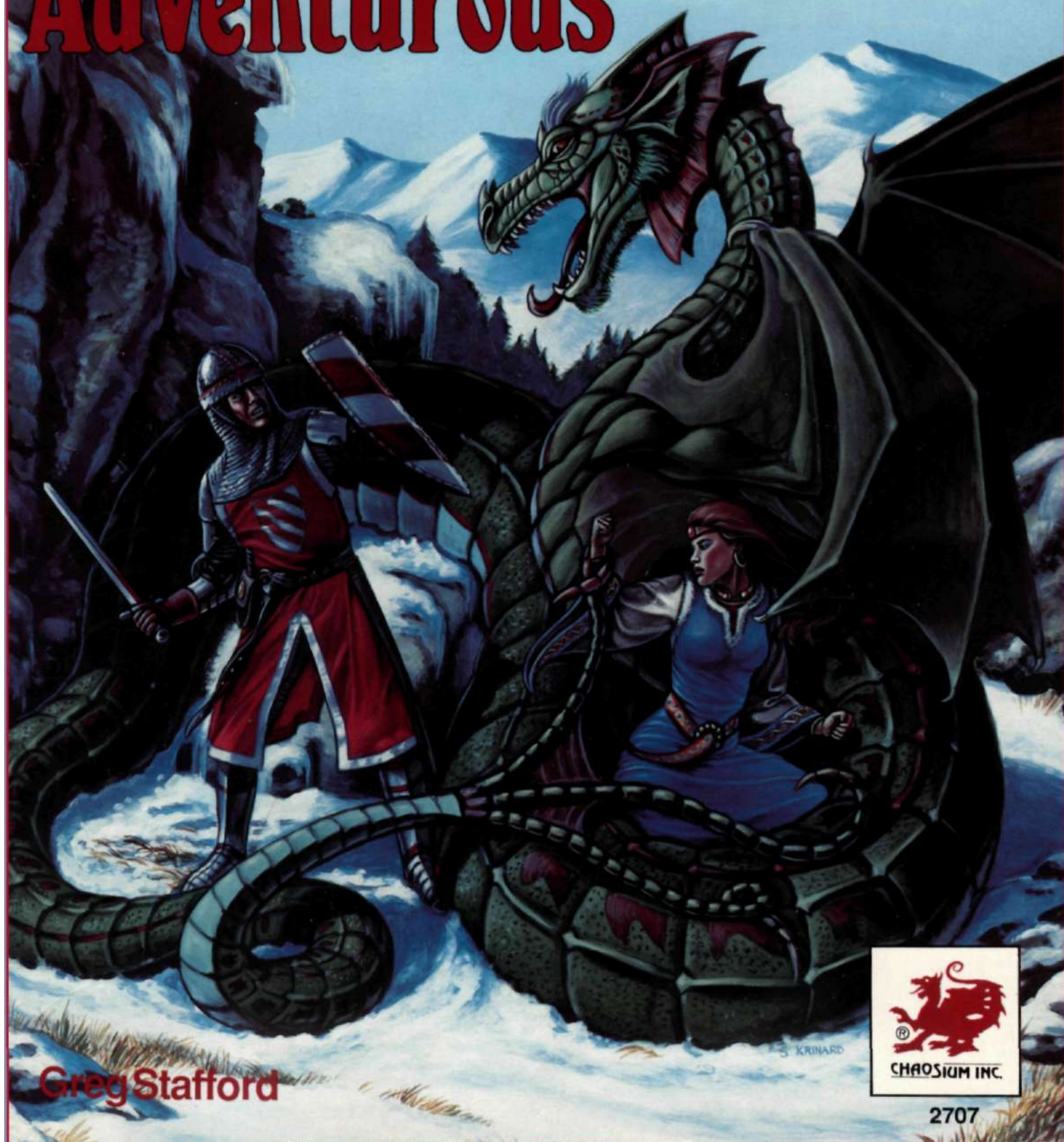


# Knights Adventurous

Expanding  
the World of  
Pendragon



Greg Stafford



2707



# Knights Adventurous



by Greg Stafford



EDITOR: William Dunn

ASSISTANT EDITORS: Sam Shirley, Britt Daniel, Lynn Willis, John B. Monroe

COVER DESIGN: Charlie Krank

COVER ARTWORK: Sue Krinard

INTERIOR ARTWORK: Arnie Swekel

PLAYER'S MAP, CELTIC DECORATIONS: Gus diZerega

FASHION ILLUSTRATIONS: Carolyn Savoy

CARTOGRAPHY, ADDITIONAL MAPS: Greg Stafford

LAYOUT: William Dunn, Charlie Krank, Mike MacDonald

CHAOSIUM INC.  
1990



## Credits

*Contributors:* Frederic Blayo, Heather Bryden, William Dunn, D. Hudson Frew, Sharon Grant, Peter Tamlyn, T. Michael Trout, Anne Vetillard

This work was prepared using the Penguin Classics edition of *Le Morte D'Arthur*, edited by Janet Cowen.



KNIGHTS ADVENTUROUS is published by Chaosium Inc.

KNIGHTS ADVENTUROUS is copyright © 1990 by Greg Stafford.

Similarities between characters in KNIGHTS ADVENTUROUS and persons living or dead are strictly coincidental.

Cover painting copyright © 1990 by Sue Krinard.

Fashion illustrations copyright © 1990 by Carolyn Savoy. All other illustrations copyright © 1990 by Arnie Swekel.

Player's Map and Celtic borders copyright © 1990 by Gus diZerega.

The reproduction of material from this book for the purposes of personal or corporate profit by photographic, electronic, or other methods of retrieval is prohibited.

Address questions concerning this book as well as requests for free catalogs of Chaosium products to Chaosium Inc., 950-A 56th St., Oakland CA, 94608.

Chaosium Publication 2707. Published in September 1990.

ISBN 0-933635-70-2.



# Complete Contents

Introduction.....	4	The Peoples.....	53	Wealth.....	102
Advanced Character Generation ... ..*	5	Cymri .....	53	Cities .....	102
Procedure .....	6	A Cymric Warrior (illustration) .....	55	Great City Price List .....	102-104
Blank Character Sheet .....	7, 8	French .....	56	Your Stable .....	104
A Mercenary Knight (illustration) .....	11	Tor le Fise Aries (arms) .....	57	The Merchant (illustration) .....	105
Galeholt the Haut Prince (arms) .....	12	Occitanians .....	57	Coins (illustration) .....	106
La Cote Male Taile (arms) .....	15	Occitanian Knight at the Hunt (illo) .....	59	Fashion .....	109
The Lands.....	18	Irish .....	59	Armor .....	109
The Geography of Britain .....	18	Bagdemagus (arms) .....	60	Current Fashion (illustration) .....	110
Travel in Britain .....	20	Picts .....	61	Camelot Fashion (illustration) .....	111
Pict Warriors (illustration) .....	21	A Pictish Knight (illustration) .....	62	Grand Events .....	112
How to Use the Regional Sections .....	22	Romans .....	63	Visits to the Court .....	112
Logres .....	23	Brastias (arms) .....	64	The Jester (illustration) .....	113
Gareth Beaumains (arms) .....	25	Saxons .....	64	Tournaments .....	115
Percivale de Galis (arms) .....	27	A Saxon Warrior (illustration) .....	65	Lavaine (arms) .....	116
Trial By Combat (illustration) .....	29	Ambitions.....	66	Urre(arms) .....	117
Griflet le Fise Dieu (arms) .....	30	Lords .....	66	Lucan (arms) .....	118
Bedivre (arms) .....	31	Ranks .....	67	Returning From the Tournament (illustration) .....	119
Cambria .....	32	A Lord and His Lady (illustration) .....	69	Hunting .....	120
Pellinore (arms) .....	33	Other Organizations .....	71	Helms (illustration) .....	120
Cumbria .....	35	The Badge of the Thrashers (illo.) .....	72	The Bull and Bear (illustration) .....	123
Knight and Goblin (illustration) .....	36	Other Options .....	73	Magic and Faerie... ..	124
The North .....	37	Women.....	66	Goblins Assail a Knight (illo.) .....	124
Balin le Savage (arms) .....	38	Traditional Roles .....	75	The Giant (illustration) .....	128
The North (map) .....	39	A Noblewoman (illustration) .....	77	Appendices.....	130
Cornwall .....	40	The Role of the Woman Warrior .....	78	Designer's Notes .....	130
Brittany .....	41	A Daughter of Freija (illustration) .....	80	Character Generation Synopsis .....	131
Brittany (map) .....	42	Blank Women's Character Sheet .....	81	The Winter Phase Synopsis .....	132
The Western Isles .....	42	Religions.....	75	Sources .....	134
Ireland (map) .....	45	Christianity .....	83	Women's Chracter Sheet Front .....	135
An Irish Knight (illustration) .....	46	A Celtic Cross (illustration) .....	85	Standard Character Sheet Back .....	136
France .....	47	Brother Jonathan (illustration) .....	89	Map of Britain .....	end
A French Knight and His Chief Squire (illustration) .....	49	Paganism .....	91		
Galahad (arms) .....	50	The Holy Grail (illustration) .....	93		
France and Gaul (map) .....	51	A Druid (illustration) .....	94		
An Array of Weapons (illustration) .....	52	Wotanism .....	99		
		Judaism .....	100		





# Introduction

*Knights Adventurous* expands player options in the world of King Arthur.

THE TALES OF KING ARTHUR have held listeners' fascination for 1400 years. The basic *Pendragon* book delineates the best-known version of these tales. But many streams have contributed to the river of Arthurian legend, and it would be a shame to let them pass by unexplored. Opportunity exists to experience a wide variety of types of warriors, nationalities, religions, and tribal identification, all of which are recognized in Arthurian literature, but lie outside of the mainstream culture of Logres. With *Knights Adventurous* we can explore other milieus, and more. We can go farther outside of the range of Arthurian literature and explore characters not yet dreamed of: Pagan knights, Pict knights, Jewish knights, female knights, even druids!

The world of King Arthur is ours to explore, both its inside and its outside. It is our pleasure, and perhaps even our duty to explore our special part of it.

The world of King Arthur has grown with every telling. Every storyteller has explored it anew. New characters have entered the *Pendragon*'s realm: Sir Gawaine in the 8th century, Sir Lancelot and Sir Percivale in the 12th, Sir Galahad in the 14th, and Prince Valiant in the 20th. Each of these characters was developed and gained an independent life to meet the needs and desires of the changing audience. Thus each new character became the favorite explorer for his generation of fans.

*Knights Adventurous* presents the opportunity for us to create our own explorers. Several factors can be expanded this way:

## Advanced Characters

The nature of the explorer affects the world which is seen, which is why you should create a character who you will enjoy being. But the world beyond Logres is wide and different, and demands new information, which we provide here. New players should start with the characters created using the *Pendragon* rulebook, but experienced

player will appreciate the options given here.

Although *Pendragon* continues to be a game for knight characters, *Knights Adventurous* expands the base of possible types of characters to include non-Logres goody-goodies, and even goes beyond anything found in literature.

Pagan and Wotanic knights provide color, and might expose some of the literary roots of the legends.

Poor knights, household knights, squires, tribal warriors and chieftains, and even common sergeants are available as player characters. Notes for non-military characters such as druids are also included. None of these seriously alter the social fabric of *Pendragon*. But the feudal setting may be completely altered if your campaign introduces the more fantastic possibilities of Jewish or female knights.

## Other Lands

The world portrayed in the basic *Pendragon* rulebook is deliberately limited to the mainstream culture: the kingdom of Logres and its values. But the Arthurian world includes much beyond the heartland of Logres: wild British lands to the north, unknown foreign lands beyond them, continental kingdoms, and the unfathomable inner realms of myth and faerie.

This book includes detailed information for all the most important lands wherein the Arthurian legends have been popular. Further supplements may explore even more distant lands.

## Understanding the Structure of *Pendragon*

This book is a players' handbook for generating new characters and for getting a basic understanding of what they, as products of their culture, are like. An understanding of the overall structure of the *Pendragon* game makes this easier.

It is easiest to visualize the structure of *Pendragon* possibilities as a series of concentric circles.

The core of the *Pendragon* game consists of four major parts. At the core is a set of dry and lifeless rules, the hard-wood holding everything together. The next three parts, which all blend with the rules, introduce the basic parts of a story: character, setting, and plot.

*Knights Adventurous* deals in detail with character. The characters section in the basic *Pendragon* book concentrated on knighthood in Logres, according to a standardized version of vassalage. The setting is Salisbury, and secondarily Logres. The plot is contained in the scenarios and the player knights' interaction with the Arthurian history. *Knights Adventurous* expands these options, creating an outer circle of character creation. Because it is a players' book, the expansion to outer circles is uneven. In general, the second circle concentrates upon people and places where the majority of the stories were set. The section on characters is expanded to include more knightly ambitions and lordship. The setting is expanded to include all of Logres and the rest of Britain, and also a bit of Europe. The plot section is only slightly expanded to include the activities of lords.

The third circle includes the rest of the Arthurian world. This also is revealed in *Knights Adventurous*. Characters are expanded to include the rest of the audience for the stories: women and holy folk. The third circle also includes the realm from which many Arthurian elements were drawn: Paganism. Wotanism and Judaism are also included. The setting includes the continent. The plot includes interaction with the realms of Faerie.

Further books in the *Pendragon* series will expand the circle into a new dimension: time. Thus the structure of the entire Arthurian campaign becomes a cylinder, allowing players to explore how the various roles change with time. •



# Advanced Character Generation

*For experienced players, characters from all the Arthurian lands and cultures are possible.*

**T**HE ORIGINAL *PENDRAGON* game allows only one type of character to be created for play: a Christian Cymric vassal knight, typical of the majority of Arthurian knights. Many other types are possible, as well as other methods of creating them.

Sometimes players find pleasure in creating a character which is generated at random. Other players may enjoy running unusual, even bizarre types of characters in order to realize their own ideas of Arthurian adventure. For these people, this advanced character generation system is offered.

The system is designed to offer players novelty, freedom, and flexibility. With it, your character can come from almost any of the lands where the stories of King Arthur were created during the Middle Ages. The characters from these lands can take on a variety of military roles, including young squires, hard-bitten mercenaries, tribal warriors, or proud knights.

Initially your character will be a fifteen-year old youth. You then pick which social class you wish the character to be in to start the game (squire, warrior, knight, etc.). Then previous experience will be accumulated as needed until the character's attributes qualify him for the chosen class, based on tables given below. At that point the character will be complete and can enter play.

The material relating to classes is also discussed in less game-specific form in the "Noble Ambitions" chapter.

## Why a New System?

The rigid standards of the original *Pendragon* rules do not allow for a wide variety of Arthurian experience. This new system can provide many different character types who are nonetheless coherent within Arthurian society. Some

of these types, in fact, have never appeared in Arthurian literature, and so your exploration may be an original experience.

No effort has been made to make each type or nationality "balanced" for play. Instead we have tried to make each type consistent within the system, and also interesting and challenging to roleplay.

Not every knight's desire will be to become a Round Table knight, and for some of these character types, a Pict for instance, it will be very difficult to do so. Some types are so difficult or unusual, in fact, that they may not even be generated without specific gamemaster permission, such as women knights. But all these character types offer new opportunities for roleplaying that go far beyond the basic vassal knights of Logres presented in *Pendragon*.

As with the basic *Pendragon* character generation system, the date is considered to be 531 or thereabouts. Earlier or later periods of Arthur's reign would be different.

## The "Lands" and "Peoples" Chapters

This character generation system requires you to jump to other chapters in several instances. Information needed for certain steps below must be found by referencing the "Lands" and "Peoples" chapters that follow this chapter. In some cases both chapters must be consulted: for example, in the Personal Data step, character names are found in the "Peoples" chapter, while homelands are listed in the "Lands" chapter.

## Homelands

*Pendragon* Europe is divided into several large, unequal regions, such as Logres or Gaul. This geographical information is presented in the "Lands" chapter.

Primary attention has been paid to places from which player characters are likely to come. Logres is dominant in this hierarchy of homelands, but even Pictland is included. However, the most obscure areas are not. Future supplements may reveal more regions of Europe for character generation.

Following the character homeland tables for each major region in the "Lands" chapter is a thumbnail description of each political subdivision of the region, and also any forests, mountains, or other geographic features of interest.

Homeland origination is weighted first towards those places which were featured in the legends, then lands from which original tales came, and then other places where the legends were told. A random roll determines the area of origin, and many other facts such as culture and religion.

## Cultures

Further information for character generation is contained in the "Peoples" chapter. These sections give information specific to each culture, such as the Romans or Saxons. For example, each culture has its own luck table.

## Making Characters

This chapter assumes the player has previously generated a basic character from the *Pendragon* rulebook and thus has a familiarity with the character sheet, generation system, and the game in general.



This system is a set of guidelines, not absolute definitions, and is designed to help you create a character which is interesting and unique.

These instructions are for new characters without any previous family connections determined during a campaign. Naturally if your new character is, for instance, a son of your previous character, much of this will be predetermined. See "Your Family" in *Pendragon*.

## The General Character Sheet

Use the General Character Sheet on the next page for all characters. Unlike the character sheet in *Pendragon* the statistic modifiers and starting skills have not been printed, since they vary for each culture.

### Methods

Three methods exist to create an advanced character: Designated, Random, or Mixed systems. Personal data, personality traits, passions, and statistics are the groups of information subject to change with each method. In all three methods, skill values start at set values,

and increase only by player choice, and luck benefits are always random.

**The Designated System** allows you to choose the statistic values which you desire, plus one personality trait at a value of 16. Even using the Designated system you must restrain your character within the limits indicated there. Note that this is different from the Designated system in the *Pendragon* rules, whose only intent is to create experienced and highly motivated squires, who are fully eligible to be knighted at age 21, and will immediately become standard vassal knights of Salisbury. Your objective using the Designated system may be different.

**The Random System** is presented in this book. In it one or more die rolls determine information. Characters created this way often show erratic results, but their random flaws often give them more personality and make them an entertaining challenge to play.

Since traits and passions have random values using this method, unusual behavior patterns may emerge. If you do not like the type of roleplaying wherein you are figuring out your character's motivations as you play, do not use the Random Method.

The Mixed System allows you to roll some information randomly, and to choose the rest. The player chooses which information is random and which is designated, subject to gamemaster approval. For example, the player might agree to randomly roll all statistics and passions, but the gamemaster could permit him to designate all his personal data and up to five personality trait values, subject to the limits given below. Other variations may be determined by the gamemaster.

We recommend using the Mixed method. Players willing to play an advanced character should also be willing to play characters with the faults generated by random rolls. On the other hand, no one should play a character which he is uncomfortable with. And, finally, some randomly generated characters are total losers and have little chance of survival, and should not be forced upon any player.

As usual, consult with your gamemaster to see which method he prefers, if any. The gamemaster may not wish all his players to have copies of Dax the Maxed Sax, with all 18s for attributes.

# Advanced Character Creation Procedure

EIGHT GROUPS OF INFORMATION or steps must be considered when creating a character. The first seven steps are essential for the play of *Pendragon*. Use of the Character Sheet Back, Step 8, is optional although highly recommended.

1. Personal Data
2. Personality Traits and Passions
3. Statistics
4. Skills and Combat Skills
5. Previous Experience
6. Qualifying for a Class
7. Other Information
8. The Character Sheet Back

*Note:* located just below the *Pendragon* name is a space labeled "Player../". The name of the player needs to be written here before start of play. This will help

the character sheet find its way back to the player if misplaced.

## 1. Personal Data

### Name

Select a name after you have determined Homeland and Culture. The lists of names are contained in the Culture sections of the "Peoples" chapter.

Select a name that sounds right to you. Write it in. If you have trouble pronouncing it write it down the way you

think it sounds. It is important that you be comfortable with the name.

### Homeland

Use the Regional Table in the "Lands" chapter to determine a major region. Somewhere within one of these regions will be found your character's homeland. For example, in Cumbria can be found the player character homelands of Cambenet, Catterick, Deira, Malahaut, Eburacum city, and Nohaut; but the lands of Rheged and Roestoc are not available as a player character homelands, even though they are in Cumbria.

Homeland determines the culture and religion of the character. The character's father's class and the lord of

# Pendragon

KING ARTHUR

Player .....

## Personal Data

Name .....

Homeland .....

Culture ..... Religion .....

Father's Name .....

Father's Class ..... Son Number .....

Lord .....

Current Class .....

Current Home ..... Age ... Year Born .....

## Personality Traits

Chivalry Bonus [•] (total = 80+) .....

Religious Bonus (underlined traits all 16+) .....

- |                                      |   |                                     |
|--------------------------------------|---|-------------------------------------|
| <input type="checkbox"/> Chaste      | / | <input type="checkbox"/> Lustful    |
| • <input type="checkbox"/> Energetic | / | <input type="checkbox"/> Lazy       |
| <input type="checkbox"/> Forgiving   | / | <input type="checkbox"/> Vengeful   |
| • <input type="checkbox"/> Generous  | / | <input type="checkbox"/> Selfish    |
| <input type="checkbox"/> Honest      | / | <input type="checkbox"/> Deceitful  |
| • <input type="checkbox"/> Just      | / | <input type="checkbox"/> Arbitrary  |
| • <input type="checkbox"/> Merciful  | / | <input type="checkbox"/> Cruel      |
| • <input type="checkbox"/> Modest    | / | <input type="checkbox"/> Proud      |
| <input type="checkbox"/> Pious       | / | <input type="checkbox"/> Worldly    |
| <input type="checkbox"/> Prudent     | / | <input type="checkbox"/> Reckless   |
| <input type="checkbox"/> Temperate   | / | <input type="checkbox"/> Indulgent  |
| <input type="checkbox"/> Trusting    | / | <input type="checkbox"/> Suspicious |
| • <input type="checkbox"/> Valorous  | / | <input type="checkbox"/> Cowardly   |

Directed Trait ..... ☐

Directed Trait ..... ☐

## Passions

Loyalty (lord) ..... ☐

Love (family) ..... ☐

Hospitality ..... ☐

Honor ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Equipment Carried

Armor Type [..... points] .....

Clothing [..... Librum value] .....

☐ Personal Gear [on horse #.....] .....

☐ Travel Gear [on horse #.....] .....

☐ War Gear [on horse #.....] .....

.....

.....

## Statistics

SIZ ..... (Knockdown)

DEX .....

STR .....

CON ..... (Major Wound)

APP .....

Damage ((STR+SIZ)/6) ..... d6

Healing Rate ((STR+CON)/10) .....

Movement Rate ((STR+DEX)/10) .....

Total Hit Points (SIZ+CON) .....

Unconscious (HP/4) .....

## Distinctive Features

.....

.....

.....

## Skills

Awareness ..... ☐

Boating ..... ☐

Chirurgery ..... ☐

Compose ..... ☐

Courtesy ..... ☐

Dancing ..... ☐

Faerie Lore ..... ☐

First Aid ..... ☐

Flirting ..... ☐

Folk Lore ..... ☐

Gaming ..... ☐

Hawking ..... ☐

Heraldry ..... ☐

Hunting ..... ☐

Industry ..... ☐

Intrigue ..... ☐

Orate ..... ☐

Play (.....) ..... ☐

Read (.....) ..... ☐

Recognize ..... ☐

Religion (.....) ..... ☐

Romance ..... ☐

Singing ..... ☐

Stewardship ..... ☐

Swimming ..... ☐

Tourney ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Squire

Name .....

Age .....

First Aid ..... ☐

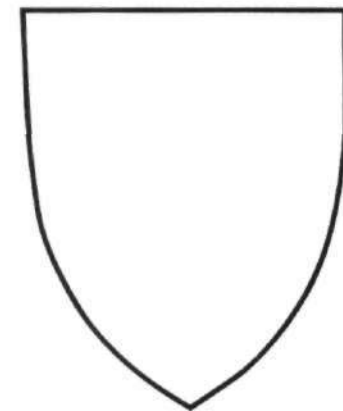
Battle ..... ☐

Horsemanship ..... ☐

..... ☐

## Glory

Glory This Game



## Current Hit Points

Wounds .....

.....

☐ Chirurgery Needed

## Combat Skills

Battle ..... ☐

Horsemanship ..... ☐

## Weapon Skills

Sword ..... ☐

Lance ..... ☐

Dagger ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Joust Score

Wins ..... Losses .....

## Horses

Best Warhorse (#1) .....

Type .....

Damage ..... Move .....

Armor ..... HP .....

SIZ .... CON ... DEX ....

Breed ..... Attack Skill .....

## Other Horses

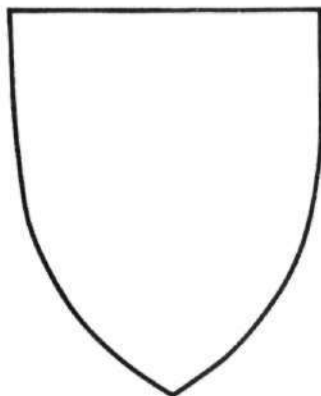
Own Riding (#2) ..... CON ....

Squire's (#3) ..... CON ....

(#4) ..... CON ....

(#5) ..... CON ....





## Family \_\_\_\_\_

Year Wed . . . . .Spouse Name . . . . . Family Characteristic . . . . .

Will . . . . .

Children To Reach Majority . . . . .

.....

.....

## History \_\_\_\_\_ Glory \_\_\_\_\_

Date	Important Event	New	Total
------	-----------------	-----	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

.....	.....	.....	.....
-------	-------	-------	-------

### Selected Events \_\_\_\_\_

Born . . . . .Ennobled . . . . .

Squired . . . . .Landed . . . . .

Knighted . . . . .

Member of Round Table . . . . .

Died . . . . .

### Holdings \_\_\_\_\_

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

### Army \_\_\_\_\_

Old Knights . . . . .

Middle-Aged Knights . . . . .

Young Knights . . . . .

Total Family Knights . . . . .

Vassal Knights . . . . .

Other Lineage Men . . . . .

Levy . . . . .



the character will also be determined from tables in the "Lands" chapter.

Note that the tables in the "Lands" chapter are provided for random determination of region and homeland. With gamemaster approval (see the "Mixed Method" sub-section above), pick your favorite region from the table instead.

## Culture

As noted above, culture is determined by your homeland roll (see the "Lands" chapter). Each homeland has one or more cultures within it.

In some cases two cultures are given for a homeland, those of the rulers and those of the subjects. The gamemaster and player should discuss which culture (and its linked religion) the character will come from. Normally characters should come from the ruling culture, but if a player wishes to play a mercenary knight, squire, or other unusual type of character, being from the subject culture is not unrealistic. The gamemaster may wish to permit the experiment.

Once culture is determined you may wish to refer to the appropriate section in the "Peoples" chapter to see what your character will be like.

## Religion

Religion is also determined by a homeland roll, and by culture, as above. Players may not mix cultures and religions; for example, Cymric Wotanics are not allowed.

Normal player character religions include: Christianity, Paganism, and Wotanism. An exceptional religion (Judaism) is covered later in the book in the "Religions" chapter, but has only a slight chance of being generated randomly. Further religions may be given in future *Pendragon* supplements.

## Father's Name

Father's Name, like the character's own name, is determined by culture. Lists of names are included in the "Peoples" chapter for each culture. Adding a title to your father's name, such as "the Bold" or "of Rochester" adds color to the name.

## Father's Class

This is a very important point. Your father may have been a knight, even a lord, or only a lowly squire. Result chances vary according to the major re-

gion (Logres, The North, etc.), with modifiers for some cultures and multiple tables in some regions, based on homeland.

Go to the "Lands" chapter. To find your Father's social class, roll d20 and cross-index the results with the Father's Class Table that is called for, based on your homeland and major region. Apply a modifier to the roll if your character belongs to one of the indicated cultures. The result gives the social class of your character's father.

As an example, in Logres, rolls of 02-03 on the Logres Father's Class Table indicate that your character's father is a banneret knight. If your Logres character's culture is Roman, a modifier of -2 is applied. Thus rolls of 01-03 for a Roman would indicate that the character's father is the lord of the land, while rolls of 04-05 indicate that he is a banneret.

It is not recommended that father's class be determined by player preference. A random roll is best here.

Your character might be the son of a lord or officer. In this case a second table is rolled upon. About half the time your character will be an illegitimate son of one of these illustrious fathers. In all cases your character will get a bonus to beginning skills from your good luck. If you are lucky enough to roll the lord (a 1 out of 400 chance in most cases), your father is the ruler of your previously determined homeland, whether he is count, duke, baron, or king, but (as explained in the "Noble Ambitions" chapter) this will require you to be a part-time gamemaster, so consider it carefully.

## Son Number

To determine which son your character is, simply roll 1d6 and write in that number. For example, a "1" indicates that you are the eldest son. Then see how close you may be to inheriting.

### *father's Survival Table*

d20 roll result

01-13	Father living
14-17	Father deceased
18-19	Father alive, but bedridden
20	Father has been missing for 2d6 years

## Lord

Your character's lord is determined under each of the major region sections in the chapter entitled "The Lands". As

always, the player may pick a lord with gamemaster approval. Note that the different political situations in each region are indicated by these tables.

The fact that a character has a specific lord does not affect character generation directly. However, the information is useful for storytelling and roleplaying purposes.

Note that if the character is a squire, his lord is his knight.

## Current Class

Wait until character generation is complete before you fill this out. Then note here whether your character is a knight, squire, or whatever. Although some form of knighthood is most likely, sergeantry or squiredom are possible as well. The player has freedom of choice here (see Steps Five and Six, below, for more information).

## Current Home

Your home varies with your homeland, class, and other concerns. As with Class, wait until character generation is complete, then ask your gamemaster for your current home. For example, if you are a bachelor knight, your home is the main castle of your lord. For a squire, the current home is left blank since home is wherever the squire's knight is. The space may be left blank for a squire, mercenary knight, or sergeant, or the land in which the character is currently employed may be entered.

## Age, and Year Born

This entry should remain blank until character generation is completed. The youngest character you can have is a fifteen-year old. Your character will probably have several or many more years of growth beyond age fifteen, although this is up to you to decide.

Write the character's final age here, after character generation is finished and any previous experience is determined. Ask your gamemaster the game year (the "now" for *Pendragon* is 531). Subtract your age from the game year to find the year your character was born. Write it down.



## 2. Traits and Passions

Traits and passions for advanced characters can be assigned freely or determined randomly, rather than starting with set numbers as in the *Pendragon* rulebook. Naturally the character's upbringing and background will have an influence.

Remember that the results of strong traits and passions can be dramatic. The gamemaster has the right to call for mandatory rolls on any traits or passions which are 16 or greater after temporary modifiers are applied.

### Determine Background Modifiers

Personality traits and passions may be affected by religion, and in some cases, by homeland, culture, and by father's class. This data was established in Step One, above. Start the process of determining traits and passions by writing any modifiers in pencil next to the appropriate attributes (erase these after the actual values are determined).

#### Check Religion

Religion affects traits, though not passions (unless the character is a holy person: see your gamemaster in that case).

Check under Personal Data to find your beginning religion, then refer to the Religious Virtues Table below. The personality traits listed after each religion are those which that religion deems the most important.

Underline **all** of the virtues listed for your character's religion on the character sheet. Write a +3 lightly next to the affected traits.

#### Religious Virtues Table

Christian: Chaste, Forgiving, Merciful, Modest, Temperate

Pagan: Lustful, Energetic, Generous, Honest, Proud

Wotanic: Generous, Proud, Worldly, Indulgent, Reckless

Judaism: Chaste, Energetic, Just, Prudent, Temperate

#### Check Homeland

In some cultures, each homeland has a particular trait, directed trait, or passion associated with it.

Check your homeland from Personal Data, then refer to the "Peoples" chapter. Write the modifier next to the affected trait(s).

If a new passion or a directed trait is called for, write the name(s) down now. For example, characters from Bedegraine, in Logres, gain a Hate (Norgales knights) passion from their homeland.

Directed traits in the "Peoples" chapter are indicated with an asterisk (\*).

#### Check Culture

Some cultures have universal cultural passions or traits, or modifiers to standard ones. Check your culture from Personal Data, then refer to the "Peoples" chapter. Write any modifiers next to the affected traits or passions. If a new passion or a directed trait is called for, write the name(s) down now. For example, all French gain a modifier to Valorous.

#### Father's Class Modifiers

Check your father's class under Personal Data, then see Step 4 below. Write any modifiers to traits or passions next to the affected attributes. If any new passions are called for, write the name(s) down now.

### Determine Personality Traits

#### Designated Method

Simply assign a number which denotes your appropriate behavior, as you wish. The only restriction is that the sum of the two numbers on each side of the slash must equal 20.

For the sake of realism, you may wish to consider the influences of background, as determined above.

Only the most experienced players should use this method. And even they should be warned that characters with values of 19 in every trait are unplayable.

For less experienced players preferring to avoid random trait rolls, we recommend a variant of the designed method detailed in the *Pendragon* rulebook. Here, the player assigns one famous (value 16) personality trait and

starts the rest at normal values. Normal values are equal to 10 plus any modifiers. Normal values for directed traits are equal to 7.

#### Random Method

Personality traits rolled for beginning characters are shaped by their background, as determined above. Several steps determine personality traits using the Random Method.

**Roll for Values:** A player initially determines the values of his character's personality traits by rolling 3d6 for each trait in the *left-hand column*.

You should have already noted any modifiers in the steps above. Add the modifier to the number rolled if the left-hand trait in question has a modifier. Subtract the modifier if that trait's opposite has a modifier. Write the adjusted number in the space to the left of the slash mark (/).

The maximum beginning value for any trait is 19, regardless of modifiers, so rolls that result in numbers over 19 are considered to be 19. 1 is the minimum, with rolls of less than 1 considered to be 1.

#### Determine the Opposite Trait Value:

Determine the values for all traits listed in the right hand column by subtracting the value on the left from 20. The result is the value of the right hand trait. The sum of the left hand and right hand values must equal 20, and no trait can be valued at 0 or less at this time.

#### Augment Personality Trait Values:

To help create a character you can enjoy playing or that can qualify for your chosen class, despite his random flaws, you may alter his personality traits at this time. Do this by dividing a total of up to six (6) points among any of the traits, subtracting a like amount from the opposite trait. This is not mandatory.

#### A Mercenary Knight

This experienced warrior has received terrible scars in battle, but is still fit and strong. It would seem he has received no major wounds.

The knight is obviously highly successful, having assembled a suit of partial plate armor in the course of his travels.

The sword is an excellent example of the heavy weapon used in *Pendragon*.



If using the mixed system of character generation, the player and gamemaster will have to agree whether these six points are available.

## Check for Religious Bonus

Review your character's trait values, noting in particular the five underlined traits. If all five of the favored traits have a value of 16 or higher, then the character receives a special religious bonus. Bonuses vary with the religion.

### Religious Bonus Table

religion	bonus
Christian	+6 to Total Hit Points statistic
Pagan	+2 to Healing Rate statistic
Wotanic	+1d6 to Damage statistic
Judaic	+3 to Total Hit Points statistic and +1 to Healing Rate statistic

If you qualify, enter a "Yes" onto the character sheet under Religious Bonus, and add the appropriate number to the character's statistic.

## Check for Chivalry Bonus

Add up all the factors which have a dot next to them. Write the total into the space provided. If the number equals 80 or more, your character is noted for his chivalry, and gets the yearly Glory bonus for it. Enter a "Yes" next to Chivalry Bonus and note "+3 Chivalric armor" next to Armor Type on the character sheet.

### Chivalrous Bonus Table

Bonus = +3 to natural armor

## Check for Directed Trait

Some cultures or homelands have an associated directed trait. Check the "Peoples" chapter under your character's culture. If a value is not specified, roll 2d6 to find it. Write the information on the first directed trait line on the character sheet.

## Determine Passions

### Designated Method

Simply assign a number which denotes your appropriate behavior, as you wish. The only restriction is that the passion





Galeholt the Haut Prince



may not be greater than 18 or less than 3. For the sake of realism, you may wish to consider the influences of background, even though choosing freely.

### Random Method

Passions rolled for beginning characters are shaped by their background, as determined above.

**Roll for values:** A player initially determines the values of his character's passions by rolling the dice. Only roll for your character's passions after checking for any new passions or modifiers, as described above.

**Threshold Values:** Some father's classes or cultures have modifiers to passions. Even with multiple bonuses the upper limit for a starting passion is 18, and the lower limit is 3. If a roll plus bonus results in a number greater than 18, write down 18. If less than 3, write down 3.

### Standard Passions

- Loyalty (lord) is 2d6+6, plus any modifiers.

Love (family) is 2d6+6 if he is the eldest son. Each subsequent son subtracts one from this value, unless he is from a family which is rich enough to retain him (check with your gamemaster). Also see the "Peoples" chapter: some cultures do not use the subsequent son subtraction roll.

Daughters all begin with a roll of 2d6+6, regardless of father's class and culture.

Hospitality is 3d6 to start, plus any modifiers.

Honor is 2d6+3, plus any modifiers.

## 3. Statistics

### Generate Statistics

#### Designated Method

Distribute a total of 60 points among the five characteristics as in *Pendragon*. Remember that cultural modifiers will subsequently be applied, so check the table below carefully.

#### Random Method

Roll 2d6+6 for SIZ, and 3d6 for each of DEX, STR, CON, and APR. Then apply the cultural modifiers below.

### Cultural Modifiers

Your character's culture modifies his statistics. This is done after the above step is completed. Refer to the Cultural Modifiers Table to determine how your character's culture influences his statistics.

Cultural	Modifiers	Table
culture	modifier	
Cymric	+3 CON	
Irish	+3 CON	
Picts	-3 SIZ, +3 DEX, -3 APP	
Romans	+1 DEX, +2 APP	
Saxons	+3 SIZ, -3 DEX, +3 STR	
French	+1 DEX, +1 STR, +1 CON	
Occitanian	+1 DEX, +1 CON, +1 APP	

#### Limitations

Some limitations exist for characters created by either method. They are:

**Maximum numbers for statistics:** No statistic can have a starting value greater than the maximum possible for a character of that culture, accounting for dice rolls and cultural modifiers (i.e. 15-21, depending on culture and statistic). Thus maximums are 18 plus or minus the cultural modifier: for example, the maximum APP for a Pict is 18 - 3 as 15, while for a Roman it would be 18 + 2 = 20.

**Minimum Numbers For Statistics:** Minimums are 8 for SIZ and 5 for the others (note that any statistic at 3 indi-

cates that the character is bedridden; any value at 0 indicates death. See *Pendragon* for more information.)

**Adjust Statistics:** Minimums are in force even with the random method. If, after accounting for cultural modifications, any statistic has a value of less than 5, then make the value 5. Thus not even a Pict can have a starting APP value of 1-4, nor can a Saxon character have a starting DEX value of 1-4.

Players using the Designated Method (above) may not alter their characters' statistics using this rule.

#### Later Statistic Increase Through Growth

Characters can increase their statistics through yearly growth, but some limitations apply: SIZ can be increased only up through age 21; and all other statistics can be increased only up through age 35. The Winter Phase in which the character attains these ages is the last chance to increase the given statistic(s).

### Derived Statistics

**Total Hit Points** = CON + SIZ

**Unconscious** = Total Hit points divided by 4

**Movement Rate** = STR + DEX divided by 10

**Damage** = SIZ + STR divided by 6

**Healing Rate** = CON + STR divided by 10

### Distinctive Features

Distinctive Features Table

APP value	number of features
5-6	3
7-9	2
10-12	1
13-16	2
17+	3

Roll 1d6 for each distinctive feature indicated above, referring to the Distinctive Features Detail Table to determine what feature about your character is notable. Included in the table below is a listing of possible specific details. Players are free to choose the specific details which best fit their characters.



## Distinctive Features Detail Table

d6 roll distinctive feature

- 1 Hair (very long, curly, red, crewcut, excessively hairy, huge beard, prematurely gray, bald, particular cut, etc.)
- 2 Body (slouch, barrel-chested, hunchback, tall, thin, broad shouldered, high shoulder, very muscular, burly, squat, smooth skin, pale, etc.)
- 3 Expression (sneer, haughty expression, nice smile, hidden behind beard, straight teeth, dour, cheerful, squint, etc.)
- 4 Speech (lisp, stutter, accent, basso, sharp, nasal, shrill, squeaky, musical, loud, soft, strong, national accent, etc.)
- 5 Facial Feature (noble nose, black eyes, bushy eyebrows, piercing glance, deep-set eyes, high cheekbones, braided beard, big ears, long moustache, small nose, facial blemishes, birthmark, etc.)
- 6 Limbs (short legs, bulging biceps, one arm longer than the other, rough hands, long nails, hairy arms and hands, bow legs, limp, big feet, long fingers, etc.)

## King Bagdemagus Dares a Mysterious Challenge

Several knights have come together at the Abbey of the Adventurous Shield. A monk warns them of the danger of the shield. Sir Bagdemagus resolves to test the adventure. For safety's sake Bagdemagus borrows a squire to attend him and carry messages.

*"Sirs," said the monki "this shield ought not to be hanged about no knight \$ neckjbut he be the worthiest knight of the world, and therefore I counsel you knights to be well advised."*

*<<cWell," said 'Bagdemagus, 7 wot well I am not the best knight in the world, but I shall essay to bear it," and so bare it out of the minister; and then he said unto Qalahad, "And it please you to abide here still, till ye wit how that I speed."*

*"I shall abide you," said Qalahad.*

*(Then Sir (Bagdemagus mounted and the brethren lent him a squire to attend him and to bring tidings unto Sir Qalahad how he sped.*

— Malory XIII, 9

Sir Bagdemagus's player gets to check Bagdemagus's Valorous, Proud, and Reckless for this venture. Shortly after setting off he is grievously wounded jousting with a white knight of supernatural prowess. Thanks to the squire's first aid and his report back to the abbey, the king is not slain.

This adventure is described in *Pendragon* as a short scenario: the Adventurous Shield.

## 4. Skills

Starting skill values are based on two factors: cultural values and father's class. Previous experience (Step Five) and Family Characteristic (Step Seven) may later increase skill values.

### Beginning Cultural Values

A character's beginning skills values are shaped by his culture. Your character's beginning culture was determined by his homeland, as determined in the "Lands" chapter. Beginning skill values for each culture are given in the "Peoples" chapter. Write down the numbers from the Skill List for your culture now.

These numbers given are for the common male or common female children of the ruling class, of each culture, at age 15 or so. Thus, if you were to start a 15-year old character you would use these numbers, augmented by the Father's Class Values and Family Characteristic only.

Note that the weapon skill in bold-face indicates the cultural weapon.

### Father's Class Adjustments

The Father's Class Tables below reflect the training and experience of life that each youth gains by age 15. Each class offers a pool of points to allocate to skills as you wish, plus some additional mandatory increases to specific skills, and to several important traits and passions such as Loyalty (lord).

For example, sons of mercenary knights are naturally a little more harsh and ruthless than those from wealthy, comfortable families, and have less loyalty than those from higher classes.

Naturally some classes offer more points than others. Sons of less wealthy fathers must spend much of their time in cleaning armor, doing farm work, or similar drudgery, simply in order to ensure that their family survives. The only benefit gained from drudgery in game terms is in strength of character (personality traits).

Note that in *Pendragon*, characters are assumed to have spent all their time at military pursuits. Thus, given the 30 points for being sons of vassal knights, plus extras for their special nature as head of the family, they quickly qualify for knighthood.

### Using the Tables

Traits and passions should have been previously determined under Step Two: Traits and Passions.

Additions to the starting skills may be made now, the magnitude depending upon the class of the character's father.

Father's Class has been determined during Step One, above, as was culture. Find the father's class from the following list, and raise the starting skill values as you wish, subject to the limitations below.

The skills learned by your character should be primarily military, but this is up to you. Read the requirements for the various classes in Step Six, below,



before you allocate your skill points. Thus you will know what your long-term objectives are.

Skill values may be augmented several times in this process, but the limits listed will preclude full use of available points in most skills. Fifteen year-old characters can certainly be skilled, but only rarely to the point of mastery (20+).

## Illegitimate Sons

If your character is an illegitimate son of a lord, he uses the Son of an Officer table, picking your favorite group of skill bonuses. If he is the illegitimate son of an officer, he uses the Son of a Vassal Knight table.

## Limitations

No skill with a beginning value of 0 may be augmented, except for weapons skills. Hence, no Pict can have a Read (Latin) skill before starting play.

No skill value may be raised above 15 by Father's Class points *unless* the points are a bonus awarded to a specific skill. For example, for being the son of a Seneschal, Stewardship gains +4 points. Thus such a character could start the game with a 20 (15+5) Stewardship.

Naturally, once raised up to or beyond 15 by a specific skill bonus, no further points may be added to the skill value from the point pool. So allocate your points carefully.

## New Social Classes

**The Warrior:** A warrior is a member of the professional fighting class for the sixth-century cultures. Thus he is roughly the equivalent of a knight in the historic, non-feudal societies. A warrior is usually not a mounted soldier, nor is he concerned with chivalry. But his valor and honor are, if anything, more important to his way of life.

**Family Chieftain:** A family chieftain is the leader of a group of individuals who are closely related by blood, and who live in close proximity to each other. It is usually not a hereditary position, and is often informal rather than being official. By virtue of the status, they are usually richer than their kinsmen, and the sons are motivated by ambition to think of their family's welfare.

**Clan Chieftain:** A clan is an extension of the family to include more distant

blood-relatives. The Passion of Love (Clan) is additional to other passions.

Clan Chieftains are individuals who lead a clan in its decisions, and are accorded respect and income as a result. Sons of chieftains are motivated to embody the virtue of honor which reflects favorably upon the prestige of their clan.

**Churchman:** Christian churchmen were not necessarily celibate during the *Pendragon* period, and so might have sons who take up the profession of arms. Alternately, a player knight may have retired from knighthood and entered the church during the time that his son was growing up. In either case, this information is used for his son's background. Otherwise, it is not possible to have a character with this background without gamemaster approval.

**Druid:** Gamemasters must give permission for this category to be used, unless the gamemaster had previously given approval for a player knight to become a druid, and the new player character son was raised while the father was a druid.

## Father's Class Tables

### SON OF A...

#### SQUIRE

20 points  
Energetic, Modest, Prudent +1d3 ea.  
Valorous +1d6  
Loyalty (lord) +3

#### MERCENARY KNIGHT

20 points  
Sword skill +3  
Any other weapon skill +3  
Cruel +1d6  
Valorous +1d3

#### WARRIOR

24 points  
Awareness, Spear +2 ea.  
Cultural Weapon +3  
Proud +1  
Reckless +1d3  
Valorous +1d3+2  
Honor +1d6  
Loyalty (lord) +3

#### FAMILY CHIEFTAIN

28 points  
Cultural Weapon +2  
Love (family) +1d3  
Valorous 1d3  
Honor +1d3  
Loyalty (lord)+1d3+3

#### CLAN CHIEFTAIN

30 points  
Cultural Weapon +3  
Valorous +1d3  
Loyalty (clan) 2d6+6  
Honor+1d6

#### BACHELOR (Household) KNIGHT

26 points  
Valorous +1  
Loyalty (lord) +3  
Honor +1

#### VASSAL KNIGHT

30 points  
Valorous +2  
Loyalty (lord) +4  
Honor +1

#### BANNERET KNIGHT

32 points  
Valorous +3  
Loyalty (lord) +5  
Honor +1d3  
— plus two rolls on the Luck table (multiple rolls within the table are also acceptable).



## OFFICER

28 points  
 Valorous +1  
 Loyalty (lord) +4  
 Honor +1d3  
 — plus additional benefits depending on officer type:  
*Seneschal* +5 Stewardship, +3 Intrigue, Hospitality +1d3  
*Marshal*, +5 Battle, Valorous +1d3  
*Butler*, +2 Courtesy, +3 Generous.  
*Chamberlain*, +5 Read (Latin), +3 Heraldry  
*Constable*, +5 Tourney, +2 Horsemanship  
*Forester*, +1d6 Awareness, +5 Hunting, +2 Hawking  
*Castellan*, +2 Battle, +2 Courtesy, +2 Stewardship

## LORD

32 points  
 +2 Courtesy, +2 Heraldry, +2 Intrigue  
 +2 Battle, +3 Sword, +2 Spear  
 Proud +1d3  
 Loyalty (Lord) +6  
 Honor +3  
 Valorous +1d3  
 — plus roll three times on Luck Benefits.

## CHURCHMAN

10 points  
 +5 to: Chirurgery, First Aid, Folk Lore, Read (Latin), Religion (Christianity)

## DRUID

15 points  
 +3 to: Chirurgery, Faerie Lore, First Aid, Folk Lore, Read (Ogham, for Cymri or Irish; Glyphs, for Picts), Orate, Religion (Paganism)

# 5. Previous Experience

At this point, your character has reached the age of 15, and has received experience and training based on culture and his father's class. He is ready to begin play at one of the lower ranks listed below in Step Six, such as squire, but you may wish to age the character more and begin play at a higher class. Naturally, many years of previous ex-

perience will be required before the character enters play as a knight. Remember that even in *Pendragon*, where all characters were elite squires with much combat experience, and sons of vassal knights (with 30 points to spend initially), six more years were still needed to reach knighthood!

Each additional year of age provides a character with one (not all) of the following benefits:

1. Distribute 1d6 points among the character's skills and combat skills as desired, except that no skill with a beginning value of 0 may be augmented except weapon skills, and no skill may be raised above 15.

Or.

2. Add one point to any personality trait or passion, or one point to any skill at 15 or higher, up to a maximum of 19 for traits and 20 for passions and skills.

Or...

3. Add one point to a physical statistic. No statistic can be raised to a value greater than the theoretical maximum possible for a character of that culture (see Step Three above). Also, SIZ may not be increased after age 21.

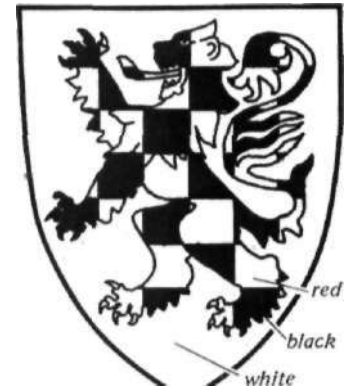
# 6. Qualify for a Career Class

In the *Pendragon* rulebook, all players were restricted to bypassing play as squires and aging their characters to the point where they qualified for the class of knight. *Knights Adventurous* offers far greater flexibility in determining character class. The requirements for all the career classes of *Knights Adventurous* are listed below.

## Family Characteristics

Note that the Family Characteristics Table below will provide characters of any family with an extra skill that they are well-versed in (value 10 or better). For qualification for some classes, particularly knight, the skill values increased on that table may prove useful, with luck. See Step Seven. With

## La Cote Male Taile



gamemaster approval, roll on the table now, before determining class.

## Squires

Note that the squire skill values listed on the character sheet in *Pendragon* and here are for non-player squires, not superior player squires, who will almost always exhibit better skill values than the minimum.

## Class Qualification Tables

If your character has all the attributes listed below, he qualifies for that class. Check with the gamemaster for female or holy folk player characters.

*Squire (basically no problem)*

First Aid 6  
 Battle 1  
 Horsemanship 6  
 One other skill (normally Sword) at 5  
 Valorous 8  
 Loyalty (Lord) 10

## Footsoldier

Great Spear 10  
 Other Weapon 5  
 Valorous 10  
 Loyalty (Lord) 10





## Sergeant

Lance 10  
Spear 5  
Other Weapon 10  
Horsemanship 10  
Valorous 10  
Loyalty (Lord) 10  
— The character must own a healthy combat-trained horse (rouncy, charger, etc.) with all tack, weapons, and a suit of armor.

## Warrior

Primary cultural weapon 10  
First Aid 6  
Valorous 12  
Loyalty (Lord) 10  
Honor 8  
— The character must possess the traditional weapons and equipment for the culture.

## Mercenary Knight or Knight Errant

First Aid 6  
Sword or other weapon 10  
Lance 10  
Spear 5  
Horsemanship 10  
Valorous 12  
Loyalty (Lord) 15  
Honor 5  
— The character must own a healthy combat-trained horse (rouncy, charger, etc.) with all tack, weapons, and a suit of armor.  
— The character must be knighted by a lord for favors done or heroic acts performed during play, most commonly on the battlefield. Squires, warriors, and sergeants are all occasionally knighted for their actions, and if the lord performing the ceremony cannot support them, they must live as mercenaries or errant knights until another lord is found. See *Pendragon*.  
— Sometimes during a campaign the son of a heroic player character will be knighted by the heroic character's lord, as a favor for past services. This must be determined during play. As on the battlefield, if the lord cannot support more household knights, the new knight becomes a mercenary or errant knight.



## Bachelor (Household) Knight

First Aid 10  
Battle, Lance, Horsemanship, Sword 10  
Any other 2 non-combat skills 10  
Valorous 15  
Honor 5  
Loyalty (lord) 15  
— The character must own a healthy combat-trained horse (rouncy, charger, etc.) with all tack, weapons, and a suit of metal armor.  
— Normally a household knight must be the son of a knight and age 21. Thus continuity is preserved. Some exceptions to these qualifications exist. Specifically, eldest sons may turn out not to qualify according to these standards, but may be knighted anyway if they can make a fair showing at knightly skills, especially if they are heirs to the title and their father is dead. Thus there are a fair number of rich, powerful, spoiled, unqualified adolescents riding around as knights.

## Vassal Knight, Banneret, Lord

Not available at the start of play using this book. All bachelor knight requirements are needed. In addition, the character must have hereditary rights to the position, or be granted it through play. See *Pendragon* and the "Noble Ambitions" chapter for more information.  
— Lucky player knights who are also eldest sons of a lord who has died may immediately take an oath of homage and fealty to their liege lord to obtain their rightful office. However, this may depend upon game play, since many lords insist that new knights first prove themselves worthy of their inheritance. The gamemaster controls the situation.

## Holy Folk (druid, priest, etc.)

Subject to gamemaster approval. See the "Religions" chapter.

## New Player Knights

Player knights actually start as squires, and must take an oath of homage and fealty to their new lord by participating in the knighting ceremony during a session of play, as in the *Pendragon* rules, before attaining the exalted class of knight. See your gamemaster for the details.

Beginning knights receive 1000 Glory points, are entitled to use the title Sir before their name, and also qualify for a heraldic coat of arms. Confer with the gamemaster about your chosen coat of arms. Bachelor knights receive spurs, a shield, and other important items from their lord.

# 7. Other Information

## Glory Total

Starting Glory is based on Father's Class, and also varies according to culture, as given in the various sections of the "Peoples" chapter.

## Joust Score

This is just for fun and is not used until play begins.

## Horses

See the Outfits listed below. Additional types of horses are given in this book. Some may be trained to attack. See the "Wealth" chapter.

## Checklist of Equipment Carried

This is the same as in the *Pendragon* book.

## Squire

This is an age 15 non-player squire. Choose your preferred name.

First Aid (6)  
Battle (1)  
Horsemanship (6)  
Any skill at 5 (write in skill name)

## Equipment

The starting equipment of a character varies according to the father's class and the culture. The list given here is to be used as the starting point. Check your father's class, then see the "Peoples" chapter to determine what your father gave you. This will vary with the culture, although the range of outfits is fixed, and thus is given here.

If called upon to upgrade your outfit from the Luck Table (see below), upgrade to Outfit One from footsoldier's or warrior's outfit. Only extremely lucky characters will gain Outfit Six.

Illegitimate sons subtract one from the Outfit they would normally get from their father. Minimum is Outfit One.

**Footsoldier's Outfit:** Leather armor (4 points), great spear, sword or other cultural weapon, dagger, clothing worth 80 d.



**Cymric Warrior's Outfit:** Leather armor (4 points), spear, shield, sword, dagger, clothing worth 120 d.

**Pictish Warrior's Outfit:** No armor, 2 great spears, 5 javelins, great axe, dagger, clothing worth 10 d.

**Irish Warrior's Outfit:** Leather armor (4 points), 2 spears, shield, sword, dagger, clothing worth 60 d.

**Saxon Warrior's Outfit:** Cuirbouilli armor (6 points), 2 spears, sword, great axe, 3 javelins, shield, dagger, clothing worth 60 d.

**Outfit One:** 2 rouncys; cuirbouilli armor (6 points), spear, shield, sword, dagger, clothing worth 120 d.

**Outfit Two:** Charger, 2 rouncys; Norman chainmail armor (10 points), 2 spears, shield, sword, 5 jousting lances, dagger, clothing worth 1 £.

**Outfit Three:** Charger, palfrey, rouncy; reinforced chainmail armor (12 points), 2 spears, shield, sword, any one other weapon, dagger, 5 jousting lances, clothing worth 2 £., 1 £. in money.

**Outfit Four:** 1 Andalusian charger, palfrey, courser, 2 rouncys, reinforced chainmail armor (12 points), 2 spears, shield, sword, any one other weapon, dagger, 5 jousting lances, clothing worth 4 £., 2 £. in money.

**Outfit Five:** 1 ordinary destrier, 1 Barb charger, 1 Camargue palfrey, 1 rouncy, 1 sumpter, partial plate armor (14 points), leather hunting armor (2 points), 6 spears, 2 shields, 2 swords, any 2 other weapons, dagger, 10 jousting lances, clothing worth 8 £., 2 £. in money.

**Outfit Six:** 1 Frisian Destrier, 1 Andalusian charger, 1 Camargue palfrey, 2 rouncys, 1 sumpter, partial plate armor (14 points), engraved leather hunting armor (2 points), 6 spears, 2 shields, 2 swords, any 4 other weapons, dagger, 10 jousting lances, clothing worth 10 £., 3 £. in money.

## Luck Benefits

Luck benefits vary according to culture. See the chapter entitled "The Peoples".

# 8. The Character Sheet Back

## Selected Events

**Born** - Your character's birth date.

**Squired** - Usually birth date plus 15 years.

**Knighted** - Commonly date squired + 6 years.

**Ennobled** - the date on which the character receives a title, if ever.

**Landed** - The date on which a household knight becomes a vassal knight.

**Member of the Round Table** - the date on which your knight is accepted at the Round Table — a rare honor!

## Family

**Year Wed** - The year in which your character marries, if at all.

**Spouse Name** - The name of your character's wife.

**Heir** - The name of your next of kin who receives any possessions in case your character is killed. This is usually an eldest son, brother, father, or nephew. Be sure to write something in here — the gamemaster need accept no proof of inheritance except this entry.

**Children to reach majority** - Most characters will wish to be in a family (an optional procedure). Whenever a child is born who is sure to reach age 15 (playing age) his name is written here, followed by the date he or she was born. See *Pendragon*.

## Holdings

If your character becomes a vassal knight or lord, he lists his holdings here for easy reference.

## Equipment at Home

Knights often accumulate Denarii, Libra, extra weapons, addition mounts, sumptuous goods, and so forth. If your character does not carry these things everywhere, list them here.

## History

Use this area to record various events of your character's life. Begin each entry

with the date. The year designation is usually enough since most characters engage in only one adventure per year. At the end of each line is a column for listing any new glory gained in the adventure, plus a column to list the total Glory gained by your character. Also list this total glory on the front of the character sheet.

After experiencing several adventures with a number of characters, you will begin to sense the history and movement which pervades Arthurian Lore, and your characters will grow into the story.

## Marriage

If married, the date goes here.

## Family Characteristic

Determine this once for a family, not every time you create a new member of the family. Note that this characteristic is gained by women as well as men, and does not replace the gains from the Women's Gift Table (see the "Women" chapter): both are gained.

### Family Characteristic Table

d20	characteristic
1-2	Good with horses (+5 Horsemanship)
3	Excellent voice (+10 Singing)
4-7	Keen sighted (+5 Awareness)
8	At home in nature (+5 Hunting)
9	Light-footed (+10 Dancing)
10	Natural healer (+5 First Aid)
11	Naturally lovable (+10 Flirting)
12	Never forgets a face (+10 Recognize)
13	Surprisingly deductive (+5 Intrigue)
14	Like otters in the water (+10 Swimming)
15	Natural speaker and storyteller (+10 Orate)
16	Natural musician (+15 Play (all instruments))
17	Good with words (+15 Compose)
18	Natural affection for armory (+10 Heraldry)
19	Good with birds (+15 Hawking)
20	Clever at games (+10 Gaming)

## Will

Write here the name or relationship of the person who your character has designated as heir to his property after death. "Family" is usually sufficient.

Only personal property is transferred — gifts from a lord return to him. Nothing written here indicates that everything goes to the liege lord. •



# The Lands

*Where was your character born and raised? What culture and religion did he grow up with?  
This chapter provides the answers.*

**B** RITAIN IS THE MAIN theater of action and adventure in the Arthurian stories. Thus the lands of Britain are the most completely described in this chapter. Your character most likely was born in one of these homelands.

Important homelands outside Britain include Ireland, Brittany, France, and Gaul. Brittany is the center of many Arthurian stories and the region through which the Celtic stories entered the European story-telling mainstream. Player characters occasionally will come from these distant lands.

In all cases player knights are drawn from those social groups which are most likely to adventure in Britain. Thus the tables below are not indicative of the distribution of population.

The other regions of Europe might be visited during a game, but do not produce Arthurian player characters.

## The Player's Map

The text in this chapter is supplemented by the Player's Map, available at the back of this book. It shows only the primary region of play. For example, it does not show northern Britain, or the continent of Europe. It does reveal a

reasonable amount of detail for central Britain.

## Player Character Homelands

Scrutiny of the character generation tables below will show that several places named on the Player's Map are not on these tables. Why can't your character come from Camelot, for example? The reason is that many famous or distant locations are reserved as settings for scenarios.

- Camelot The Greatest City in the World is a place of adventure whenever it is visited. It is too grand and important a place for player characters to be casually familiar with. In addition, most of its many knights and warriors are visitors, transients rather than natives.

Note that player characters may come from Hampshire, Arthur's personal demesne and the home region for Camelot. But they may not come from Camelot itself, nor may they be familiar with its workings and mysteries.

- London. The commercial center of Britain is another great city which is a place of adventure rather than a place to come from. Native player knights would imbalance city scenarios set in London.
- Somerset. This kingdom contains unique locations of Christian and faerie magic,

and is a setting for important quests and adventures.

Sorestan. This Saxon land is persistently hostile to Arthur. The mysterious land of Sorestan is scheduled for many adventures. Ignorance is necessary, and native player knights would imbalance events.

Norgales. This is an unexplored wilderness, and a place for adventures rather than a homeland.

Listeneisse. This is another area which is scheduled for great adventures.

Orkneys, Out Isles, Pictish Highlands. These lands are hostile to Arthur, and no self-respecting native would be his friend or knight. Naturally these are excellent places to set a scenario in.

## Campaign Notes

The information given in this chapter is based on the stable political and geographical organization found in the year 531, the "now" of the *Pendragon* game, and during the Period of Consolidation in the *Pendragon* campaign. Earlier in the campaign many wars were fought and boundaries changed. Later in the campaign other political changes will occur.

# The Geography of Britain

THE CENTER OF ARTHURIAN BRITAIN is the county of Salisbury, as detailed in the *Pendragon* rulebook. The "inner ring" of the *Pendragon* world (as described in the introduction) expands to include all of Arthurian Britain.

## Using the Player's Map

The geography of Britain is revealed in the Player's Map. The map is intended to be written upon as your character explores the world. For example, you might mark the place in the woods where a hidden kingdom of giants was

discovered, or the location of a skirmish or battle important to your character.

The map's primary focus is the Kingdom of Logres, itself a massive region almost as large and populous as the rest of the realm. The other regions of Britain are not necessarily shown completely on the map. Together, these areas constitute the primary world in which Arthurian adventures occur.

Foreign regions included in this book are: Ireland, Brittany, France, and Gaul. These are not shown even partially on the map.

In the following sections various features shown on the map are explained.

## The Major Regions of Britain

The island of Britain naturally falls into several geographic divisions. These are:

- Logres, roughly corresponding to the lowland of the southeast.
- Cambria, the western lands.



- Cumbria, the rough and coastal lands from Logres to the Wall.
- The North, including everything beyond Hadrian's Wall past Cumbria.
- Cornwall, the southernmost peninsula.

## Rivers

Many rivers cut the land of Britain. Many are navigable for much of their length, as shown in the Player's Map by the double-lined rivers. Navigability of these rivers is by barge. Smaller rivers can be crossed by boat, but they are incapable of carrying significant cargo loads for commerce.

Three rivers are considered to be Great Rivers: the Thames, in Logres; the Severn, in Cambria; and the Humber, in Cumbria. Much of riverine transport and trade occurs on these three rivers. Others, though less significant on a large scale, are all important for the fishing, fowl, and aid to transportation.

All the rivers shown on the map are hazards to crossing, and where they are navigable, cannot be crossed except by boat.

## Forests

The forests of Britain are predominantly broad-leaved. Only the Calidonian forest, in the far north, has many evergreen trees.

Forests vary in density according to the density of populations. Basically, where many people live the forests are thinner than where people do not live.

## Hills

The hills of Britain are of several different types: hills, downs, and moors.

Hills are low, rounded swellings, like bumps rising from the ground. These are usually around the mountains, like foothills.

Downs are a kind of hill unknown in America, and they vary significantly from each other in different areas of the island. In general, they have one slope which is steep and difficult to traverse, while the other side is long and sloping at such a mild inclination that they offer no difficulties to any travel. Thus we find that the Salisbury Plain is amid the Western Downs. For the most part, the northern slope of the downs is the steep one.

Moors are tall, flat-topped rises in the ground which have poor drainage and are subsequently boggy, often covered with very deep layers of moss

which make travel impossible for people unfamiliar with the region. Interestingly, the local pony breeds have an instinct for knowing which ground is treacherous, and are extremely useful for getting around on the. Unfortunately, such ponies are useless as steeds for knights.

## Mountains

British mountains are not like American mountains in terms of size and grandeur. The famous peak of Mount Snowdon is only 3560 feet. Nonetheless, they are very rugged, with few places to cross them. Note, for instance, that the few passes noted on ancient maps are still the only places regularly used by traffic even today.

## Marshes

The coast of ancient Britain was different from the modern coast, and in many places broad expanses of marsh made it impossible for settlements or landing ships. Nonetheless, islands exist, and the ancient peoples who live in them have adapted to live well among the watery riches which a marsh provides.

The greatest marshes are the Avalon Marsh, in Somerset, where the abbey of Glastonbury and/or Isle of Avalon sits; the Fens, whose lush Isle of Ely can be reached only by a hidden log causeway; Maris, near Eburacum; the Anglian Marshes around Norwich; and the Romney Marsh of Sussex.

The dangers of marshes are great since unlawful people find refuge there, and many faerie monsters have survived from the dawn of time. Their predations have even affected some residents, such as the people of Lonazep, who have a passion of Fear (marsh monsters).

## Settled Lands

Several terms are used to describe areas inhabited by humans.

*Village:* A village is a small settlement, usually with fewer than 100 inhabitants. They are most often found clustered around larger settlements in river valleys, but may also be found isolated in wilderness areas.

Only the most basic commodities may be found in a village, food being the usual purchase. Even basic items will be in very short supply. Use the price list in the *Pendragon* rulebook.

*Town:* A town is larger than a village but much smaller than a city, usually with about 250 inhabitants.

A town has a weekly market where peddlers regularly meet, and has a few of the craftsmen associated with civilization: a blacksmith, leather maker, cooper, and carpenter being common. The gamemaster must determine what few items, if any, are available for sale. For example, a sheep or goat might be available, but rarely if ever would a hawk be for sale in a town. Prices are the same as those given in *Pendragon* or higher, assuming a knight is the buyer. A squire or other unusual character might be able to get a better price, but this is up to gamemaster interpretation.

*City:* A city is a place which has a large population, usually about 2,000 although ranging from 1,000 to 7,000; and a permanent market place where any goods from the normal *Pendragon* price list can be found at any time. Many cities also have a large church and walls.

*Great City:* A Great City is one which has at least 8,000 inhabitants, and has a sophisticated economy that uses the Great City Price List found in this book (see the "Wealth" chapter). Only four great British cities are known: London, Camelot, Eburacum, and Norwich. Others, including Paris, Constantinople, and Rome, exist on the continent.

*Castle:* A castle is always a fortified residence of a lord. Every castle has a town or city nearby whose inhabitants provide the food and wealth for the knights and lords. Castles range in size and effectiveness from old style through large, as described and pictured in *Pendragon*.

*Hill Forts:* Hill forts are also mentioned in the text. These are ancient, predating even the Old Style of castle. Hill forts are always on the top of a hill, with large earth embankments topped with timber palisades. The enclosure includes buildings such as residences, barns and stables, and probably a church. The area is large enough to hold all the nearby residents and their live stock.

## Area Definitions

Before delving into this material you should understand that these matters are very murky even to the trained historian. We have simplified it here!





**Region:** A region is a large area which includes one or more kingdoms, counties, and/or forests. The data given here is organized by regions.

**Shire:** A shire is an area of geography. A shire is roughly organic in its makeup, being a center of population and surrounding areas. Most shires are about the size of a county, and often correspond with a county, but should not be presumed to be the same. Sometimes a shire is included within a larger political unit, especially in Lindsey which includes Leicestershire, for instance.

**Barony:** A barony consists of the patchwork of lands held by a lord.

Anyone who holds land directly from a king is a baron. Two kinds of barons exist: the great barons and the lesser, commonly called bannerets. The great barons usually have another title, like Earl or Duke, to denote their status.

The great religious landowners are also barons. The bishops, for instance, are barons. Sometimes abbots are also barons, if their holding is large enough.

**County:** A county is a political division of the land which usually centers upon a region, but usually includes other holdings and sources of income within its honor as well. The Earl of Salisbury's lands are an excellent example. They include the region of the White Horse

Vale, which is outside his own shire, but within his county.

**Duchy or dukedom:** A dukedom is a barony, but its lord is a duke, and its size is large. Sometimes a duke holds only a county, but often they hold several. No hard and fast rule applies to the relationship of the title and the land held. In history, an area is usually called a dukedom only if the duke has no overlord.

**Kingdom:** A kingdom is a land whose ruler is a king. The size varies from the huge kingdom of Logres to small kingdoms hidden in the forests which are smaller than a county. The critical point is the title of the holder, not its size.

## Travel in Britain

### The King's Roads

Information and correct knowledge about the King's Roads is easy for knights to acquire.

Several roads connect the largest centers of population and trade, and have been designated as King's Roads. This means that they are under the special jurisdiction of the High King, Arthur. They are treated as part of his property, and any offense committed on them makes it an offense against the High King: Treason. They are regularly patrolled by the Round Table knights, and the stops along the way are generally held by his barons and bannerets. This makes them the safest and, hence, most-travelled roads of the land.

These roads are especially important for merchants, for their travels take them out of their home lands and into foreign territory where they have no rights as citizens.

In general, these roads are the maintained remnants of the old Roman road system. Thus they are wide, paved and clearly marked with milestones. Signs have actually been set up at the crossroads which point to the destinations, and give crude mileage estimates to nearby destinations.

These roads are officially designated by the name of their two end points, but since most converge on Lon-

don sometimes only one of the names is used (i.e. the Dover Highway.) Some of the roads also have other, popular names which are used.

The King's Roads are shown as solid lines on the Player's Map.

### Sea Voyages

Few knights are seamen, nor do many own ships. Ships in *Pendragon* will be used primarily as a means to move passengers, cargo, horses, and troops. To convert cargo space to passengers, use the following formula: 2 tons of cargo = 1 knight. This includes his followers, horses, equipment, supplies, and water for the voyage.

### Sea Travel

Travel by ship is of two types: cross-channel, and long-distance.

Cross-channel travel is surprisingly difficult and treacherous for such an apparently short distance. Because tacking is not yet a common maneuver among sailors they are dependent on good wind, which is highly variable. On the average it takes seven days to cross the channel which separates Britain from the continent, or Britain from Ireland, but the range is wide: from two to twelve days.

Long-distance travel has the same problems, but multiplied by the distance. Ships normally put ashore, or at least anchor near the shore, each night.

An average day's sail can cover 75 miles, although the range varies from zero to 150 miles.

The gamemaster determines sailing times based on storytelling factors.

### Ships

Three kinds of ships are commonly found in *Pendragon* Britain, plus several kinds of boats.

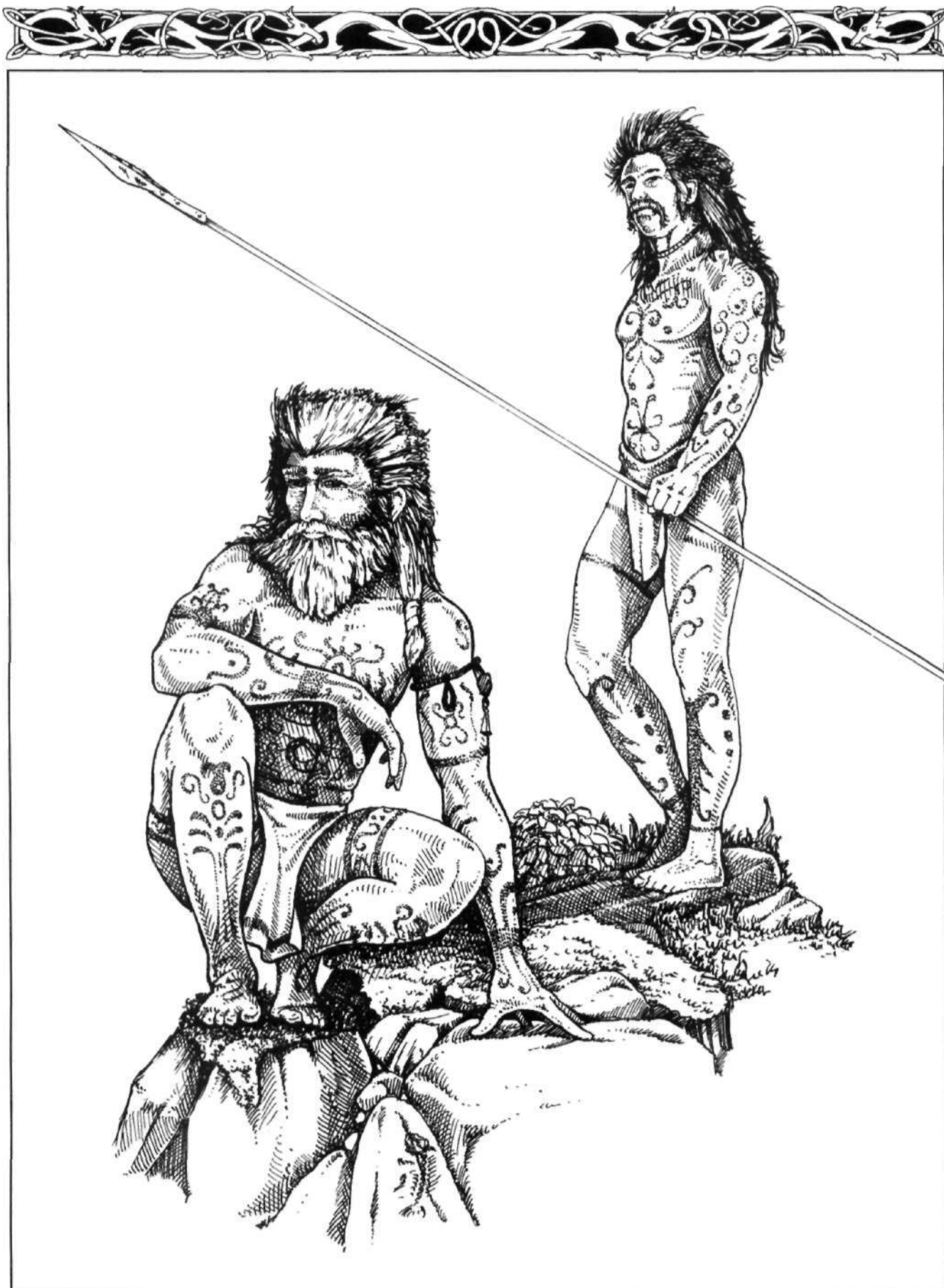
### Cogs, or Round Ships

Most ships are round ships, well-suited for carrying cargo through dangerous storms. They are the common merchant ships, and range greatly in size. The smallest ones carry about seven tons of cargo, and require a crew of two or three men. The common round ships can carry 20 tons. The largest ones can carry up to 50 tons, and require 10 to 12 men.

### Pict Warriors

The tattooed warriors to the right are typical of those to be met in the hills and wilds of Britain. The great spear born by the younger man is the traditional weapon of the culture. Note the Pictish tribal hairstyle on the older man, done with great care.

Only other Picts know the significance of the various tattoos.





### Saxon Ships

Although these ships are not yet the sleek dragon-prowed long ships of the vikings, they are sturdy vessels designed for work on the harsh North Sea. They could carry about fifteen tons, had a crew of fifteen or more, and oars as well as sails for propulsion.

### Breton Warships

Breton warships are similar to round ships, but also include oars. They carry a larger compliment of men than a merchant ship since they are intended to engage in fighting by boarding.

### Fishing Boats

Fishing boats range from rowboats with a single passenger capacity to large fishing vessels the size of small cogs.

### Barges

Wide, flat-bottomed barges are used to transport cargo up and down the many navigable rivers of Britain. Sea going ships are off-loaded at a port, and then the cargo is transferred to a barge for travel on rivers. They are usually small, capable of carrying a town or two, but some can carry up to 10 tons, and rarely, even more.

## How To Use The Regional Sections

THE FOLLOWING SECTIONS present character generation and land description for each region of Arthurian Europe.

### Regional Character Generation

#### Using Modifiers

For many of the tables below, special die roll modifiers are given, based on the character's culture or religion. For example, pagans of Logres roll with a -3 modifier on the Logres Lord Table — thus a roll of 20 would indicate a modified roll of 17. When using these special table modifiers, die rolls modified to less than a 1 are considered rolls of 1. Rolls modified to greater than 20 are considered rolls of 20.

#### Generating a Homeland

The format used here assumes players will randomly determine a homeland for their characters, with many important consequences arising from the starting homeland roll.

Characters may choose to diverge from the culture and religion they were raised in, once they reach adulthood, but they must abide by their initial roll for purposes of character generation.

Once you have determined homeland, culture, religion, father's class, and lord from the tables below, you will go to the "Peoples" chapter to complete character generation.

Note that places are listed in the text that player character may not come from, normally because that place is

hostile to King Arthur, or because no knights are found there. Sorestan is a prime example.

**Using the Homeland Tables:** These complicated tables are the heart of the chapter. Roll to determine homeland, culture, religion, and in some cases, the subsequent Father's Class table to use. Then read the text pertaining to your homeland and surrounding areas: this is what your character knows.

Note that two cultures and religions exist in several homelands. Your character will be from one or the other, not both.

Start the process of determining a homeland now by rolling on the Regional Table. Then go to that regional section, below.

Regional Table

d20	region
01-09	Logres
10-11	Cambria
12-13	Cumbria
14-15	The North
16	Cornwall
17	Brittany
18	Western Isles
19	France
20	Gaul

#### Father's Class Tables

Roll on this table to determine father's class. In some regions, such as the North, several Father's Class tables appear: which one to use is determined by homeland, above.

Further tables may be invoked with a lucky roll. Father's class determines

important aspects of the character. See the "Peoples" chapter.

Father's Class Table explanations are as follows:

*The Lord:* your character's father is the lord or ruler of the entire homeland just rolled! Several benefits and responsibilities are derived from your extraordinary luck.

As the son of a great lord, your character may inherit the player's obligation of being a lord when his father dies. This is certain if you roll a 1 during the "Son Number" step in character generation, indicating that your character is the eldest son. Also, older sons may die or even be dishonored as the years pass, leaving your character to inherit the high rank of his father.

The requirement for having a player character lord is that you be a gamemaster occasionally. The higher the rank, the greater the obligation. See the rules in the "Noble Ambitions" chapter to see what type of session you must eventually run if you accept this die roll. If you feel you will never be willing to run a game, then your character must be an illegitimate son, for which little is gained; see below.

If you accept the die roll, you get some very special additions to character generation as Son of a Lord.

Remember to roleplay the character in accordance with his prominent position in society. For example, he will be expected to dress well, exhibit courage on all occasions, and perhaps will be required to set a good example to other young noblemen. If he hangs around with a group of scruffy mercenary



knight and squire, he will be considered unconventional at best.

*Steward, Butler, Marshal:* your father is the above-named officer. You get special additions to your character generation as the Son of an Officer.

*Castellan:* Your father is in charge of one of the castles of the rolled homeland. Ask the gamemaster which one. If no castles are listed in the rolled homeland, roll on the Homeland Table again. You get special additions to your character generation as the Son of an Castellan.

*Illegitimate:* You are a bastard of one of the above. Roll 1d10 on the table to find whose. This gets you one special addition to your character generation: an outfit one number less than if you were legitimate.

Remember that bastardy is not necessarily shameful in some cultures, though certainly not ideal. Ask your gamemaster for detailed roleplaying information.

## Lord Tables

Roll on this table to determine a lord for your character. Cross-referencing with other tables may be needed in some cases.

The fact that your character has a certain lord is useful for roleplaying and storytelling, but it does not directly affect game play, or character attributes. Gamemasters should permit characters with different lords to mingle freely, unless the two lords are enemies.

The relationship between your character and his lord depends on his current class. If the character is landed, this is his liege lord, although he may have other lords not listed. If he is a household knight, this is the lord who knighted him and now supports him in his household, and thereby assumes liege lordship over him. If the character is a mercenary knight, this is the lord currently employing him, regardless of who originally knighted the character.

Non-knight characters should ask the gamemaster if they need to roll on this table at all. For example, a squire's lord is normally the player character knight he is assigned to.

## The Land Descriptions

Following the "Character Generation" section for each region is a longer "Lands" section describing all places of note in the region. The format used recognizes two general types of land: inhabited places and uninhabited. Terms used are different for each type, as follows.

### Inhabited Places

Each inhabited place uses the following format and terminology.

Words in quotation marks ("like this") following a place name indicate English names for the exotically-spelled and Old French words.

[Brackets] give other, usually modern, names for the place.

*Culture/Religion of inhabitants:* self-evident. Sometimes the rulers and subjects are of different cultures, in which case both are given here.

*Ruler:* either a title, in which case nothing else is known to us from the literature; or a name and, if useful, a quick character history.

*Vassal of:* another title or name, listing the lord of the ruler, if any.

*Army:* approximate size of standing armed forces.

*General Information:* the text after Army gives general information, history, etc. of interest or importance. Some places, frankly, are not very important.

*Places:* a list of significant places which are known to outsiders. These are generally a list of one or more cities, each of which has a castle, lord, and surrounding territory.

### Uninhabited Places

Forests, mountains, and rivers have only brief information about them.

### Pronunciation

Pronounce the names in this chapter as you prefer. Most Americans cannot properly decipher most English names anyway. Warwick, for instance, is pronounced War-ick, and Edinburgh is pronounced Ed-in-bo-row.

# Logres

LOGRES IS THE LARGEST and most powerful kingdom in Britain, and is King Arthur's personal realm. It consists of basically all of the lowlands of the south, center, and east of the island. Because of its size, it is treated as a region here.

Malory (and others) regularly call King Arthur the King of England, which we reinterpret to mean the Kingdom of Logres. Logres corresponds roughly to a diminished historical Kingdom of England. Modern England also includes other lands separate in Pendragon, including all of Cornwall and Cumbria, and parts of Cambria.

England in *Pendragon*, is "Angle-land," or Anglia, merely a dukedom in the time of the Pendragon.

## Character Generation

### Logres Homeland Tables

Use these tables to find out which county in the great kingdom of Logres is your homeland. This denotes where you were born and raised, and determines your initial culture and religion.

Your lord may be from some distant place, not from your homeland.

Since Logres is divided into three smaller regions in order to permit a standard d20 roll, start by rolling on the Logres Subsection Table below.

#### Logres Subsection Table

ld6	result
01-02	Use Logres Homeland Table #1
03-04	Use Logres Homeland Table #2
05-06	Use Logres Homeland Table #3



## Logres Homeland Table #2

d10 homeland

01-03	Anglia (Cymric/Christian)
04	City of Norwich, Anglia (Cymric/Christian)
05-07	Bedegraine (Cymric/Christian)
08	Brun (Cymric/Pagan)
09-12	Clarence (Cymric/Christian)
13	City of Cirencester, Clarence (Roman/Christian)
14-16	Dorset (Roman/Christian)
17	City of Dorchester, Dorset (Roman/Christian)
18-19	Essex (Occitanian/Christian)
20	Essex (Saxon / Wotanic)

## Logres Homeland Table #2

d10 homeland

01-02	Hampshire (Cymric/Christian)
03	Hampshire (Saxon/Wotanic)
04-05	Hertford (Cymric/Christian)
06-07	Huntington (Cymric/Christian)
08-10	Jagent (Cymric/Christian)
11-12	Kent (Cymric/Christian)
13	Kent (Saxon / Wotanic)
14	Lambor (Occitanian/Christians)
15-18	Lindsey (Cymric/Christian)
19	City of Leicester, Lindsey (Roman/Christian)
20	City of Lincoln, Lindsey (Roman/Christian)

## Logres Homeland Table #3

d20 homeland

01-02	Lonazep (Cymric/Christian)
03-05	Rydychan (Cymric/Christian)
06-08	Salisbury (Cymric/Christian)
09-10	Silchester (Roman/Christian)
11	Silchester (Saxon/Wotanic)
12	City of Silchester, Silchester (Roman/Christian)
13	Southports (Occitanian/Christian)
14	Isle of Wight, Southports (Saxon/Wotanic)
15	Sussex (Cymric/Christian)
16	Sussex (Saxon/Wotanic)
17	Tribruit (Cymric/Christian)
18	Wuerensis (Cymric/Christian)
19-20	Wuerensis (Cymric/Pagan)

## Father's Class

Father's class is modified by the culture of the character. Especially note that the Saxons, conquered a generation ago, have no lords in Logres.

**Modifiers:** Saxon, +5 to roll, Roman -2, Pagan +2.

## Logres Father's Class Table

d20 class

01	Lord or Officer (see below)
02-03	Banneret Knight
04-08	Vassal Knight
09-12	Bachelor Knight
13-14	Mercenary Knight
15-20	Squire

## Lord or Officer

Your father is a lord or officer, according to this table.

## Lord or Officer Fatherhood Table

d20 office

01	The lord
02	Steward
03	Butler
04	Marshal
05-10	Castellan
11-20	Illegitimate

## Lord

Determine a lord for your character in this step.

**Modifiers:** Pagan: -3

Considerable complexity may be found in this little section. It is intended to illustrate the complications which came about as a result of *subinfeudation*. This is a process whereby a lord grants a fief to someone, who then grants it to someone else, and perhaps he to a third party. Complications arise when land changes hands through marriage, death of an heir, or conquest.

If this is too much for you to cope with as a player, then choose someone with a more direct lordship for your character.

## Logres Lord Table

d20 Lord

01-02	An outside lord
03	A banneret of the High King
04-10	A banneret of the lord of your homeland
11-17	The lord of your homeland
18	The High King
19-20	The Church

## An Outside Lord

Your lord is more important outside this county. Thus you are a vassal of one of his lesser holdings, and you should expect to be called away to his distant business.

In every case you must roll randomly on the appropriate Homeland Table to find the precise location after finding his rank.

## Outsider Lord Table

d20 result

01-04	A lord in Cambria
05-06	A lord in Cumbria
07-08	A lord in the North
09-20	A lord of Logres

## Table Explanations

*A lord in Cambria, Cumbria, the North:* roll on the appropriate Regional Table to find the lord.

*A lord of Logres:* Since there are three Logres homeland tables, you need to roll on the Logres Subregion table, then on the indicated Logres Homeland Table, to find the lord.

*A banneret of the High King or lord of your homeland:* ask the gamemaster for the name of your lord, a minor nobleman.

*The Church:* your liege lord is the nearest bishop.

# Lands of Logres

## Anglia

Culture/ Religion:

Rulers: Cymric/Christian

Subjects: Saxon/Wotanic

Ruler: Duke Hervis of Anglia. Duke Hervis began as a young landless knight and gained his powerful position for his part in the Saxon Wars. He hates Saxons.

Army: 75 knights, 250 soldiers

Navy: 10 Breton warships, 50 sailors

Anglia was one of the greatest Saxon kingdoms conquered by Arthur during his early reign. The commoners are Angles, a tribe indistinguishable from the Saxons, except that the Angles seem more persistent in their resistance to



their conquerors. Duke Hervis, however, is relentless and savage in his oppressions, so they usually stay in line.

The struggle between the two peoples is apparent. For instance, the Cymri from Anglia, as members of a ruling class that does not rest easy, are unusually suspicious of Saxons. Furthermore, no Saxons from Anglia can be randomly generated as player knights because the duke does not allow it.

## Places

The small city of Buckenham is a stop on the King's Road.

Thetford is the central crossroad of the dukedom, and a wealthy trading city.

The great city of Norwich is the fourth largest city in Britain and a sea port which serves trade from all across the North Sea.

Guinon [Bury St. Edmunds] is a fair city, and Merlin predicted that a great and holy king will be interred here some day

Yarmouth is a city which serves as a sea port and a naval base for the duke's private fleet.

## Arden Forest

North of Wuerensis the Arden Forest separates Logres from Cambria. It is renowned for its wonders: the Three Maidens can be found here to lead adventures, and their names are Spring, Summer, and Autumn; the Rainbow Cavalier also haunts these forests; and the Great Red Deer of Warwick makes its appearance every three years.

## Avalon Marshes

The marshes are an unnatural place, holding some of the most ancient secrets of the land. Glastonbury Abbey, the holiest place in Britain, is on an island there. An ancient and lawless people live on stilted houses among the reedy islands, and obey only their heathen spirits. Gwynn ap Nudd lives there, and when darkness covers the land he gallops with his wild, spectral hunt through the air. Faeries have parties there. Legends of Avalon are myriad: ghostly knights, a hidden island of holy women, giants, goblins, quicksand, water leapers, the will-o-wisp,

and even more things which all sane men avoid.

## Aventureuse Forest

"The Adventurous Forest"

This is a dense forest in the center of Anglia. Though ostensibly conquered by the Saxons, they have never gone into the woods much. Here in the Forest of Adventure lives la Sage Dame, "the Wise Lady," who some say knows all things; and the Fountain of the Shepherds, men who cannot tell a lie but can speak only of what they know, or see.

## Avon River(s)

Several rivers named Avon appear on the map. *Afern* means river in Cymric. The three are:

- (1) a tributary to the Severn River which flows through the county of Wuerensis. This is the one famous for Stratford-on-Avon, which is on the Player's Map.
- (2) the main drainage for the Salisbury Plain, flowing near Sarum and south to the sea.
- (3) a river in Somerset.

## Bassus River

The major river of the county of Lonazep, and the site of one of Arthur's early, great battles against the Saxons.

## Bedegraine

Culture/Religion: Cymric/Christian  
Ruler: Earl Sanam  
Vassal of: Pendragon  
Army: 75 knights, 75 soldiers

Amidst the dense forests south of the Pennine Mountains is the County of Bedegraine, its population settled mostly along the Trent River. The earl is known to be a feisty fighter and fanatic in defense of his holding. He has a middle-aged daughter who brought shame to the family many years ago with an illegitimate son, whose father is still kept to be her secret. The young man, Borre of the Strong Heart, has just become a knight.

## Places

Nottingham, a walled city, is curious for its "underground," and for having the oldest pub in Britain.

Gareth Beaumains



Bedegraine [Derby] is a beautiful small city.

## Bedegraine Forest

This forest covers all the ground north of the Trent River valley up into the Pennine Mountains, where it gets lost among the deep valleys and twisting stream beds. Legend says a great treasure was once lost in these woods. For centuries people have reported seeing The Blue Man, a cannibal giant.

## Brun

Culture/Religion: Cymric/Pagan  
Ruler: Baron Garmon of Brun  
Vassal of: Pendragon  
Army: 50 knights, 250 soldiers

## Places

Brun is also a walled city with an old-style castle.

## Camelot Forest

This forest fills the land south from Camelot to the sea, and between the Avon River in the west and in the east around the Itchen river. Much of it is dense and most of it is uninhabited, containing its own secret places and things such as the Fountain of the Faerie, where a dangerously mischievous troop of elfin women live; the Font de Feu, a fountain which spouts flame, and whose waters have miraculous healing powers, if they can be carried away safely.





## The Clarence/Gloucester War

The constant war between the rival dukedoms of Clarence and Gloucester is a result of the author's own campaign and research. It arose from three motivations:

### 1. A Game Need

I wanted to have a place where mercenaries and adventurers could always find work. It is a place where player groups can always go if they have no other events of interest available. It also serves to illustrate the types of war which Arthur has, or allows, in his kingdom. In early days it is savage and unbridled. Later, only chivalrous battles take place.

### 2. Humor

The constant war gets pretty ridiculous after a while. The constant need for good

knights gives the gamemaster a chance to make up various excuses and extravagant promises which recruiters use to coax men for their battles. It often ends up to be rival recruiters promising each others' lands to those who will join them.

### 3. Confusion

I had a terrible time trying to figure out where Clarence was, or might be. I was also confused about what the status of Gloucester was, or could have been. When I finally learned that the dukes of Clarence and Gloucester *both* held the territory which, in *Pendragon* is called Clarence and Gloucester, I finally understood where this constant war came from: my own confusion!

Wareham is a city at the mouth of the Frame river.

Dubglas River [Ouse]: This river which flows through the county of Huntingdon, was the site of one of Arthur's great victories against the Saxons many years ago.

## Essex

Culture/Religion:

Rulers: Occitanian/Christian

Subjects: Saxon/Wotanic

Ruler: Bleoberis de Ganis, Earl of Essex

Vassal of: Pendragon

Army: 60 knights, 200 foot soldiers

This Saxon land was conquered by King Arthur and its lands divided among the victors. Thus the rulers are mostly Occitanian, while the inhabitants are obedient, but surly Saxons.

### Places

Colchester is a large city, once the capital of Roman Britain.

Chelmsford is a stop along the King's Road, a bridge across the Chelmer river.

Maldon is a thriving sea port.

Ipswich is a wealthy fishing and trade city.

## Fens

The fens are a swamp, containing treacherous bogs, quicksand, hidden currents, black waters, and thick cold fogs which conceal its inhabited islands. Several navigable rivers cut through it, but no roads do. The Romans began to drain this land, but a century ago the residents re-flooded many regions to preserve themselves from outsiders. The region has largely reverted to its natural state, and its morass protects a formidable population of malignant faeries.

### Places

Places within the fens are not well documented. Boston is known to be a city of some unknown lord of the marshes. It cannot be reached from the sea because of the long tidal flats surrounding its seaward side, or by land because of the marshes.

Whittlesea Mere is the largest inland body of water in Britain. It is about six feet deep.

## Campacorentin Forest

This huge, dense wood lies north and west of the central area of Logres. It separates Clarence and Somerset from Salisbury, and reaches east to Oxford. Though apparently narrow on the map, its depths are mostly unexplored, and only the few ways shown through it on the Player's Map are commonly known.

## Clarence

Culture/Religion: Cymric/Christian

Ruler: Galegantis, Duke of Clarence,

Vassal of: Pendragon

Army: 100 knights, 300 soldiers

Clarence is one of the richest and most prosperous lands in Britain. It includes the Cotswalds Hills, part of the Salisbury Plain, and surrounding forests, but gets most of its wealth from taxing trade which enters Logres from Cambria, and passes along the King's Road.

The duke has a long-standing rivalry with the nearby Duke of Gloucester, and raids and skirmishes are a regular feature of their relationship.

### Places

Bourton is a stop along the King's Road.

Cirencester is the largest city of the county, located where two of the King's Roads meet. It is the primary seat of the

Duke of Clarence. An old-style castle guards the city, which has only a ditch and wooden palisade to protect it.

Wandborough is a city on the northern Salisbury Plain, a stop on the King's Road. It is unwallled.

## Dorset

Culture/Religion: Roman/Christian

Ruler: Praetor (Duke) Jonathel

Vassal of: Pendragon

Army: 50 equites (knights), 2000 legionnaires (footsoldiers)

Dorset is one of the most conservative parts of Britain, clinging most tenaciously to the old Roman ways. The ruler calls himself *praetor* rather than duke, calls his infantry the British Legion, and his knights *equites* (even though they are in almost all ways like normal knights). See the Roman section of the "Peoples" chapter.

### Places

Dorchester is the largest city of the duchy, and (via river) a sea port. It is the seat of Praetor Jonathel's realm. A small castle protects the walls of the city.

The old-style castle of Badbury is a stop along the King's Road.

The Cerne Abbas Giant is a huge figure, 180 feet tall, cut from the sod to expose the chalk beneath.



Ely Isle is known to be a large island which can be reached only via a pathway of logs hidden under the murky water.

## Hampshire

Culture/Religion:

Rulers: Cymric/Christian

Subjects: Saxon/Wotanic

Ruler: King Arthur

Vassal of: no one

Army: 100 knights, 300 footsoldiers

Once called the Kingdom of Wessex, this is now the personal demesne of King Arthur and the source of much widely-distributed wealth. The commoners are well-treated, and when their laws conflict with their lords' the High King settles affairs to everyone's satisfaction, using his extraordinary understanding of justice. Thus even the Saxons show great loyalty to the Pendragon.

### Places

Camelot [Winchester] is the newly-built city of King Arthur. It is the marvel of the age and the center of all civilization, far surpassing even old Rome in its glory.

Hantonne [Southampton] is an important seaport, and guards the mouth of the Itchen River leading to Camelot. Its position makes it important, even though it is unwallled and has no castle.

Chichester is a city with a medium castle. The castellan has big plans to expand the castle in size.

## Hertford

Culture/Religion: Cymric/Christian

Ruler: Earl Gilbert of Hertford

Vassal of: Pendragon

Army: 80 knights, 100 soldiers

The county of Hertford is a poor and hilly county, noted for its herds and pastures rather than its farms. This has resulted in the people being notably stingy and selfish.

### Places

Anstey is a fine old-style castle atop a 30-foot motte.

Hertford has an excellent castle of medium (common) size upon the Lea River.

Royston is a city without a castle, and a stop along the King's Road where it crosses the old Icknield "Ridgeway Road/

The city of St. Albans is Britain's most popular site of pilgrimage. St. Albans was the first Christian martyred in Britain, and thus its earliest saint.

Its inhabitants have grown so fond of the income generated by pilgrims that they have grown to distrust all Pagans, who they fear will take away their income.

## Humber River

This huge river is one of the three great rivers of Britain, the other two being the Thames and the Severn. It marks the northern boundary of Logres, and begins someplace within Maris where three lesser rivers join.

## Huntington

Culture/Religion: Cymric/Christian

Ruler: Earl Dafydd of Huntington

Vassal of: Pendragon

Army: 90 knights, 200 soldiers

### Places

Beale Valet [Huntingdon] "Beautiful View," is a famous old-style castle upon the Dubglas River. It is the seat of the earl's power. Given the importance of this castle, the Earl is sometimes referred to as the Earl of Beale Valet.

The city of Cambridge guards the crossing of the Cam River, and is the end of the navigable part of the river.

## Jagent

Culture/Religion: Cymric/Christian

Ruler: Earl Tegfan of Jagent

Vassal of: Pendragon

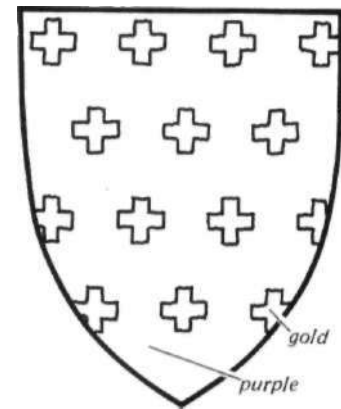
Army: 75 knights, 150 soldiers

Jagent is the western bastion of Logres against the Kingdom of Cornwall. Its lord is rightly proud of his rigorous defense against Cornishmen, and bitter due to his lack of an heir. The folk of Jagent are rigid in their distrust and dislike of Cornishmen.

### Places

Ilchester is a walled city along the road to Jagent.

Percivalede Galis



Ilminster is a walled city with a beautiful cathedral which has been scrupulously preserved by plunderers from both Jagent and Cornwall.

Jagent is the seat of the Earl's power. It is a small walled city dominated by an old-style castle. Rebuilt with stone to great strength, the castle has withstood many sieges and assaults.

## Kent

Culture / Religion:

Rulers: Cymric/Christian

Subjects: Saxon/Wotanic

Ruler: Earl Kynniarc

Vassal of: Pendragon

Army: 80 knights, 250 soldiers

This was the first of many Saxon kingdoms. Its inhabitants claim to be Jutes, but everyone knows they are really Saxons. It was conquered by King Arthur many years ago, and victors from the Saxon Wars received much of it as land grants. Thus the residents are now reluctant citizens of Arthur's kingdom.

The Saxons of the area hate the Danes, who drove their ancestors out of their home, and even the rulers have adopted this passion.

### Places

Dover is a well-known and important port city, and has one of the finest large castles in Britain to guard it.

Canterbury is the capital city of the county. Merlin has prophesied that some day it will be the center of a form of Christianity.

Rochester is a city along the King's Road. Rochester guards the King's



Road where it crossed the Medway River.

## Lambor

Culture/Religion:

Rulers: Occitanian/Christian

Subjects: Cymric/Pagan

Ruler: Blamore de Ganis, Baron of Lambor

Vassal of: Pendragon

Army: 75 knights, 150 soldiers

Lambor is a barony loyal to King Arthur, strategically placed where the trail to Cameliard meets the King's Road. Lambor is a pagan land conquered by the Pendragon.

The people of Lambor have a jealous dislike of the nearby duchy of Lindsey, which vastly outweighs Lambor in importance and influence.

### Places

Lambor Castle is of common (medium) size and appearance. It is the seat of the Baron's power.

Mancetter is a small walled town, the last stop in Logres before entering Cameliard in Cambria.

## Landoine Forest

This woods surround Lonazep and Huntington within its leafy shadows. The forest thins as it meets the Fens to the east, and melds with the Forest Sauvage in the west. Many knights have lost their lives searching for the Serpent of Three Colors which guards a great treasure somewhere in this forest.

## Lincoln Forest

This great forest is in the duchy of Lindsey, between Lonazep, Lincoln, and Leicester. A peculiar creature of this forest is the Great Black Bear who can talk, and will spare any travellers who can sing a beautiful song.

## Lindsey

Culture/Religion: Cymric/Christian

Ruler: Duke Derfel of Lindsey (sometimes known as the Duke of Leicester)

Vassal of: Pendragon

Army: 300 knights, 1000 soldiers

The Duke of Lindsey is one of the most powerful noblemen in Logres. Once his position would have been threatened

by the rebellious Saxon settlements in Sorestan, but now they offer sport for his knights. His lands support perhaps the greatest population of any noble in Britain. Unlike many homelands in Logres, Lindsey has the advantage of a ruling group of the same culture as the subjects.

The folk of Lindsey are very proud of their homeland's great power and influence in Britain, and suspicious of any interference in their local affairs by the High King.

### Places

The Abbey of Beale Adventure marks King Arthur's victory at the Battle of the Humber, fought long ago against foreign invaders. The abbey is responsible for running a reliable ferry across the Humber River.

Caistor is a small castle which was built to oversee the Saxons of Sorestan.

Castle Hill is a stop on the King's Road. It is a steep hill surmounted by an old-style castle guarding Newark. A town lies at the foot of the hill.

Folkingham is a town which is an important stop along the King's Road. It supports a small castle of some strategic importance.

Leicester is an important walled city on the King's Road, once famous for its influence and wealth. The Duke of Lindsey is still occasionally referred to as the Duke of Leicester, even though Lincoln is now the center of the duke's realm. The Roman folk of Leicester are resentful of the loss of power and influence that their city has suffered, and are suspicious of the ruling Cymric culture that now dominates their urban politics.

The city of Lincoln is the seat of the Duke of Lindsey. Lincoln is protected by Roman walls and by a superb large castle. This castle is one of the largest and finest in Britain, and is admired by all who visit it. See the nearby illustration.

Newark, on the Trent River, is a city with no castle.

The city of Winteringham is the official ferry station to cross the Humber River between Logres and Malahaut.

## Lonazep

Culture/Religion: Cymric/Christian

Ruler: Earl Macsen of Lonazep

Vassal of: Pendragon

Army: 75 knights, 75 soldiers

Lonazep is a small county located southeast of Lindsey. Its inhabitants are unremarkable, except for a traditional fear of swamp creatures, due to the presence of several dangerous marshes found within the county.

### Places

Lonazep [Stamford] is a very powerful castle on the Bassus River. Although medium (common) in size, its strategic position makes it a highly important fortification. Lonazep is held by an earl loyal to King Arthur, and is a stop along the King's Road.

Peterborough is a city upon the Nene River, accessible to the sea by barge.

## London

Culture/Religion: Roman/Christian

Ruler: City Council

Vassal of: Pendragon

Army: 70 knights, 1000 soldiers

London is the greatest city in Britain, and owes allegiance only to the High King. London is very well defended with towers and walls which were built by Romans a century ago. It is surrounded by smaller cities, all well-walled, and many prosperous towns.

### Places

The White Tower, a very strong royal castle of medium size on the east side of London. The high king is always improving its defenses. It is held for the king by the powerful Constable of the

### A Trial by Combat

The illustration to the right depicts a formal combat between two rich knights of Logres. Both wear partial plate armor. Helm devices have been removed for this serious fight.

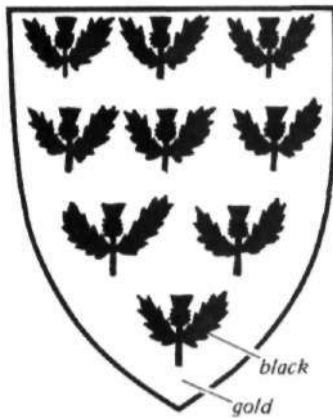
The herald will halt the combat once blood has been drawn, as seems imminent.

The superb large castle in the background is Lincoln Castle in Lindsey, one of the most famous fortresses in Britain.





Griflet le Fise de Dieu



## Quinqueroy Forest

This vast forest covers much of Essex. Its density allows many Saxon lords to hide, where they wait and dream of rebellion and sally forth to raid Arthur's realm. One of the famous inhabitants is the wicked Sir Turquine, a fearsomely terrible fighter who has taken many good knights to his hidden dungeon. Rumored to be here, too, is the great White Dragon of the Saxons which, though once a destroyer of armies, was driven to ground by the Red Dragon of the Cymri, and is now resting until it is strong enough to fight again.

## Rydychan

Culture/Religion: Cymric/Christian  
Ruler: Earl Boso  
Vassal of: Pendragon  
Army: 60 knights, 150 soldiers

### Places

Oxford is a small city which is famous for its free university where young men study old knowledge from men not employed by the Church.

## Salisbury

Culture/Religion: Cymric/Christian  
Ruler: Earl Robert  
Vassal of: Pendragon  
Army: 75 knights, 165 soldiers

Salisbury is a rich, heavily-populated county in the heart of Logres. It is the land from which most player knights come. See *Pendragon* for more information.

### Places

Sarum is a walled city with a common (medium) castle, Salisbury Castle. It is the seat of the earl.

Stonehenge, the best-known of ancient monuments, is just a few hours' ride from Sarum.

Amesbury Abbey, a rich monastery favored by the Pendragons, is nearby.

Ambrosius' Dike is the name given to a series of huge earthworks which cross the Salisbury Plain, marking the county's northern border.

## Sauvage Forest

"The Savage Forest"

This vast forest covers the midlands of Britain and forms a wide border between Logres and Cambria. It completely surrounds Tribruit, Brun, and Lambor, as well as many foreign castles.

This forest is wild and dense, and harbors hidden lands, such as the Sauvage County, which has not been heard from in years. Here, somewhere, is the throne of Oberon, King of Faeries. The Lost Knight of the Red Feather is known to roam its shadowed depths.

## Silchester

Culture/Religion:  
Rulers: Roman/Christian  
Subjects: Saxon/Wotanic  
Ruler: Duke Ulfius  
Vassal of: Pendragon

Ulfius was King Uther Pendragon's closest advisor and one of the more important men to survive the terrible poisoning of St. Albans. His long experience fighting Saxons has made him a great military leader and advisor, but his long years have also robbed him of his personal desire for feats of arms, leaving that glory to his sons, who are noted for their arrogance.

Army: 150 knights, 1000 soldiers

Silchester is a large duchy centered upon the fertile Thames valley and the northwestern Downs. Two of the King's Roads also meet at its largest city, also named Silchester.

Until recently the site of many campaigns against the Saxons, Silchester has finally been pacified. Resentment still smolders, and the land retains many signs of war.

### Places

Donnington, a town protected by a powerful old-style castle, is a stop along the King's Road.

The wealthy city of Levcomagus is a stop along the King's Road. It is unwalled. The steward of Levcomagus maintains a notorious feud with the nearby Earl of Salisbury.

Silchester is a flourishing Roman city located at the crossroads of several of the King's Roads. Its populace has grown to almost fill its ancient Roman



walls. It is the seat of power for Duke Ulfius. It has no castle.

The city of Staines is a stop along the King's Road, and guards a strategic crossing of the Thames River. It is an important river port.

Windsor Castle was built to oversee the conquered tribesmen of the Thames who called themselves the Middle Saxons. Many still hide in the depths of the Windsor Forest. The castle is of small size, and retains a degree of damage from the wars.

## Sorestan

Culture/Religion: Saxon/Wotanic  
Ruler: Gunnhild, Queen of the East  
Vassal of: no one  
Army: 25 knights, 300 warriors

Sorestan is an enemy Saxon land of treacherous bandits. Defeated in open battle, Sorestan still has not bowed to Arthur. It was settled a century ago by mercenaries invited in by the Romans. When the southern Saxons rebelled, the Sorestan warriors joined them and dominated the region for many years until defeated by Uther Pendragon and, later, Arthur Pendragon.

### Places

The Sorestan Forest lies east of Lindsey, and south of the Humber River. It has been infiltrated by warrior-filled Saxon villages whose inhabitants still raid nearby Lindsey and harass travellers, even on the King's Road. The Queen of the East is a wicked sorceress whose castle lies someplace herein.

## Somerset

Culture/Religion: Cymric /Christian  
Ruler: King Cadwy  
Vassal of: Pendragon  
Army: 100 knights, 500 soldiers  
Once independent, the king of Somerset is now subject to Arthur.

This Christian kingdom is greatly troubled by the nearby faerie strongholds which have persisted in force despite Glastonbury's holy presence. Morgaine's Forest, which surrounds King Cadwy's kingdom, is a site for many adventures.

### Places

Bath is a large walled city whose natural mineral springs were enclosed by the Romans. An old-style castle dominates the city. Bath is the center of King Cadwy's realm.

Wells, a city and stop along the King's Road, is also the home of a fine cathedral. It is unwallled.

Glastonbury is a holy place hidden among the Avalon Marsh. If approached from one side you enter the oldest Christian abbey in Britain, while if you enter from the other you find a Pagan sanctuary. Somehow, these two sites cannot be reached from each other without going to the mainland first.

Bristol is a thriving sea port.

## Southports

Culture/Religion:  
Rulers: Occitanian/Christian  
Subjects: Saxon/Wotanic  
Ruler: Admiral Theoderic  
Vassal of: Pendragon  
Army: 35 knights, 125 footsoldiers  
Navy: 25 Breton warships, 200 sailors

The lords of Southports are exiles from Ganis who sailed to Britain with their warships after King Claudas of France conquered their land.

### Places

Carisbrooke, capital of Wight, is a large castle and the summer home of the Admiral of the Fleet.

The Isle of Wight is a pleasant, wooded island populated by Jutes, one of the Saxon peoples.

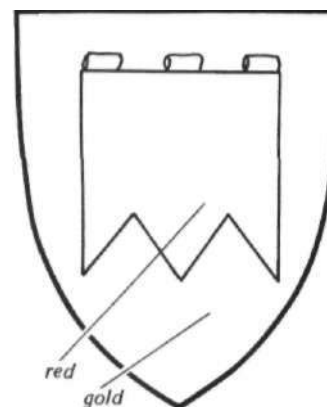
The city of Portchester is an important seaport. Portchester has a modern castle of medium size, nestled into the corner of an ancient Roman fort. It is the seat of the Admiral's power.

## Sussex

Culture/Religion:  
Rulers: Cymric/Christian  
Subjects: Saxon/Wotanic  
Ruler: Earl Celyn of Sussex  
Vassal of: Pendragon  
Army: 60 knights, 250 soldiers

Sussex was conquered by Arthur early in his reign, then divided among his soldiers. The peasantry are pacified, keep to themselves, and pay their taxes each year with much muttering. It is a

Bedivere



backward county, famous only for the quantity of alcohol imbibed there.

### Places

Castle Bodiam, on an island in the Romney Marsh, is one of the finest castles in Britain. It is medium now, but being built larger.

Magouns [Arundel] is a city and small castle.

Pevensey is the earl's seat, and includes a medium sized castle which was built into the corner of the ruins of a Roman army camp.

The Long Man is an ancient figure, 203 feet tall, which is cut into the topsoil to reveal the chalk below.

## Thames River

The Thames is the first of the three great rivers of Britain. London is on it, and it flows from the west someplace in the Campacorentin Forest. Great numbers of boats travel along the river.

## Trent River

The Trent River contains the main settlements of the county of Bedegraine. It empties into the Humber River someplace in the marshes of Maris.

## Tribruit

Culture/Religion: Cymric/Christian  
Ruler: Baron Meilyr of Tribruit  
Vassal of: Pendragon  
Army: 50 knights, 500 soldiers

This is a wealthy but very small land. Social activity is dominated by the urban lifestyle of Tribruit city. The folk





of Tribruit are notoriously vain about their expensive fashions.

### Places

Tribruit Castle [Banbury] includes a large walled city, and a small but elegantly furnished castle.

## Tribruit River

[R. CherweU]

This small river is the site of one of Arthur's early victories against the marauding Saxons.

## Windsor Forest

This small forest is located in the northern portion of Silchester.

## Wuerensis

Culture/ Religion:

Rulers: Cymric/Christian

Subjects: Cymric/Pagan

Ruler: Earl Artgualchar

Vassal of: Pendragon

Army: 70 knights, 125 soldiers

Wuerensis is a borderland kingdom of mixed Pagans and Christians. They exhibit great religious tolerance, and mistrust anyone who exhibits any strong religious tendencies.

### Places

Kenilworth Castle is a small castle.

Kinton is a stop along the King's Road, and the road north from it leads to Warwick.

Warwick is a beautiful city protected by a small castle. The city is located on the north side of the Avon River.

# CAMBRIA

CAMBRIA IS THE WESTERN AREA of the island, including what is now known as Wales and much more of the lowlands to the east. Several great powers contend there. Much of Cambria is hostile or neutral towards Arthur, and thus inappropriate for player characters.

## Character Generation

### Cambria Homeland Table

d20	homeland	class table #
01-04	Cameliard (Cymric/Christian)	#1
05-07	Escavalon (Cymric/Christian)	#1
08	City of Caerwent (Roman/Christian)	#1
09-11	Gloucester (Cymric/Christian)	#1
12	City of Gloucester, (Roman/Christian)	#1
13-16	Estregales (Irish/Christian)	#1
17-20	Sugales (Cymric/ Pagan)	#2

## Father's Class

Two possible tables are used here. The second table, used for Sugales, reflects a much more tribal organization than the rest of the region.

Note that opportunities are less here than in Logres, where a larger noble class gives a chance to be the son of a lord or officer which are not available here.

### Cambria Father's Class Table #1

d20	rank
01	Banneret knight
02-04	Vassal knight
05-09	Bachelor knight
10-11	Mercenary knight
12-15	Squire
16-20	Warrior

### Cambria Father's Class Table #2

d20	rank
01	Clan Chieftain
02-03	Family Chieftain
04-15	Warrior
16-20	Mercenary Knight

## Lord

Use this table to determine who your character has sworn liege allegiance to.

Modifiers: Sugales knights get -10 to their roll.

### Cambria Lord Table

d20	lord
01-14	The lord of your homeland
15-16	A banneret
17-18	A neighboring king
19-20	A banneret of the High King

## Lands of Cambria

Several terms are used in various Arthurian sources to describe this area. Most of the apparent variants are due to the old French "G" turning into the English "W." It is apparent, for instance, in the name of William, which is Guiliuom in French. Because of this the modern name of Wales was, then in French, written Gales.

Norgales is, simply, North Wales. Sugales is, in fact, South Wales. Estregales means "Left Wales," and refers to the road you must take to get there from Logres. No "Right Wales" is remembered in the literature.

## Arden Forest

The Arden Forest forms part of the border between Cambria and Logres.

## Arroy Forest

A major forest of Norgales, it is a place of grave dangers including a huge giant. It is also the favorite haunt of the Knight Dwarf, whose lover is a beautiful woman, and who delights in defeating knights at jousting. The elvish Kingdom Inarpecu has been believed to be located here.



## Black Mountains

The Black Mountains of southern Cambria form a steep barrier against horsemen. They are covered with sparse forests.

## Cambrian Mountains

The mountains of Wales are not tall, but they are steep and rugged, unsuited to agriculture and often sparse even for the herds of the natives. Rich valleys occasionally hide the domain of an arrogant tribal chieftain, a small kingdom, or a faerie stronghold.

## Cameliard

Culture/Religion: Cymric/Christian  
Ruler: King Leodegrance (later in the campaign, Queen Guenever)  
Vassal of: High King Arthur Pendragon  
Army: 100 knights, 300 foot

Guenever, the High Queen, is the daughter of King Leodegrance, and will inherit the kingdom in her own right.

### Places

Carohaise [Wall] is the king's favorite castle, and site of one of Arthur's famous battles. It is a small castle.

Stafford is the largest city of the kingdom.

## Cardigan (shore)

The narrow coastline of the Cardigan Bay is dotted with small holdings which are generally accessible only by sea. Most of these are independent of any overlord, though the largest city of Cardigan is subject to Estregales, and some others are subject to the sea-going Duke Galahaut of the Long Isles (the Haut Prince).

## Cheshire

Culture/Religion: Cymric/Christian  
Ruler: Randle, Dux of the City of Legions  
Vassal of: King of Norgales  
Army: 50 knights, 150 soldiers

The Dux (Duke) of the City of Legions is lord over all the agriculturalized area of the Dee Valley. Thus Cheshire is much coveted by nearby lords, and must fight

to maintain its loyalty to the crown of Norgales.

### Places

The City of Legions [Chester] is the best port in Cambria to trade with the Irish.

The Wirral is a thick wilderness area whose interior has been unexplored by any humans since the Romans came to Britain.

## Dean Forest

The interior of these dense and wild woods are known only to the inhabitants. Here lives a troop of elves whose king rides a goat, and the leader of the Wild Hunt is called King Herla.

## Escavalon

Culture/Religion: Cymric/Christian  
Ruler: King Alain  
Vassal of: Pendragon  
Army: 400 knights, 300 foot soldiers

This is one of the great kingdoms of Britain. Long ago King Alain conquered the dukedom of Gloucester to enhance his realm. The king has no heir, and has willed his domain to go to the High King after his death.

The folk of Escavalon are notoriously proud of their wealth and power. They joined King Arthur when he was an untried boy, and never let anyone forget the wisdom for their foresight.

### Places

Caerwent, once a major Roman city, is King Alain's favorite residence.

Carlion, often called Carlion-on-Usk, was King Arthur's favorite city before he built Camelot. It is the residence of Archbishop Dubricus, the head of the Church in Britain and one of the most powerful and important landholders in Britain.

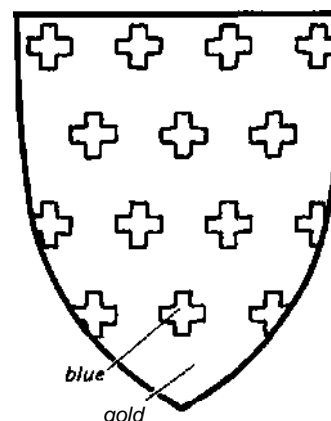
Lydney is a temple to the Pagan god Nodens, noted for its magical healing baths.

## Estregales

Culture/Religion: Irish/Christian  
Ruler: King Lak  
Vassal of: Pendragon  
Army: 300 knights, 500 foot soldiers

This is the last of the Irish lands which once covered the region. Its king has been a firm supporter of King Arthur

Pellinore



since the earliest days. His son, Erec, promises to be a great knight.

The folk of Estregales once suffered heavily from the kin of the King of Gomeret, and retain a dislike of that kingdom to this day.

### Places

Carmarthen is the birthplace of the great magician Merlin, and the capital city of the kingdom. It is protected by a magical tree which will stand until the city is about to fall. The city is not walled, but the tree is.

Menevia is the site of the monastery founded by Saint Dewi.

## Galvoie

Culture/Religion: Cymric/Pagan  
Ruler: The damosels Yguerne, Morchades, and Clarissant  
Vassal of: no one  
Army: insignificant

This small but prosperous kingdom lies hidden among the forests, rarely visited by anyone except salt merchants. Its obscurity is its best protection.

### Places

Roche Sanguin ("Bloody Rock") is an enchanted castle of women, ruled over by the dowager Queen Yguerne, Queen Morchades, and the princess Clarissant. It is small in size.

## Gloucester

Culture/Religion: Cymric/Christian  
Ruler: Duke Morvid of Gloucester  
Vassal of: King Alain of Escavalon  
Army: 100 knights, 300 soldiers



The county of Gloucester is a rich farm valley dominated by the trade city of Gloucester, which controls the mouth of the Severn River.

Duke Morvid has a long-standing rivalry with the mighty Duke of Clarence, and raids and skirmishes are a regular feature of their relationship.

### Places

The city of Gloucester commands the mouth of the Severn River and is an important trade center, the most important seaport of the western coast. It has old Roman walls, and a keep, but no castle.

## Gomeret

Culture/Religion: Cymric/Pagan

Ruler: King Maelgwyn

Vassal of: no one

Army: 450 knights, 500 footsoldiers

Gomeret is the richest part of Cambria for both fields and flocks. 75 years ago leaders King Cunneda, from the northern Votadini tribe, came here and drove out the Irish. Previously King Pellinore ruled the land, but when he mysteriously disappeared King Maelgwyn seized power. Although well-educated, the king is both hated and feared across all the island. He has no love for Arthur, and is ferocious in guarding his kingly prerogatives.

### Places

Degannwy, the capital city, is built inside an ancient hill fort.

Bangor, a wealthy and populous city, is a center of monasticism.

Sinadon [Caernavon] was once the favorite city of Macsen Wledig, the much-loved rebel emperor of ancient times, but has fallen on hard times since.

## Gwaelod

Culture/Religion: Cymric/Pagan

Ruler: Gwyddno Garanhir

Vassal of: no one

Army: 100 knights, 250 soldiers

Gwaelod is a very rich land like a low shelf, protected by stout dikes which hold back the waters of the Cardigan Bay. The land has never submitted to King Arthur and is protected from conquest by the wilds of the rest of Cambria.

## Isles of Cambria

Culture/Religion: Cymric/Pagan

Ruler: many small landholders

Vassal of: King Maelgwyn

Army: 100 knights, 1000 soldiers

The Isles of Cambria are wide flat islands, rich for agriculture and producing great wealth for their rulers.

### Places

Beaumaris guards the main crossing from the Isles to Gomeret, and has an excellent castle, medium (common) in size.

## Nain Forest

"Forest of the Dwarfs"

This forest is named after the tribe of dwarfs who are prominent there.

## Norgales

Ruler: King Galihodin

Vassal of: no one

Army: uncertain, possibly 250 knights; and numberless woodland Picts

Norgales includes all the northern mountains, hills, and forests of Cambria. It is populated by many small, warlike, fiercely independent clans whose loyalty is never permanent, except to the holder of the Crown of the Ordovices, a magical artifact. The crown has the displeasing habit of disappearing on its own, reappearing to be seized at a magical site called the Court of the Crown. Then the peoples of Norgales have no lord, but patiently await the next bearer of the crown, who will have had to prove himself worthy of wearing it by virtue of arms and wit. King Galihodin currently has the crown, and hence also the title of King.

### Places

Snodonia is the area around Mt. Snowdon, the holy mountain of Cambria. Rugged and steep, its slopes and nearby valleys still hold many secrets of faerie lore.

Dinas Bran is an ancient hill fort which is the traditional seat of power for the kings of Norgales.

## Orofoise

Culture/Religion: Cymric/Pagan

Ruler: Earl Gwarthen of Orofoise

Vassal of: King Belinans of Sugales

Army: 75 knights, 150 soldiers

Orofoise was conquered many years earlier by the King of Sugales. No one has taken it back.

### Places

Oroquelenes [Wroxeter] is the largest city of this county.

## Prescelly Mountains

These are completely contained within the kingdom of Estregales.

## Roevant Forest

This forest of Estregales is extremely rugged, enclosing the mountains of Prescelly, and holds the hidden lair of the Great Eagle, reputed to be the eldest bird in Britain.

## Sugales

Culture/Religion: Cymric/Pagan

Ruler: King Belinans

Vassal of: no one

Army: 50 knights, numberless howling Welsh knifemen

Sugales includes all the wide country of mountains, hills, and crags of southern Cambria which are not claimed by a lowland king. Only the king of Sugales and his household have adopted the lowland ways of King Arthur. The hills are filled with cold, ruthless tribesmen who are experts in combat with the javelin and with long knives. Most of the local tribesmen scorn the fancy way of knights, and rather than fighting like men they swarm, like Picts. These hillmen are one of the most readily available types of mercenaries.

The King of Sugales rules most, but not all, of the pagan barbarians. He also holds the County of Orofoise, which he took in conquest many years ago.

The people of Sugales have maintained the old pagan ways, and are strong in their faith.

### Places

Rhun Castle is the most modern fortress in the mountains of Sugales. It is small in size.



# CUMBRIA

CUMBRIA INCLUDES ALL the lands north of Logres and Cambria, but south of the Wall. Most of Cumbria is wild and unexplored: Rheged, the Pennines, and the Perilous Forest. Malahaut is the powerful kingdom of the southeast bordering Logres. Cambenet and Nohaut are smaller regions in the north.

The newly-opened King's Road, reaching from Eburacum northwest across the Pennines to Carduel, marks the establishment of the High King's influence here.

The Wall is a more ancient feature, now much fallen from disuse, but clearly traceable across the countryside nonetheless. A well-known and travelled trade road runs on the south side. This was once the barrier between Roman Britain and wild tribes to the north. It is sometimes called Hadrian's Wall.

## Character Generation

### *Cumbria Homeland Table*

#### *d20 homeland*

01-04	Cambenet (Cymric/Christian)
05-06	Catterick (Cymric/Christian)
07-08	Deira (Saxon/Wotanic)
09-14	Malahaut (Cymric/Christian)
15-16	City of Eburacum, Malahaut (Roman/Christian)
17-20	Nohaut (Saxon/Wotanic)

## Father's Class

### *Cumbria Father's Class Table*

#### *ti'o class*

01	Lord or Officer (see below)
02-03	Banneret knight
04-08	Vassal knight
09-12	Bachelor knight
13-14	Mercenary knight
15-20	Squire

## Lord or Officer

Your father is a lord or officer, according to this table. See previous tables for explanations.

### *Lord or Officer Fatherhood Table*

<i>d2Q rank</i>	
0\A	The lord
05-6	Steward
07-08	Butler
09-10	Marshal
11-15	Castellan
16-20	Illegitimate

## Lord

This determines who is your current lord. If you are landed, this is your lord. If you are landless, this is the lord who knighted you, and thereby assumes liege lordship over you.

Modifiers: Pagan: -3

### *Cumbria Lord Table*

<i>d20 lord</i>	
01	Banneret of the High King
02-08	A banneret of King Barant of Malahaut
09-18	The lord of your homeland
19-20	The Church

## Lands of Cumbria

## The Yorkshire Moors

These moors are bleak and windswept, useful for raising some cattle and sheep, but little else. Knights wisely avoid their treacherous bogs.

## Cambenet

Culture/Religion: Cymric/Christian  
Ruler: Duke Escan  
Vassal of: Pendragon  
Army: 100 knights, 500 soldiers

Duke Escan recently paid homage and fealty to King Arthur, partially to escape the influence of King Uriens of Gorre and partly to get aid against his rival, Sir Gromer Somer Joure, who has since fled to the wilds.

## Places

Carduel [Carlisle] is a center of British trade in the north.

## Catterick

Culture/Religion: Cymric/Christian  
Ruler: Duke Geoffrey of Catterick  
Vassal of: King of Malahaut  
Army: 50 knights, 100 soldiers

## Places

The city of Catterick is a stop along the King's Road, guarding an important river crossing. If s castle is of the old style.

## Deira

Culture/Religion: Saxon/Wotanic  
Ruler: King Wilgils of Deira  
Vassal of: King Barant de Apres  
Army: 500 warriors

Saxons inhabit this forest, making it dangerous to outsiders, even though the natives have sworn allegiance to the King of Malahaut. It has no places of interest, being mostly villages and towns.

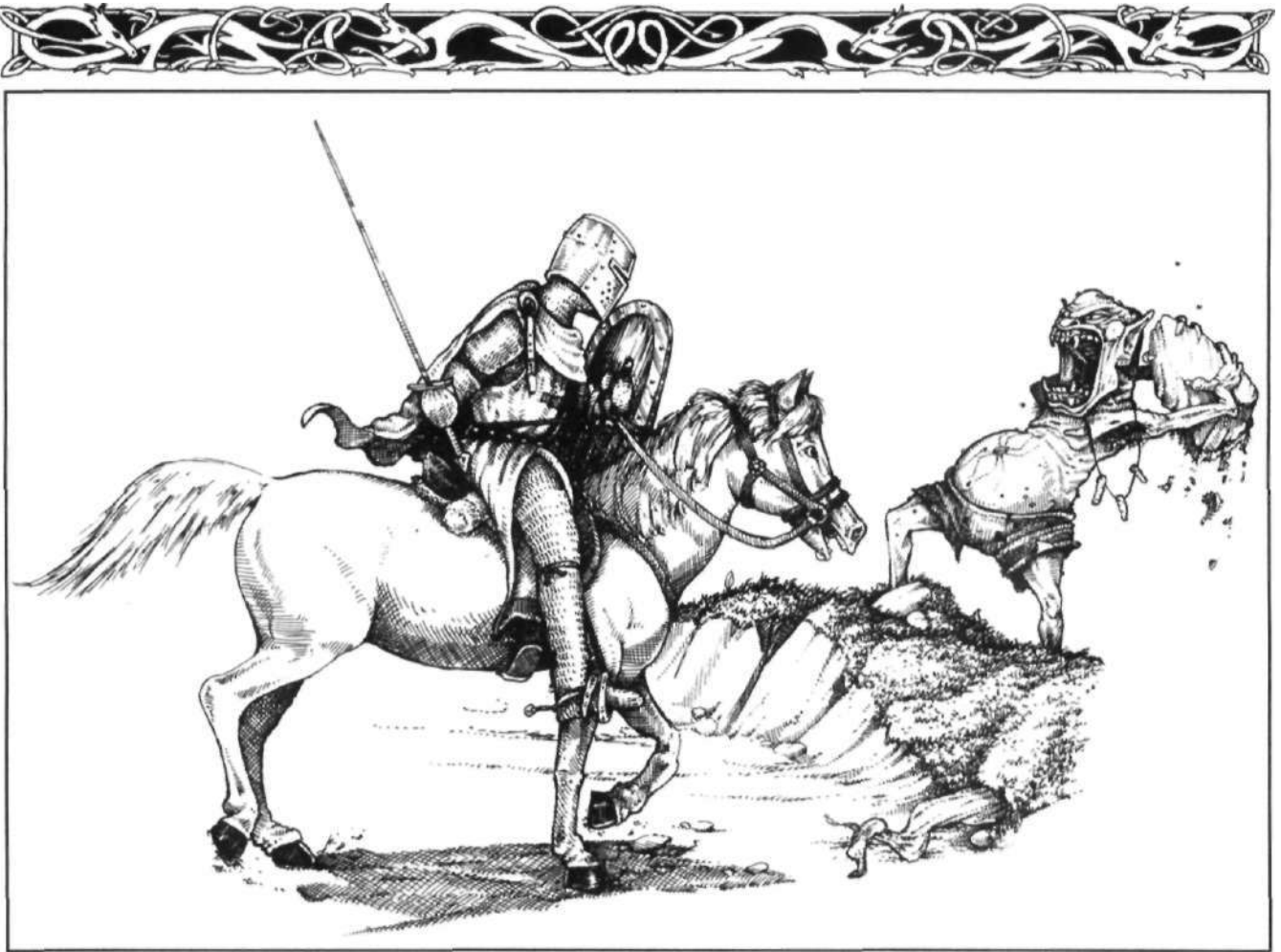
## Deleable Forest

Covering all of the northern part of Malahaut, this forest is famous for the rumored legend of The Beast.

## Malahaut

Culture/Religion: Cymric/Christian  
Ruler: King Barant de Apres, better known as The King of 100 Knights (le Roi des Cent Chevaliers)  
Vassal of: Pendragon  
Army: 300 knights, 2000 soldiers

Malahaut is one of the more powerful kingdoms in Britain. It controls the roads from Logres to northern Britain, and makes great money from that trade.



The great city of Eburacum is the second-largest city of Britain.

Malahaut has settled disputes with Saxons to the east, and even hires them as mercenaries. Its king is an arrogant lord who resents the power which Arthur has, but recognizes the wisdom of submission for the current time. He has established a brotherhood of knights similar to Arthur's Round Table, called the Order of the Golden Bough, with membership available only to knights of Malahaut or other northern lands.

### Places

Aldborough is a stop along the King's Road, and was once the capital city for a British tribe during Roman times.

Castleford is an old style castle.

Eburacum is one of the great cities of Britain, and provides vast wealth to the ruler of the city. The city has strong Roman walls, and two castles have been added, both small in size.

Pocklington is a small city.

Tadcaster guards a strategic ford, and is a small city.

## Maris

"The Marshes"

Culture/Religion: Cymric/Pagan

Ruler: Lord Agravadain des Vaus

Vassal of: no one

Army: 25 knights, 100 soldiers

Maris includes some of the richest farmland in Britain. The boggy lands surround inhabited islands, and the treacherous passages are known only to the native boatmen, making the need for armed men minimal. Some substantial fiefs exist here, accessible only to their lords. Of late trolls have been fought here, no doubt brought to Britain from Denmark by the Saxons in the east.

### Places

Castle Des Mares is an old style castle, the residence of the ruler. His beautiful daughter has refused marriage with anyone after bearing a son to a stranger,

## Knight and Goblin

The illustration shows a brave knight of Cumbria attacking one of the hideous greater goblins to be found in the wilds of that land. The knight wears reinforced chainmail. His steed is a rouncy.

at the instigation of Merlin many years ago.

## Nohaut

Culture/Religion: Saxon/Wotanic

Ruler: Ethfrida, Lady of Nohaut

Vassal of: King of Malahaut

Army: 50 knights, but no soldiers

Nohaut was once settled by Saxon mercenaries invited by the Romans to help resist the Picts. When the southern Saxons rebelled, the Nohaut warriors joined them, only to be subsequently defeated by Arthur Pendragon and, later, by the King of 100 Knights, who



still rules the land. The people of Nohaut are resentful of the rule of Malahaut.

## Places

Newcastle is the fortified city guarding a road through the Wall. It is a medium castle, built by King Arthur years ago.

Wandesborow [Wallsend] is an old city, and the largest in Nohaut.

## Pennine Mountains

The rugged mountains of Britain's interior divide the land in northern Logres, and continue far northward through Cumbria. Many independent holdings survive here, some distantly loyal to the king and others actively hostile. Some rumored magical places include Kama'alot, whose greatest treasure is its great brass cauldron; the Straight March, which if held to will bear the marcher into a hidden world; and Amans, ruled by a very holy man. In general, knights do not like to enter this

terrain: a horse is a disadvantage due to the irregular ground.

## Perilous Forest

Everything west of the mountains and east of the sea is covered by dense, unsettled forests. Collectively, these woods are called the Perilous Forest, and they are full of marvels.

## Rheged

Culture/Religion: varies

Ruler: no one

Vassal of: usually no one

Army: 80 knights, 200 soldiers. However, they are not organized as a single army.

The northern wilds of Cumbria hide many small and pleasant lands which range in size from small kingdoms to individual manors.

## Places

Celibe Forest/Pass is the only easily-travelled route through the land,

through which passes the new King's Road.

## Roestoc

Culture/Religion: Cymric/Pagan

Ruler: Eifion, King of Roestoc

Vassal of: no one

Army: 80 knights, 200 soldiers

This small kingdom maintains a tenuous existence between Logres and Cumbria.

## Places

Conisbrough is an excellent small castle, and the major stronghold for the king.

Doncaster is an ancient Roman city which is still the largest in Roestoc.

## Roestoc Forest

The woods never end between the Bedegraine and Roestoc forests. Roads and settlements are scarce, and rumored to be in these woods is the Great Swan, and Sir Argrinis, also called the Giant Lord.

# THE NORTH

BEYOND THE WALL OF HADRIAN lie several ancient kingdoms. Some never fell under the Roman yoke, while others have been independent for generations.

## Character Generation

Northlands Homeland Table

d20	homeland	class table #
01-03	Benoic (Pict/Christian)	#2
04-06	Escoc (Pict/Pagan)	#2
07-08	Garloth (Cymric/Pagan)	#1
09-13	Gorre (Cymric/Pagan)	#1
14-15	Lothian (Cymric/Pagan)	#1
16-19	Strangorre (Cymric/Pagan)	#1
20	Surluse (Irish/Christian)	#2

## Father's Class

Northlands father's Class Table #1

d20	class
01	Banneret knight
02-03	Vassal knight
04-06	Bachelor knight
07-12	Mercenary knight
13-15	Squire
16-20	Warrior

Northlands Father's Class Table #2

d20	class
01	Clan Chieftain
02-03	Family Chieftain
04-10	Warrior
11-20	Mercenary Knight

## Lord

Use this table to determine who your character has sworn allegiance to. Note that Garloth and Lothian have no king.

Modifiers: Picts -10.

Northlands Lord Table

d20	lord
01-13	The lord of your homeland
14-17	Neighboring King (see below)
18-20	the High King

*Neighboring King:* Roll again on the North Lands Homeland Table to find your lord. If you get your own kingdom, then your king or other ruler is your lord, not a neighbor.

## Lands of the North

## Benoic

Culture/Religion: Pict/Christian

Ruler: Duke Ansirus

Vassal of: Pendragon





Balin le Savage



Army: 30 knights, 300 warriors

The southern part of populated Pictland is ruled by Duke Ansirus, whose ancestors conquered it. He is a Christian, the only ruler of that religion among the Picts. The people of Benoic are also Christians, and regard their pagan kindred with suspicion.

### Places

The old-style Castle of the Pilgrim [Dundee] is the favorite home of the duke.

## Calidonian Forest

Much of the north is covered by a vast forest quite unlike any other in Britain. This one has many evergreen trees, and is inhabited by unusual creatures as well. A few people, pioneers or savages or charcoal burners and the like, live there among the faeries.

## Escoce

Culture/Religion: Pict/Pagan

Ruler: King Carados

Vassal of: no one

Army: 75 knights, 300 soldiers

This large but impoverished kingdom includes the northern part of populated Pictland.

King Carados is no longer the Young King which he was when he was defeated by King Arthur many years ago, and many of his followers have embraced chivalry.

### Places

Inverness is the largest settlement of the kingdom, and is a small city.

Clava Cairns is an ancient set of ritual and power, with an extensive complex of stone rings and stone circles.

Tomnahurich is a large wooded hill where the Faerie Court of the north convenes, and where the kings of Escoce are crowned.

## Garloth

Culture/Religion: Cymric/Pagan

Ruler: Queen Elaine

Vassal of: Pendragon

Army: 50 knights, 100 soldiers

Garloth lost its king in one of the many battles which began Arthur's reign. The widowed queen of Garloth is King Arthur's aunt, a shy and unambitious woman who is now quietly letting her land go to seed during her son's wardship under the High King.

Garloth hates Saracens because they ravaged the land and disrupted the former king's plans against Arthur.

### Places

Windesan, an important city with good walls and an old-style castle.

## Gorre

Ruler: King Uriens

Culture/Religion: Cymric/Pagan

Vassal of: Pendragon

Army: 300 knights 500 soldiers

This is a rugged, mountainous land whose wildness has bred many hardy pagan knights and warriors. The king is powerful and warlike, and collects tribute from the nearby lands of Cambenet and Strangore. Although he is married to Queen Morgan, the youngest sister of the last Pendragon, King Uriens banished her from his realm when she tried to slay him and the High King. Uriens's loyalty to Arthur is unquestioned now.

The folk of Gorre are hardfast in their respect for the old pagan ways, and famed for their unquestioning trust of all witches and druids.

### Places

Gaiholm Castle is a massive, primitive (old-style) fortress in the mountains, and capital for the kingdom.

## Lothian

Culture/Religion: Cymric/Pagan

Ruler: Stewards of the Pendragon

Vassal of: Pendragon

Army: 150 knights, 300 soldiers

This once-powerful kingdom was the center of resistance against young King Arthur. Its king, Lot, was killed in battle by King Pellinore, who has long since disappeared. The sons of King Lot are all loyal vassals of King Arthur now, and harbor no desire to rule their father's lands, preferring instead the favor of Arthur and the comforts of Camelot.

Because of the land's former rule by King Lot, a Pict, and continued admiration for his wife, Margawse, the people still trust the Picts.

### Places

The Castle of Maidens [Edinburgh] is so-named for the college of druidic priestesses who live there. Both Queen Margawse and Queen Morgan le Fay studied here, and left its ruler, a lady, with rich endowments.

## Orkneys

Culture/Religion: Pict/Pagan

Ruler: Queen Margawse

Vassal of: no one

Army: 100 knights, many fierce foot-soldiers, limitless wild Picts, and legions of night demons

This Pictish kingdom includes the northern islands and Caithness, the northernmost part of Britain. It was the homeland and realm of King Lot, who conquered Lothian during the reign of Uther Pendragon and proved himself one of the most powerful men on the island. It is now the private domain of Queen Margawse, former wife of King Lot, who rules it through magic and terror, and who has made it a place of dark secrets and dangerous mystery.

### Places

Orcanie is the small city which is the capital of the Orkney lands.

Maes Howe, Brodgar, and Stenness are a prehistoric complex of tombs, rings, and lines which mark a major center of power for working Pagan magic.



## Pictish Highlands

Culture/Religion:

Pict/Pagan

Ruler: many clan lords

Vassal of: no one

Army: uncountable screaming wild warriors

Most of Pictland is filled with rugged, inaccessible hills called the Highlands. These are the homes of many tribes of unnamed, wandering tribes of fierce Picts who have never been conquered and probably never will. Knights wisely avoid these places, where a horse is more of a hinderance than a benefit.

## Strangorre

Culture/Religion:

Cymric/Pagan

Ruler: King Brangore

Vassal of: King Uriens of Gorre

Army: 70 knights 100 soldiers

The folk of Strangorre have often been raided by the Irish, and carry a grudge.

### Places

Alclud, called also Dunbarton ("Fort of the Britons"), an old-style castle. This is the largest city in the region, even though it is just a small city by *Pendragon* standards.

## Surluse

Culture/Religion:

Irish/Christian

Ruler: Gerallt, Castellan of Sorhaute Castle

Vassal of: Duke Galahaut of the Long Isles (see the Western Isles section below)

Army: 35 knights, 100 soldiers, 500 warriors



Surluse is a bastion of Irish tradition. Without cities and with few knights, most of the proud folk of Surluse live in the traditional tribal fashion, with the occasional cattle raid to liven things up.

Since the Haut Prince's acceptance of King Arthur's ways, the ruling class

has embraced chivalry and the feudal system.

### Places

Sorhaute Castle, a well-maintained small castle, is a favorite residence of Duke Galahaut, the Haut Prince.



# CORNWALL

CORNWALL IS ONE OF THE MOST powerful kingdoms in Britain. It was never conquered by the Romans, and its wild moorlands are still haunted by many giants. About 75 years ago, in the time of Vortigern, the Kingdom of Dumnonia which ruled here was taken over by leaders from the Cornovii tribe, giving the land its current name.

Cornwall is made up of many small, fiercely independent tribes, each with its own sub-king. The King of Cornwall is whoever holds the ancient crown of Dumnonia. It is usually taken by conquest from each predecessor. The crown-holder must also convince his countrymen to follow him, either by love, bluff, bribe, or conquest. King Mark of Totnes has done that.

Due to the independent nature of the people of the kingdom, the precise border of Cornwall has never been fixed. Sometimes Jagent, Dorchester, and even Somerset have been Cornish, but now they are not.

Cornwall maintains close relations with Brittany, whose latest wave of immigrants are even now moving from Cornwall to the continent. The constant trade between the two contributes greatly to the strength of the kingdom.

## Character Generation

### *Cornwall Homeland Table*

d20	homeland
01-04	Devon (Cymric/Christian)
05-06	City of Exeter, Devon (Roman/Christian)
07-10	Lyonesse (Cymric/Pagan)
11-16	Tintagel (Cymric/Christian)
17-20	Totnes (Cymric/Christian)

## Father's Class

### *Cornish Father's Class Table*

d20	class
01	Banneret knight
02-05	Vassal knight
06-12	Bachelor knight
13-15	Mercenary knight
16-18	Squire
19-20	Warrior

## Lord

Use this table to determine who your character has sworn allegiance to.

### *Cornish Lord Table*

d20	lord
01-02	King Mark
03-17	The lord of your homeland
18-20	A banneret of the local lord

## Lands of Cornwall

## Devon

Culture/Religion: Cymric/Christian  
Ruler: Prince Geriant, son of Erbin  
Vassal of: King Mark  
Army: 75 knights, 100 soldiers

## Places

The once-powerful city of Exeter was ruthlessly plundered by Saxons some years ago. Lately it has undergone a virtual rebirth since Mark became king and established trade through Brittany. Exeter is now a thriving sea port, with its Roman walls rebuilt.

## Lyonesse

Culture/Religion: Cymric/Pagan  
Ruler: King Meliodas  
Vassal of: King Mark  
Army: 50 knights, 75 soldiers  
King Meliodas is the aged father of Sir Tristram, a very promising young knight residing at Mark's court.

## Places

Arbray, a small city lying low by the sea, has a beautiful small castle to house its lord.

Pentwaeth is a landmark, the westernmost point of the island of Britain.

## Tintagel

Culture/Religion: Cymric/Christian  
Ruler: Sir Jordans, Steward of Tintagel

Vassal of: King Mark

Army: 60 knights, 125 soldiers

This prosperous kingdom protects the famous Cornish tin mines. Its stout castle, Tintagel, is the place where King Arthur was born. Jordans was the leader of the former duke's household knights, and has sworn to Mark as his liege, but only in the name of steward. Only Jordans knows who the actual lord of Tintagel should be. Nonetheless, the people continue to hold Morgan le Fay, daughter of their last duke, in admiration and awe.

## Places

Tintagel Castle is famous, and is located on a long peninsula. It is ideally located for defense, although only common (medium) in size.

Kelliwic, in the hills, is one of King Arthur's favorite hunting camps.

## Totnes

Culture/Religion: Cymric/Christian  
Ruler: King Mark  
Vassal of: no one  
Army: 85 knights, 200 soldiers

This is King Mark's native land, and the people are unswervingly loyal to him and his successful policies.

Totnes has suffered occasionally from the depredations of the notorious breed of Cornish giants. The people have a strong hatred of giants.

## Places

Dore Castle, the favorite residence of King Mark, is a small but comfortable castle.

Totnes is a city where many famous invaders have landed. It is small, and has good walls to protect it.



# BRITTANY

BRITTANY IS UNDERGOING a burst of prosperity and growth under the guidance of King Mark of Cornwall, who has financed and protected many recent migrations to this region.

## Character Generation

### *Brittany Homeland Table*

d20	homeland
01-02	Leon (Cymric/Christian)
03	City of Brest, Leon (Cymric/Christian)
04-07	Cornouailles (Cymric/Christian)
08	City of Carhaix (Cymric/Christian)
09	City of Quimper (Cymric/Christian)
09-11	Domnonie (Cymric/Christian)
12-17	Vannetais (Cymric/Christian)
18	City of Rennes (Roman/Christian)
19	City of Nantes (Roman/Christian)
20	City of Vannes (Roman/Christian)

## Father's Class

### *Brittany Father's Class Table*

did	class
01	Banneret knight
02-05	Vassal knight
06-12	Bachelor knight
13-15	Mercenary knight
16-18	Squire
19-20	Warrior

## Lord

Use this table to determine who your character has sworn allegiance to.

### *Brittany Lord Table*

d20	lord
01-10	the lord of your homeland
11-13	A banneret of your homeland
14-20	The Church

## Lands of Brittany

### Cornouailles

Culture/Religion: Cymric /Christian  
 Ruler: Duke Hoel  
 Vassal of: King Mark  
 Army: 50 knights, 250 soldiers

Duke Hoel is King Mark's man, and is in charge of the recent emigrants to this underpopulated land. King Mark is revered in Cornouailles for the good works he has done.

#### Places

Carhaix is an important and heavily-populated city with a large castle, and is the seat of the duke's rule, and home base for his army.

Quimper is a city with a medium (common) castle, founded long ago by King Gradlon who escaped the sinking of the land of Ys.

### Domnonie

Culture/Religion: Cymric/Christian  
 Ruler: King Riwal  
 Vassal of: no one  
 Army: 100 knights, 200 soldiers

The people of this land have close contacts with the inhabitants throughout Cornwall. For most of them their ancestors came here in the time of Vortigern, about 75 years ago. Many recent immigrants also live here.

The church is extremely powerful in Domnonie, due to the leadership provided by many holy men, including Samson recently.

#### Places

St. Brienc is a city which is subject to the rule of its bishop.

Dol is a city ruled by Samson, the local archbishop.

### Leon

Culture/Religion: Cymric/Christian  
 Ruler: King Melaiu  
 Vassal of: no one  
 Army: 75 knights, 150 soldiers  
 Navy: 4 Breton warships, 100 sailors

This minor king holds a key to the military balance in the region, and gets rich from trade at Brest. His people follow his lead in their reverence of wealth and trade. It is said that no one from Leon every questioned a paying customer.

#### Places

Brest is a fortified sea port, founded by Bristec, a Celtic leader about a century ago. The city was never completely Romanized.

Landevenned is a Benedictine abbey founded by Guenole a century ago.

### Vannetais

Culture/Religion: Cymric/Christian  
 Ruler: King Conon  
 Vassal of: no one  
 Army: 300 knights, 500 soldiers  
 50 Breton warships, 300 soldiers

Vannetais is the oldest kingdom of Brittany. Its royal house claims descent from Conon Meriadoc, the British general who settled among the pre-Roman Celts here centuries ago. This is the most populated of the Breton kingdoms, and counts many important cities in its fold.

The war-torn history and experience of the people of Vannetais has made them despise the French.

#### Places

Carnac is a vast megalithic site which has thousands of plinths standing in rows. Druids claim that all the knowledge of the stars is recorded in the layout of these stones.

Vannes is the king's favorite city, and an important sea port for trade between Britain and Spain. It has a small castle and strong Roman walls.

Rennes is a city which has seen much warfare against the French. It has a me-



dium (common) castle, a cathedral, and holds an annual international trade fair which generates considerable money for the king.

Nantes is a city with a medium castle, cathedral, and a bishopric. It has a city navy which currently serves the King Conon.

## Broceliande Forest

The enchanted forest in the center of Brittany has never been penetrated by humankind. No settlements are here, save those tolerated by the faerie beings

for their amusement. Located here are the Well of Barenton, which is cold, yet boils; the Hideous Herdsman, who oversees the wild creatures of the forest; and the Hospitable Host, who never turns away a guest, and who has never shamed a visitor.

# THE WESTERN ISLES

WEST BEYOND BRITAIN, across the Irish Sea, lie several islands. Geographically, the large island called Eire, or Ireland, is by far the most important. Many tribes of barbarians live there, always fighting among themselves.

The most significant of the Western Isles in terms of power are the Long Isles, which include part of Ireland, part of Britain, and many islands between. The Long Isles are ruled by Galahaut, the Haut Prince.

## Ireland

The land of Ireland is shaped like a large bowl. A ring of low, but rugged, mountains surrounds a wide, fertile plain with thousands of square miles of low-lying forest and bog lands. Many rich, wide rivers cut across the land. The many tribes of Irishmen generally concentrate in these valleys.

A great ridge of gravel runs across the island from Galway to Dublin. It is called Eiscar Riada, and it has served to

symbolize the division of the island which the Irish seem to delight in so much, even today.

Much of Ireland is unpopulated. Its lands are virgin, and many fabulous monsters inhabit its interior.

## Irish History

The most ancient peoples of Ireland were the Faerie Folk, who are the native spirits and beings of the land. They are of two tribes, the bright Children of Danu and the dark Fomorians. After the



ice left the land, men arrived by boat from the Isles of the East. They were the Sons of Partholon, known to the Irish as Cruithni, and among the Britons as the Picts. Ages later came the people collectively known as the Firbolgs, who we now call Celts. They gradually conquered or intermarried with the Cruithni, and divided the island into five portions, called the Fiths. Finally, the Sons of Mile came with new customs and new weapons, and with the aid of the Tuatha de Danaan have slowly conquered most of the island.

The conquest has not been easy. The sons of Mile started things off badly when they fought against each other, dividing the island into north and south for the first time. Four hundred years ago the Firbolg peoples rose up and nearly destroyed their overlords. King Tuathal Techtmar ("The Legitimate") regained control, and created a strong central power based in the sanctuary of Tara by building fortresses, and taking the Kingdom of Meath as his personal demesne. He also levied a shameful tribute on Leinster called the *boroma* which is still collected by the High King. Tuathal's grandson, the famous Conn Cetchathach ("the hundred fighter") warred against King Mog Nuadat of Munster, and they divided the island into Leth Cuinn, or Conn's Half (northern) and Leth Moga, or Mog's Half (southern). The Three Collas invaded Ulster, destroyed its ancient seat at Emain Macha, and founded the kingdom of Oriel. Other parts of land fell to their rule similarly.

Niall of the Nine Hostages was the greatest king who lived two hundred years ago. He unified Ireland and established the High Kingship at the sanctuary of Tara. Irish fleets commanded the Irish and Demetian Seas, and raiders extensively plundered all of Western Britain despite the best efforts of the defending Roman armies. Ireland's most famous saint, Patrick, was captured from Britain and sold into Irish slavery at this time, and returned years later to begin his gentle conversion of the land.

Ever since that time four families, the descendants of Naill of the Nine Hostages, have shared the High Kingship. The most prominent are the Northern Ui Neill in Ailech, and the Southern Ui Neill in Meath.

At the end of the Roman era many Irish peoples migrated to Wales, and settled all along the western coast. The

Irish ruled several kingdoms here until about 50 years ago when Vortigern, who was then the High King of Britain, invited vigorous warlords from beyond Hadrian's Wall to move into Wales and drive out the Irish. They were mostly successful, so that now only one Irish kingdom remains in Cambria. However, the Irish people are not finished with their migrations. In the north the Long Isles have succeeded, and it is still a growing kingdom as migrants annually move out of Ireland and resettle there.

A couple of years ago King Arthur fought the Irish in a series of campaigns, beginning with a war against Galahaut, called the Haut (High) Prince because he was the most courageous and powerful leader of the several Dal Riadan lands. The mighty Galahaut was not defeated, but after the Haut Prince met Sir Lancelot he was so impressed by the young knight's valor and chivalry that he made peace, and was made a duke of King Arthur's. Arthur then invaded Eire and defeated a great Irish army in battle. The High King sued for peace and agreed to pay a nominal tribute to Arthur each year.

Many of the Irish have been Christianized, thanks to the efforts of St. Patrick and his followers. Their work to bring the Good Word to Ireland goes on. Even the Pagan kingdoms have abbeys in them whose monks work to convert the heathen.

Furthermore, the Kingdom of Leinster has also adopted the ways of King Arthur and been feudalized as well.

Finally, a subjugated people also live in Ireland, called the Cruithni. They are similar to the British Picts. Their stronghold is in Dal Araide.

## Character Generation

Western Isles Homeland Table

d20	homeland	class tabled
01	Ailech (Irish/Pagan)	#2
02-03	Connacht (Irish/Pagan)	#2
04-05	Dal Araide (Pict/Christian)	#2
06-07	Dal Riada (Irish/Christian)	#1
08-10	Leinster (Irish/Christian)	#1
11-12	Long Isles (Irish/Christian)	#1
13-14	Meath (Irish/Christian)	#2
15-16	Munster (Irish/Pagan)	#2
17-18	Oriel (Irish/Pagan)	#2
19-20	Pomitain (Manx/Pagan)	#2

## Father's Class

Isles Father's Class Table #1

d20	rank
01	Banneret
02-03	Vassal knight
04-06	Bachelor knight
07-12	Mercenary knight
13-15	Squire
16-20	Warrior

Isles Father's Class Table #2

d20	rank
01	Clan Chieftain
02-03	Family Chieftain
04-20	Warrior

## Lord

Use this table to determine who your character has sworn allegiance to.

Modifiers: Anyone who is from a Pagan Irish land must add +1 to their die roll.

Isles Lord Table

d20	lord
01	Local Abbey
02-15	The lord of your homeland
16-20	Clan Chieftain

*Local Abbey:* the local house of holy men, supported by the king, holds your land. However, they have turned command over to the king, so though loyalty lies one place, obedience lies with the king.

*Clan Chieftain:* loyalties shift with these Irish clans, and your clan has no absolute loyalty established at this time.

# Lands

## Ailech

Culture/Religion: Irish/Pagan  
 Ruler: High King Muirchertach Mac Erca  
 Vassal of: no one  
 Army: 700 warriors  
 Ailech has two great families, the Tir Conaill and the Tir Eogain, who are both Ui Neill (descendants of Neill of the Nine Hostages). The two families vie for control of the kingdom and the





island, and life is dominated by family ties and politics. The High King is of the Tir Eogain.

## Places

The city of Derry is the most important settlement in this kingdom, and a sea port

Tory Island is the stronghold of the ancient faerie race of the Formorians, and so is shunned by humans.

The city of Ailech is the stronghold of the king of the Norther Ui Neill.

## Connacht

Culture/Religion: Irish/Pagan

Ruler: Eogan Bel

Vassal of: no one

Army: 3000 warriors

Connacht is a large and powerful Irish kingdom based on the wealth of the port of Galway. The kingdom has a serious, even deadly rivalry with the unpopular folk of Oriel.

## Places

Roscommon is a small castle, and the seat of power for the kings of Connacht.

The city of Galway is the largest settlement and an important sea port and trade site.

Dun Aengus, on Inishmore Island, is the largest ring fort in Ireland. The islanders are so far from anyone that they are rarely bothered by outsiders.

The ancient hill fort of Cruachu is the traditional site of the king's seat for this kingdom, built centuries ago by King Eochaid Feidlech for his fiery warrior daughter, Queen Medb. The castle is of the old style, but heavily and crudely built in stone.

## Dal Araide

Culture: Ret/Christian

Ruler: Eochu, Castellan of Carrickfergus

Vassal of: Duke Galahaut

Army: 300 warriors

This is the only semi-independent land of the Cruithni people, a Pictish folk. The land is subject to Galahaut, the Haut Prince of the Long Isles, who rules wisely and with justice.

## Places

Carrickfergus is a small castle, and is the only modern part of the kingdom, and its lord is appointed by the duke.

## Dal Riada

Culture/Religion: Irish/Christian

Ruler: Duke Galahaut

Vassal of: Pendragon

Army: 50 knights, 200 warriors

The land of Dal Riada is the center of the sea-going empire of Duke Galahaut, and the home of the original settlers of the Long Isles. The folk of Dal Riada are very proud of their land and their ancient traditions.

## Places

Dunluce is an old-style castle built by Duke Galahaut.

Muirbolc is the traditional seat of the kingdom's power in Ireland, and is an enclosed town.

Dal Fiatach is a region in which the Firbolg people still hold sway, unconquered by the Sons of Mile.

Downpatrick is the place where Saint Patrick was buried.

Dal Araide is traditionally part of this kingdom, but is listed separately because its culture is Pictish, not Irish.

## Leinster

Culture/Religion: Irish/Christian

Ruler: King Anguish

Vassal of: Pendragon

Army: 75 knights, 200 soldiers, 1000 warriors

Anguish, the King of Leinster, hates the High King of Ireland, and aided King Arthur against Muirchertach Mac Erca. This rivalry, and the fact that Leinster is the feudalized part of Ireland, shows how familiar it has become with chivalry. Anguish has eagerly adopted the ways of Arthur ever since his famous brother-in-law, Sir Marhaus, returned to Leinster after being made a Round Table knight. Sir Marhaus is now dead, slain by an unknown knight in Cornwall, and though the royal household is grieved and vengeful, they don't know who to hate.

The daughter of the king, Princess Isoud, is one of the most beautiful ladies in the British Isles.

## Places

Aileen is an ancient hill fort, still occupied by local clansmen in time of trouble.

Dublin is the largest city of all Ireland and an important sea port, but is still only a normal city in *Pendragon* terms. It is ruled by Arthurian knights who have been given the land since the conquest.

Wexford is another important city and sea port.

Kildare is the site of an important monastery.

## Long Isles

Culture/Religion: Irish/Christian

Ruler: Duke Galahaut

Vassal of: Pendragon

Army: 100 knights, 250 soldiers, 500 warriors;

Navy: 50 Irish warships, 1000 sailors

The Long Isles include part of Britain, part of Ireland, and many islands in between the two. The famous and powerful Irish lord Galahaut, known as the Haut Prince, is the ruler of the Long Isles. He controls a great navy which commands the whole of the Irish Sea, allowing its lord to hold many coastal possessions all around it.

Galahaut is a king in his own land, but has accepted the rank of duke under King Arthur. He has become famous for his chivalrous friendship with young Sir Lancelot.

The Long Isles are sometimes called the Kingdom of Dal Riada by local Irishmen, since Dal Riada was the first portion of the Long Isles to be settled. In *Pendragon* Dal Riada is a homeland in its own right.

The folk of the Long Isles have an ancient tradition of raids and wars against the peoples of Britain, and are wary towards all Cymri, despite their lord's friendship to Lancelot.

## Places

Argyll was the first mainland area settled, in the year 503, under Fergus mac Ere.

Arran is one of the Long Isles controlled by the Duke of Long Isles.

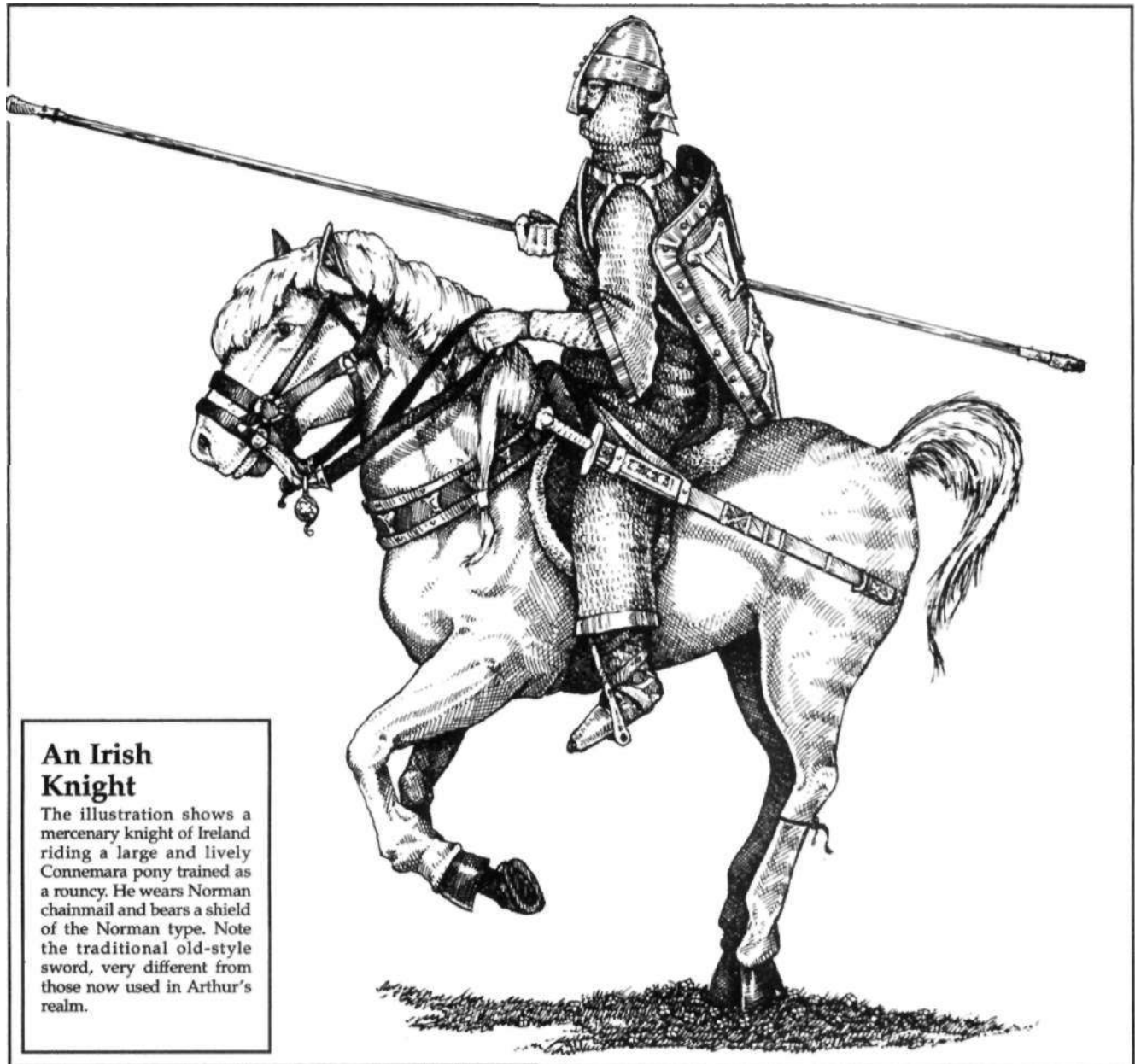
Islay is another of the larger islands controlled by these people.

Kintyre is a large peninsula, called because of its shape one of the Long Isles.



## Ireland





### An Irish Knight

The illustration shows a mercenary knight of Ireland riding a large and lively Connemara pony trained as a rouncy. He wears Norman chainmail and bears a shield of the Norman type. Note the traditional old-style sword, very different from those now used in Arthur's realm.

Muirbolc is a small town which is the seat of power for the Irish part of the kingdom.

## Meath

Culture/Religion: Irish/Christian  
Ruler: Muirchertach Mac Erca, the High King  
Vassal of: Pendragon  
Army: 1000 warriors

Meath is the personal demesne of the High King of Ireland. Mac Erca gained his title by conquest, and although he was weakened by his recent defeat by

King Arthur, he is still acknowledged by the Irish to be their High King. He has no overseas ambitions, and pays tribute to Arthur since his defeat.

This was the first Irish kingdom to be Christianized, converted by St. Patrick after a great magic battle with Druids during the holiest pagan day. The devout people of Meath fear and despise anything related to the pagan ways.

### Places

Clonard is the greatest monastery in Ireland, having 3000 students. It was only

recently founded by Findian of Clonard, who introduced the British monastic system as practiced by Saint Dewi (David) of Menevia. The greatest ecclesiastical minds of Ireland are studying here.

Tara is the ancient seat of power for the High King. It is a city which is inside a ring fort, which in turn is inside a hill fort.

Trim is a triangular, medium (common) castle located on the borderlands, and thus the site of much fighting.



## Munster

Culture/Religion: Irish/Pagan  
 Ruler: Crimthann, son of Fedelm  
 Vassal of: no one  
 Army: 2500 warriors  
 This kingdom has ties with Estregales, and thus the people of Munster trust them.

### Places

The city of Cashel is the traditional seat of power for the kingdom.  
 The city of Cork is the largest settlement in the kingdom, and an important sea port.  
 Limerick is a strategically-located city at the mouth of the Shannon river. It has a small castle.

## Oriel

Culture/Religion: Irish/Pagan  
 Ruler: High King Muirchertach Mac Erca

Vassal of: no one  
 Army: 800 warriors  
 Oriel is a rich and beautiful land. It was never entirely conquered by the Sons of Mile. Like many Irish kingdoms, it has few cities or castles. Oriel is ruled by the High King of Ireland, Mac Erca, and is the source of much of his wealth. Due to their recent defeat, the are very suspicious of Arthur Pendragon.

### Places

Emain, the ancient seat of the Ulster Kings, is a now only a ruin.

## Out Isles

Culture/Religion: Unknown  
 Ruler: Unknown  
 Vassal of: No one  
 Army: Small, but fanatical  
 These distant isles are so close to the Far West that they are as full of Faerie as they are the domain of men. Powerful wizards live there, and inhuman races. No one is sure who rules it now, and

contact is mainly through raiding fleets which periodically appear to plunder the coasts.  
 No player characters come from the Out Isles.

## Pomitain

Culture/Religion: Manx/Pagan  
 Ruler: King Marsil  
 Vassal of: Duke Galahaut  
 Navy: 35 knight-sailors, 125 warrior-sailors; 20 large round ships, 40 common sailors  
 Pomitain is the isle of Mann, where live the Manx people. Manx culture is different from those around it, but not different enough to deserve its own set of rules. It should be treated as Irish, with just enough difference to hang some personality on ("No, I am actually Manx, thank you.")  
 Recently Pomitain was given to Marsil by Duke Galahaut, who is Marsil's liege lord.

# France

FRANCE IS THE LAND of the Franks, a tribe which migrated here about 150 years ago to aid the Roman Empire in its self-defense. Eventually the Roman political power failed and the Frankish nobility naturally stepped in to take over.

France consists of many small counties whose boundaries are left over from old Roman times. Counties are now inherited fiefs held by the old Frankish noble families. Only the largest and most influential are given as homelands in the section below.

French royalty is elective, with the great barons selecting a new king from among the many candidates who bear royal blood in their veins. The members of the French royal house are of the lineage of Merovee, thus called the Merovingians.



## Character Generation

### France Homeland Table

d20	homeland
01-04	Anjou (French/Christian)
05-09	Champagne (French/Christian)
10-13	Flandre (French/Christian)
14-17	Normandie (French/Christian)
18-20	Poitou (French/Christian)

## Father's Class

### French Father's Class Table

d10	class
01	Lord or Officer (see below)
02-03	Banneret knight
04-08	Vassal knight
09-12	Bachelor knight
13-14	Mercenary
15-20	Squire

### Lord or Officer Fatherhood Table

d20	rank
01-17	The lord
18	Steward
19	Butler
20	Marshal

## Lord

Use this table to determine who your character has sworn allegiance to. This follows the same general pattern as previous tables.

### French Lord Table

d20	lord
01-03	An outsider (see below)
04-16	The lord of your homeland
17-20	A banneret

### Outsider Lord Table:

01-10	A neighboring lord
11-20	The Church



# Lands of France

## Anjou

Culture/Religion: French/Christian  
Ruler: Count Geoffrey  
Vassal of: King Claudas of the Franks  
Army: 350 knights, 500 soldiers

The counts of Anjou claim that they are descendants of an ancient faerie, though the priests say she was a devil. She was finally betrayed when she was forced to attend Mass, but could not and so fled, revealing goose feet as she flew away.

### Places

Angers is the primary city, which sits upon the Loire River. Its famous large castle is called Le Plessis-Mace, and its trapezoid shape is formed by a great keep and three tall towers.

Chalonnnes is another city whose antique, Roman temple is still admired.

Champtoce Castle, an old-style castle west of Angers, is sinister in appearance and reputedly is the center of devil worshippers. Merlin has prophesied that Champtoce will house an evil lord named Gilles de Raiz.

Le Mans is a bishopric which holds the Cross of St. Laud, made from 4 pieces of the True Cross. Anyone who breaks an oath sworn on this relic will die within a year.

Fontevrault is called the Abbaye Royale because of a prophecy that Merlin made that great kings and queens will be buried there. It is a dual abbey, with both male and female residents, but uniquely is headed by an abbess.

Chinon is a large castle held by the French king, and serves as a repository for his treasure.

## Champagne

Culture/Religion: French/Christian  
Ruler: Count of Champagne  
Vassal of: King Claudas of the Franks  
Army: 400 knights, 1000 soldiers

Champagne is the seat of chivalry in France, and claims to be the place which originated the marvelous sport

of the tournament. It is also noted for its bubbly local wine which is prized throughout Europe.

Four international trade fairs are held each year and bring immense wealth to the county.

### Places

Reims, a city on the Marne River, is the place where the Kings of France are traditionally crowned.

Troyes is a city high on the Seine River which was saved from Attila the Hun by the prayers of Saint Loup. Its cathedral of Saints Peter and Paul is grandiose.

Clairvaux is one of the largest known abbeys, with over 700 monks.

## Flandre

Culture/Religion: French/Christian  
Ruler: Count Baldwin  
Vassal of: King Claudas of the Franks  
Army: 350 knights, 750 soldiers

Flandre, or Flanders, is a very rich county which is noted for its textile industry. It also includes the lands of Artois.

### Places

Arras, in Artois, was once saved from a giant bear by its bishop, but it was destroyed by Attila the Hun. It was rebuilt and has had a famous wool business ever since Saint Diogene prayed and found wool falling upon the city from heaven.

Calais is the largest port city of the county, and the closest port to Britain; close enough, in fact, that on a clear day the white cliffs of Dover are visible.

Cambrai is a city, and a rival with Arras for the regional bishopric and a great relic, the head of Saint Jacques.

Lille was a pre-Roman city. Its old-style castle, named Buc Castle, is in the center of the city.

## He de France

Culture/Religion: French/Christian  
Ruler: King Claudas  
Vassal of: no one  
Army: 200 knights, 1000 soldiers

The "Island of the Franks" is the demesne of the King of France. It is not a place from which player knights may randomly come, for its lords have long

been a dire enemy of King Arthur and the Pendragons. The French honor chivalry as much as anyone, and naturally display loyalty to their lord and defend his honor with courage and pleasure, and would therefore be Arthur's enemy as well.

### Places

Paris, sitting upon the Seine River, is the most magnificent city of France north of the Seine. It includes the greatest university in northern Europe. Its cathedral of Notre Dame (Our Lady, the Virgin) is world renowned for its size and beauty, and therein sits the crown of thorns which were set upon the head of Jesus when he was crucified.

The abbey of Saint Denis, outside of Paris, is supported by the king, and he is viewed as the protector of the French kings.

## Normandie

Culture/Religion: French/Christian  
Ruler: Duke of Normandy  
Vassal of: King Claudas of France  
Army: 500 knights, 800 soldiers

Normandy includes the coastal lands which face Britain across the British Sea. The mouth of the Seine River is here, and so Normandie is the buffer between Paris and the sea.

### Places

Bayeaux is a very old city, predating the Romans. It is fortified, and has a large castle.

Chateau Gaillard, near the town of Les Andelys, is one of the greatest castles in all Europe, and guards the Seine River between Normandy and the He de France.

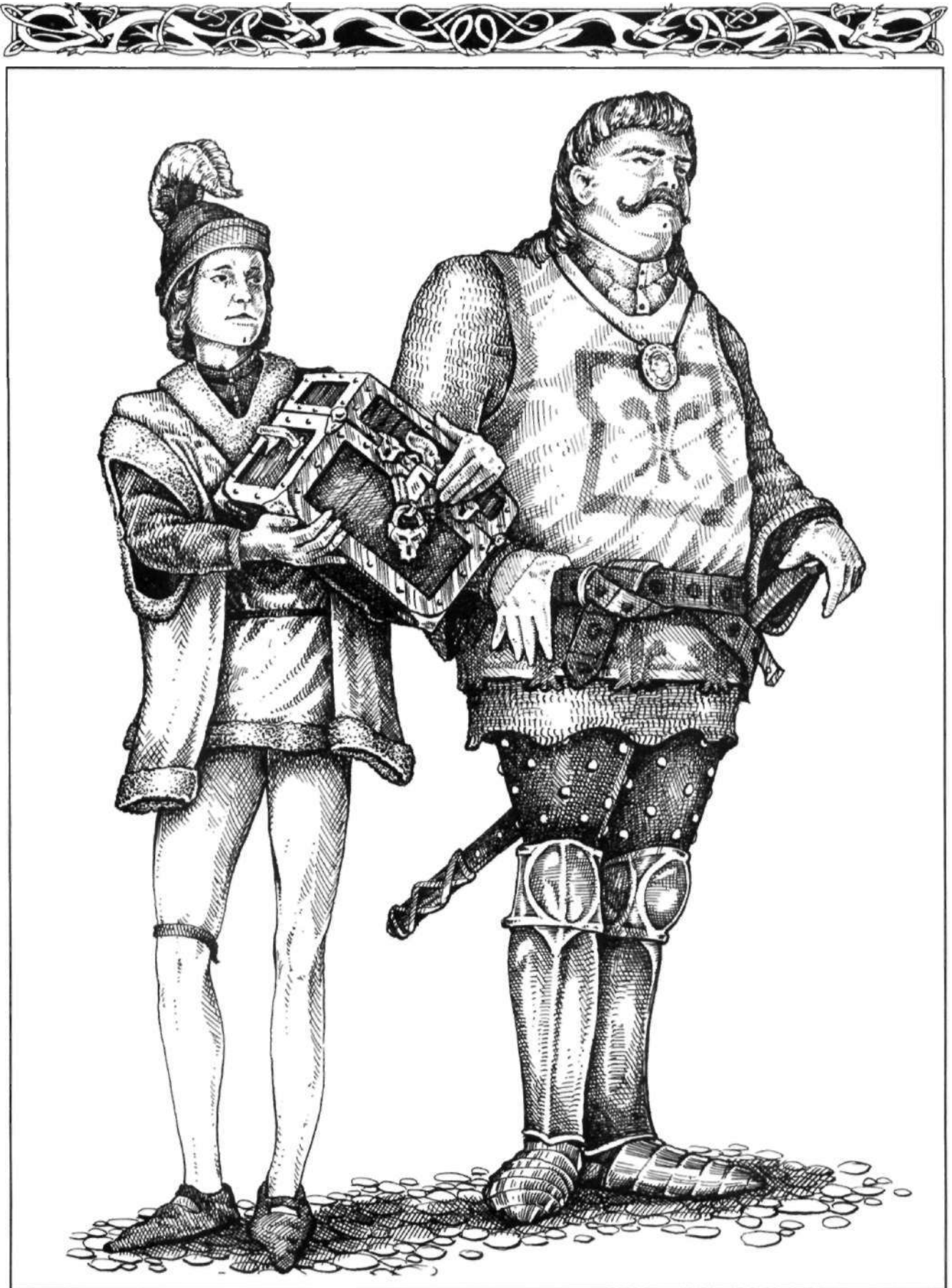
Falaise is a city with one of the largest horse markets in Europe. One of the

## A French Knight and His Chief Squire

This rich banneret of France, like many of his land, has a slightly pompous appearance that disguises his martial prowess.

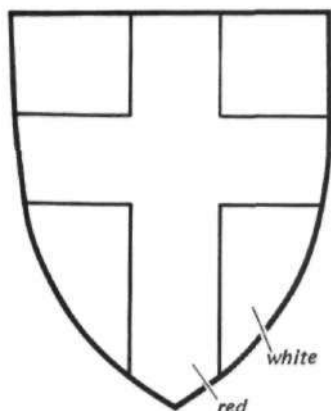
Note the knight's interesting leg armor, typical of the transition to plate armor now appearing.

The metal-reinforced chest carried by the squire is worth a vast amount even empty.





Galahad



duke's favorite large castles is here. Merlin has prophesied that a great conqueror will be born here.

Jumieges is a great monastery with two churches, dedicated to the Virgin and to Saint Peter. It is also the site of the ducal treasury.

Le Mont Saint Michael is a great and famous abbey, and one of the most popular pilgrimage sites in Europe. It is situated on a tidal island, whose incoming waters move with the speed of a horse and are very dangerous to anyone unready for them.

Rouen is the main city of the dukedom. Because the bishop, assisted by only two peasants, once defeated a fierce dragon, the city has the right to free any one prisoner each year.

## Poitou

Culture/Religion: French/Christian

Ruler: Count of Poitou

Vassal of: King Claudas of the Franks

Army: 180 knights, 500 soldiers

In this land King Clovis defeated Alaric the Goth, uniting the Franks for the first time since they entered the Roman Empire.

## Places

Lusignan is a medium (common) castle whose lords are descendants of Melusine, a faerie who turned into a serpent each Saturday until she fled after being discovered by her husband. She still guards the dynasty, and mourns loudly whenever one of the rulers dies.

Poitiers is the largest city of the county, noted for its superb Roman architecture including a theater and aqueducts.

# GAUL

THE REMNANTS OF THE ROMAN PROVINCE of Gaul, excluding those portions conquered by the Franks, are also known in *Pendragon* as Gaul.

Gaul has been ruled for over 150 years by the Visigoths, one of the Germanic tribes which overran most of the decadent Roman Empire. The rulers spread themselves thinly among the resident Roman population, and so many Roman customs have continued. A generation ago the region was conquered by King Clovis of France.

The region has many names. Gaul was chosen because that is what Malory calls it. A sixth century name was Gothia. A common modern name is Occitania, after the culture which dominated the region during the Middle Ages.

Western Gaul is known by many names: Aquitania, the land of waters, after the rich Garonne river and its many tributaries; Novempopulania, or Land of Nine Peoples; and (in Arthur's far future) Guyenne, the land occupied by the English invaders.

Eastern Gaul is called Septimania, because either the VII Legion was stationed here; or after its Seven Cities.

## Character Generation

### Gaul Homeland Table

#### d20 homeland

01-05	Ganis (Occitanian/Christian)
06-10	Ganis Exile (Occitanian/Christian) (see below)
11-12	Languedoc (Occitanian/Christian)
13	Narbonne (Occitanian/special)
14-16	Provence (Roman/Christian)
17-20	Toulouse (Occitanian/Christian)

**Ganis Exiles:** Many residents of this region fled the land when King Claudas treacherously slew Kings Ban and Bors and seized the land from its rightful holders. These individuals were given refuge by King Arthur, and now live in Britain on modest holdings where they nurture their old ways and nurse dreams of regaining their ancestral holdings. Among the famous Ganis exiles are Sir Lancelot and young Sir Bors de Ganis, son of King Bors de Ganis.

To discover where in Britain your character has been raised, simply roll

on the Logres Tables. However, culture is Occitanian, not Cymric.

## Father's Class

In the case of exiles, this shows what the father used to hold.

### Gaul Father's Class Table

#### d20 class

01-02	Free holding knight (see below)
03	Lord or officer (see below)
04-05	Banneret knight
06-09	Vassal knight
10-14	Bachelor knight
15-20	Squire

**Free Holding Knight:** Many knights in Gaul have no overlord. Their holdings are called *allodial* holdings, and they exercise all rights over the property as if they were kings. This unusual status is a residue of the Roman Empire, when many people held private property.

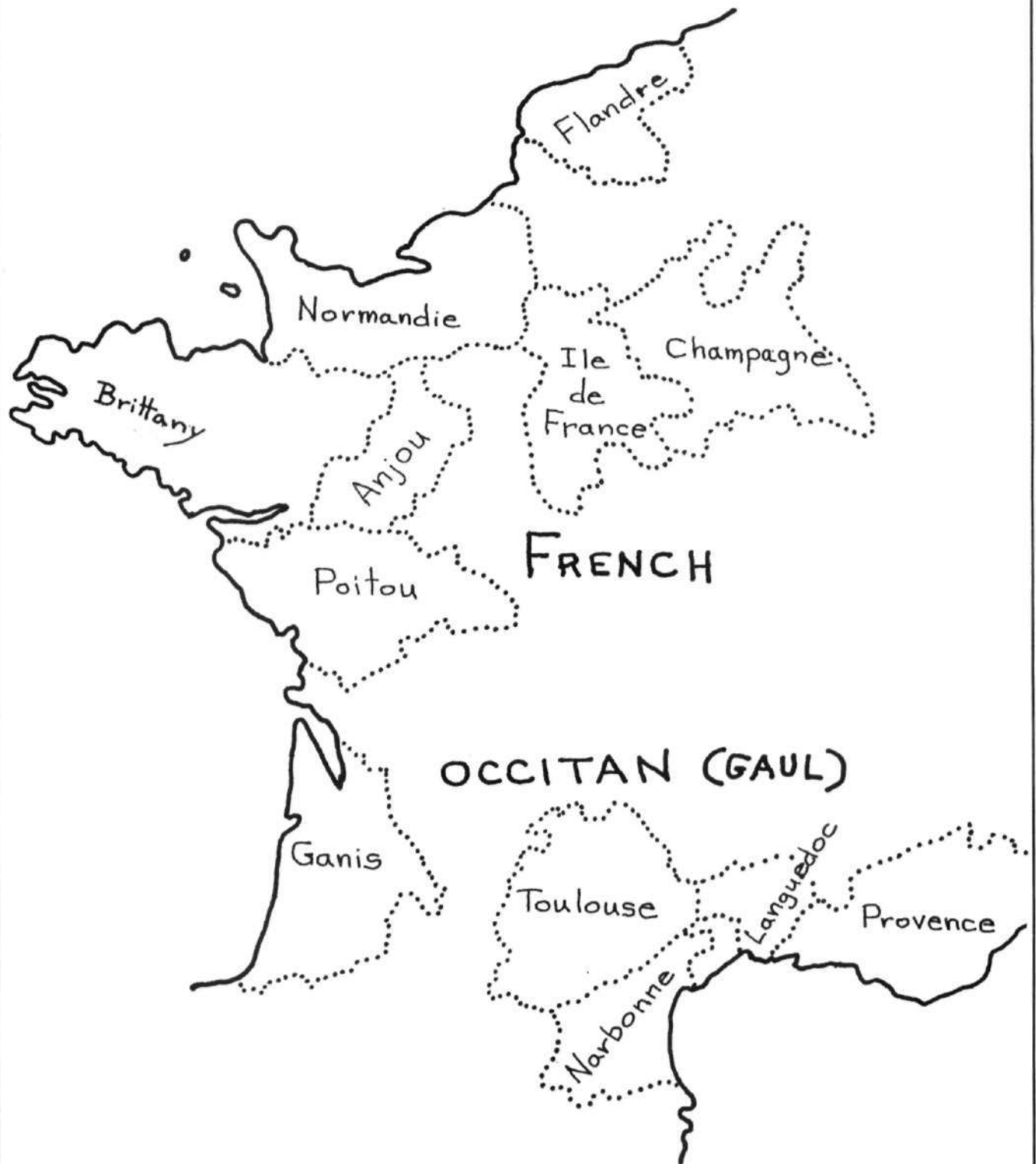
In fact, the Allodial knight *chooses* his own lord, simply because everyone needs the protection. But it is a voluntary choice, made by each successive heir to the allodial holding.

Thus knights of this class do not roll on the Lord Table at all.





## France and Gaul





## Lord or Officer

Your father is a lord or officer, according to this table.

### *Lord or Officer Fatherhood Table*

<i>d20 rank</i>
01-10 The lord
11-13 Steward
14-17 Butler
18-20 Marshal

## Lord

Use this table to determine who your character has sworn allegiance to.

### *Gaul Lord Table*

<i>d20 lord</i>
01 An outside Lord (see below)
02-10 The lord of your homeland
11 The French king
12-20 A banneret

### *Outside Lord Table*

<i>d20 lord</i>
01-10 A neighboring count
11-15 A minor lord in another kingdom
16-20 The Church

# Lands of Gaul

## Ganis

Culture/Religion: Occitanian/Christian

Ruler: Pharien de Trebes, Steward of Ganis

Vassal of: King Claudas of the Franks

Army: 500 knights, 800 soldiers

Ganis includes almost all the lands drained by the Garonne River system, and is sometimes called Aquitaine (Land of Waters) as a result. It is a region of incessant wars where even the Church is not respected.

### Places

Bordeaux is a large city with an excellent port, a medium (common) castle, and many churches within its walls. It is a center of maritime trade.

Bayonne is a port city which is vassal to Bordeaux.

Benoic is one of the more important cities.

Trebes is a city on the Garonne River, and the demesne of the current steward, Pharien.

## Languedoc

Culture/Religion: Occitanian/Christian

Ruler: Duke of Languedoc

Vassal of: King Claudas

Army: 150 knights, 200 soldiers

Languedoc is also called Septimania, and used to be the stronghold of the Goths until they were conquered by Clovis.

### Places

Montpellier is a city noted for its two beautiful, medium-sized (common) castles. According to its city charter it has seven social classes.

Carcassonne is a former Roman city noted for its superb city wall and towers. It has a secret passage which is known only to its rulers.

## Narbonne

Culture/Religion: Occitanian/Jewish\*

^(gamemaster approval required: see "Religions" chapter)

Ruler: King Willehelm

Vassal of: King Claudas of the Franks

Army: 75 knights, 250 soldiers

Narbonne is the Jewish kingdom for *Pendragon*, as detailed in the "Religions" chapter. Narbonne is noted for its religious tolerance, entertaining several brands of Christianity as well as its "five peoples," who include Occitanians, Jews, Celto-Romans, Syrians, and Greeks. It is an important port, and the site of famous Jewish Talmudic and Alchemist schools. Players rolling Narbonne as a homeland must gain the gamemaster's approval or play normal Christian Occitanians.

## Provence

Culture/Religion: Roman/Christian

Ruler: Count of Provence

Vassal of: King Claudas

Army: 175 equites, 5000 soldiers (legionnaires)

Provence is the most Roman of all the regions of Gaul.

### Places

Marseille is a city and port on the Mediterranean Sea.

Avignon is a city about which Merlin has prophesied strange things: that the Popes of Rome shall live here!

## Toulouse

Culture/Religion: Occitanian/Christian

Ruler: Count Raymond

Vassal of: King Claudas

Army: 350 knights, 1000 soldiers

The custom of courtly romance originated here, and love is sometimes said to be the main occupation of the noble class.

### Places

Toulouse, high on the Garonne River, is the crossroads of southern France. It is famous for its schools of law and medicine. •





# The Peoples

*What are the unique aspects of your character's race and culture?*

**I**N ADDITION TO the primary Cymric culture presented in the *Pendragon* rulebook, *Knights Adventurous* allows characters from other Arthurian cultures. These should be played by experienced roleplayers, who are able to handle the difficulties inherent in many of these groups. For example, a Saxon knight may find that other player characters have the Hate (Sax-

ons) passion as a result of their upbringing, leading to tension in the group.

## Directed Traits

Directed traits are indicated with an asterisk (\*).

The rules on directed traits in the *Pendragon* rulebook are supplemented by the following rules.

- Characters may get a check on their Directed Trait when it is used. The value may go up or down, or be removed by experience or Winter Phase activity.
- When determining the directed trait for characters generated here, roll 2d6 for the initial value (as described in *Pendragon*), unless the value is specified below.

## CYMRI

THE CYMRI ARE THE STANDARD PEOPLE IN *Pendragon*. They form the largest portion of the polyglot population of Arthur's realm, dominating the populations of Logres, Cambria, Cumbria, Cornwall, and Brittany.

### Stereotype

It is impossible to provide the Cymri with any stereotype to classify their differences, since they make up the norm. The *Pendragon* rulebook presents their culture in detail.

### Player Knights

Cymri player knights define the norm for Arthurian Britain, and are detailed in the *Pendragon* rulebook.

### Common Attitudes

The *Pendragon* rulebook defines the common attitudes of the Cymri in detail.

### Politics

The Cymri are originally a tribal people. Their primary ties of loyalty are to their local king, and where they have been feudalized these ties have been subsumed to the feudal lord. Many of these people trace their families from pre-Roman ancestors, and are unwilling to give up their primitive customs of obedience.

### Names

Cymric names look ridiculous and are hard to pronounce in real Welsh. Don't worry about spelling or pronouncing a name "accurately," but choose something that sounds right to you and spell it the way you want.

**Male:** Addonwy, Aeron, Afan, Aneirin, Aeddan, Amig, Amlyn, Athrwy, Arddur, Buddfannan, Blaen, Bledri, Bradwen, Bledig, Cadfannan, Cadfael, Cadwallon, Cilydd, Cynon, Cynfan, Cyfulch, Cynrain, Cunvelyn, Caradoc, Cibno, Ceredig, Cadlew, Cynwal, Clydno, Cynhafal, Dafydd, Defi, Dwyai, Edar, Edern, Eiddef, Erthgi, Elad, Eudaf, Elffin, Gwefrfawr, Gwgon, Gwion, Gwyn, Gwarddur, Gwern, Gwyleged, Gwrien, Gwraid, Gorthyn, Gwaednerth, Gwengad, Brugyn, Gwenabwy, Gwrfelling, Gwair, Graid, Geriant, Gwanon, Hyfaidd, Hywel, Ieuan, Llywel, Marchlew, Moried, Morien, Madog, Morial, Mynyddog, Merin, Neilyn, Nwython, Nai, Nerthaid, Neddig, Nidian, Owain, Padern, Pedrog, Ricerch, Rhodri, Rhufon, Rhun, Sawel, Seriol, Sywno, Tathal, Tathan, Tudfwlch, Tyngyr, Uren, Uwain, Ysgarran.

**Female:** Adwen, Anest, Angarad, Arianwen, Briant, Duddug, Collwen, Dwynwen, Eleri, Ffraid, Glesig, Glesni, Gwen, Heledd, Indeg, Leri, Lleucu,

Llio, Melangell, Meleri, Nest, Nia, Tydfil

*Pronunciation Guide:* Cymric vowels are long in stressed syllables. Stress is always on the next-to-last syllable, except in very long names, where there is a second, lighter stress on the first syllable to help move the word along.

(c) is roughly equivalent to English *k*  
(w) is roughly equivalent to English *oo*  
(dd) is roughly equivalent to English *th*, as in *the*

(ff) is roughly equivalent to English /  
(f) is roughly equivalent to English *v*  
(ll) is the "Welsh sound", an aspirated l-sound. Put the front of your tongue on the roof of your mouth and blow the air out the sides, between your teeth.

### Traits and Passions

The Cymri exhibit regional differences, as well as each area having a directed trait or specific passion.

**Logres:** The beneficial influence of Arthur's rule has a profound effect on the men of Logres: Just +2, Trusting +2, Energetic +1, Valorous +1.

**Cambria:** The conservative ways of the Cambrians have influenced them: Arbitrary +2, Suspicious +2, Prudent +1, Temperate +1.

**Cumbria:** The harsher conditions of the land in Cumbria and the natural resis-



tance of the people to change has given them their special modifiers: Pious +2, Honest +1, Loyalty (to a Cumbrian Lord) +1d6, Loyalty (to a non-Cumbrian lord) -1d6.

**The North:** Prudent +2, Selfish +2 (actually frugality), Pious +1, Temperate +1, Love (Family) +1d3.

**Cornwall:** The bad influence of King Mark has affected people from Cornwall: Arbitrary +2, Suspicious +2, Cowardly +2.

**Brittany:** The pioneer spirit of these people has been their main influence: Energetic +1, Modest +2, Prudent +2, Valorous +1.

**Local Directed Traits and Passions:** These are listed by homeland, alphabetically.

- Anglia, Logres. Hate (Saxons)
- Bedegraine, Logres. Hate (Norgales knights)
- Brun, Logres. "Suspicious (Hertford people)
- Cambenet, Cumbria. \*Trust (Logres Knights)
- Cameliard, Cambria. Amor (Guenever)
- Carhaix City, Brittany. \*Suspicious (all Bretons)
- Clarence, Logres. Hate (Gloucestermen)
- Cornouailles, Brittany. Loyalty (K. Mark of Cornwall)
- Devon, Cornwall. Hate (Saxons)
- Domnonie, Brittany. "Suspicious (Vannetais people)
- Escavalon, Cambria. \*Proud (Escavalon)
- Garloth, Cumbria. Hate (Saracens)
- Gorre, Cumbria. "Trust (witches)
- Gloucester, Cambria. Hate (Clarence)
- Hampshire, Logres. "Merciful (Saxons)
- Hertford, Logres. "Selfish (Food)
- Huntington, Logres. Hate (Saxons)
- Jagent, Logres. Hate (Cornishmen)
- Kent (rulers), Logres. Hate (Danes)
- Lambor, Logres. "Suspicious (Lindsey-men)
- Leon, Brittany. "Trust (paying customers)
- Lindsey, Logres. "Suspicious (Pendragon)
- Lonazep, Logres. Fear (marsh monsters)
- Lothian, Cumbria. "Trust (Picts)
- Lyonesse, Cornwall. "Suspicious (sea beings)

- Malahaut, Cumbria. "Suspicious (Pendragon)
- Maris, Logres. Hate (trolls)
- Nohaut, Cumbria. "Suspicious (Malahaut people)
- Rydychan, Logres. "Suspicious (foreigners)
- Salisbury, Logres. Hate (Saxons)
- Somerset, Logres. Fear (faeries)
- Sussex (rulers), Logres. Merciful (Saxons)
- Strangorre, Cumbria. Hate (Irish)
- Sugales, Cambria. "Trust (druids)
- Tintagel, Cornwall. "Trust (Morgan le Fay)
- Totnes, Cornwall. "Hate (giants)
- Tribuit, Logres. "Wordly (fine clothes)
- Vannetais, Brittany. Hate (Anjou)
- Wuerensis, Logres. "Suspicious (religious folk)

## Skills

The Cymri are known to be experts with the healing arts. The sword is the premier weapon of the Cymric culture. Note that cultural weapons are listed in **boldface**.

*Beginning Cymric Skills Table*

skill	male	female
Awareness	(5)	(2)
Boating	(1)	(0)
Chirurgery	(0)	<10)
Compose	☉	(1)
Courtesy	(3)	(5)
Dancing	(2)	(2)
Faerie Lore	(1)	(3)
First Aid	(10)	(10)
Flirting	(3)	(5)
Folk Lore	(2)	(2)
Gaming	(3)	(3)
Hawking	(3)	(2)
Heraldry	(3)	(1)
Hunting	(2)	(2)
Industry	☉	(5)
Intrigue	(3)	(2)
Orate	(3)	(2)
Play(.....)	(3)	(3)
Read(.....)	(0)	☉
Recognize	(3)	(2)
Religion(.....)	(2)	(2)
Romance	(2)	(2)
Singing	(2)	(3)
Stewardship	(2)	(5)
Swimming	(2)	(1)
Tourney	(5)	(1)
Battle	(3)	(1)
Horsemanship	(4)	(3)
Sword	(7)	(0)
Lance	(2)	(0)

Spear	(2)	(0)
Dagger	c3)	(3)

## Inheritance

*Cymric Inherited Glory Table*

Son of a squire: 6d6
Son of a warrior: 6d6 + 50
Son of a mercenary knight: 6d6 + 100
Son of a knight (all others) or chieftain: 6d6 + 250
Son of an officer: 6d6 + 300
Son of a lord: 6d6 + 350

*Cymric Equipment Table*

Son of a warrior or chieftain: Cymric Warrior's Outfit
Son of a squire: Outfit 1
Son of a mercenary knight: Outfit 2
Son of a knight (all others): Outfit 3
Son of an officer: Outfit 4
Son of a lord: Outfit 4

*Luck Benefits Table*

d20	result
01	Money. 3d20 denarii
02-03	Money. 3d20+100 denarii
04-06	Money. 1 £.
07	Money. 1d6 £.
08	Family Heirloom: sacred relic. Roll 1d6 (1=finger, 2=tears, 3-4=hair, 5=bone fragment, 6=blood)
09	Family Heirloom: ancient bronze sword. +1 modifier to Sword skill value when used. Weak blade: it will break in combat as if it was not a sword. Value = 2 £.
10	Family Heirloom: blessed lance. Add +1 to all Lance attacks with this, until it breaks. Value = 25 d.
11	Family Heirloom: decorated saddle. Value = 1 £.
12	Family Heirloom: finger ring. 1d6 roll (1-4=silver, worth 0.5£., 5-6=gold, worth 2 £.)
13	Family Heirloom: arm ring. (1-5=silver, worth 1£., 6=gold, worth 8 £.)
14	Family Heirloom: valuable cloak worth 1£. from (roll 1d6: 1-2=Byzantium, 3=Germany, 4-5=Spain, 6=Rome.)
15	A healing potion, heals 1d6 damage once. Priceless.
16-18	Upgrade your Outfit by 1
19	A charger
20	Roll twice more

## A Cymric Warrior

The illustration depicts a young warrior of one of the uncivilized tribes. Note the leather armor, round shield, and sword. This depicts historic 6th century armor.





# FRENCH

THE FRENCH PEOPLE ARE the descendants of the Franks, a tribe of ax-wielding Germans who conquered northern Gaul. The King of the Franks rules over France proper (the *Isle de France*), a rich holding on the Seine River. His royal rank is a mark of membership in the proud Merovingian dynasty, but actual control over the other noblemen depends upon the individual, not the position.

The current king, Claudas, is noted for his fierce defense of royal prerogatives, and for his ambition. Treachery is common to him, even against his own barons, who have often proved themselves in turn to be selfish and unreliable. Even many of the great lords of the Franks have proved to be more concerned with their domain than with a distant, selfish king. France, with a weak central authority, must be contrasted with the kind and benevolent rule of King Arthur, the Good King.

About a generation ago the Franks adopted Roman Christianity at the command of their king, Clovis.

## Stereotype

The usual French knight is proud of himself and his people. He is a strong warrior, courageous to the extreme, perhaps a bit reckless, and faultlessly loyal to his lord. He despises the soft, effeminate ways of the southerners, and loves the hunt, war, and raiding.

## Player Knights

Knights from France are certainly possible, but not without creating problems with many British characters. French knights will probably encounter considerable bias at first — a colorful situation to roleplay while the knight proves himself.

## Common Attitudes

The Franks are ancient rivals of Britain, and most Frenchmen secretly believe many bad things to be true of the British.

## Politics

France is much like the France of the Hundred Years' War: war is constant, and mercenaries are always needed. It is a patchwork of lands whose bound-

aries are so changeable that many are undefinable. The lands given in character generation are the most powerful.

## Names

**Male:** Aimeri, Aimon, Aioli, Aleaume, Amils, Amis, Amyon, Andre, Archembaud, Arnoul, Aubri, Aurel, Baudouin, Beaudonnier, Begon, Begue, Bernier, Beauve, Brantome, Bretonnet, Brunehaut, Bruyant, Charles, Doolin, Elie, Ernaut, Eustache, Fierbras, Fluvant, Foulque, Fromondin, Fromony, Fouqueret, Gaidon, Galafre, Galien, Gaumadras, Gautier, Gilles, Girard, Girars, Girbers, Godfroi, Gontier, Gueri, Gui, Guibert, Guicharde, Guillaume, Guinemant, Hardouin, Harde, Hernaudin, Hernaut, Hervis, Huges, Huidemar, Huon, Isore, Jacquelin, Jean Marc, Jehan, Jerome, Jourdain, Julian, Landri, Louis, Mainet, Maugis, Mercadier, Milon, Naimes, Namus, Pepin, Piccolet, Philippe, Pierre, Rabel, Raimon, Raoul, Renaud, Rene, Renier, Renouart, Richard, Robert, Tancred, Thierry, Turpin, Varocher, Vincent, Vivien, Yon, Yves.

**Female:** Adeline, Aelis, Agnes, Aiglante, Alais, Alicia, Alienor, Alix, Amalon, Ameline, Anseir, Aude, Aye, Beatrix, Belle, Bellisent, Berthe, Blond, Brunissent, Catherine, Cecilia, Clarissa, Elisabeth, Erembourg, Ermengart, Esclarmonde, Flore, Galienne, Genevieve, Guiborc, Helissent, Helouise, Hermengart, Isabelle, Jacqueline, Jehanne, Jeannette, Joie, Josiane, Laurence, Lubias, Lutisse, Marguerite, Marie, Mathilde, Margalie, Mirabel, Nicole, Nicolette, Olive, Oriabel, Passserose, Patronille, Pernelle, Poette, Rosamonde, Sybylle, Thomassa, Yde.

## Traits and Passions

Unlike most peoples of *Pendragon*, the French are relatively homogenous in attitudes and behavior. They have no local directed traits or passions, but do have some notable general cultural traits, as well as the usual modifiers for their religion, Christianity.

**French Trait Modifiers:** Proud +2, Reckless +2, Valorous +2

**French Directed Trait:** Indulgence (wines) +1d6

**French Passion Modifiers:** Loyalty (lord) +1d6, Honor +1

## Skills

As a people, the French have a love of the noble arts of the chase and the hunt, including hawking. Their cultural weapon is the lance, and battle and horsemanship are also important skills.

### Beginning French Skills Table

skill	male	female
Awareness	(5)	(4)
Boating	(0)	(0)
Chirurgery	(0)	(10)
Compose	(0)	(0)
Courtesy	(5)	(5)
Dancing	(2)	(2)
Faerie Lore	(2)	(2)
First Aid	(2)	(10)
Flirting	(2)	(2)
Folk Lore	(2)	(2)
Gaming	(2)	(2)
Hawking	(8)	(2)
Heraldry	(5)	(5)
Hunting	(8)	(1)
Industry	(0)	(5)
Intrigue	(4)	(3)
Orate	(2)	(2)
Play (harp)	(2)	(2)
<b>Read</b> (.....)	(0)	(0)
Recognize	(2)	(4)
<b>Religion</b> (.....)	(2)	(2)
Romance	(2)	(2)
Singing	(2)	(2)
Stewardship	(2)	(5)
Swimming	(2)	(2)
Tourney	(2)	(2)
Battle	(4)	(1)
Horsemanship	(5)	(4)
Sword	(3)	(0)
<b>Lance</b>	(7)	(0)
Spear	(1)	(0)
Dagger	(1)	(2)

## Inheritance

### French Inherited Glory Table

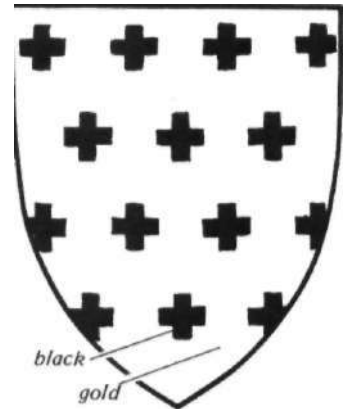
Son of a squire: 6d6 + 50  
 Son of a knight (all): 6d6 + 250  
 Son of an officer: 6d6 + 300  
 Son of a lord: 6d6 + 500

**French Equipment Table**

Son of a squire: Outfit 1  
 Son of a knight (all): Outfit 2  
 Son of an officer: Outfit 3  
 Son of a lord: Outfit 4

**French Luck Table**

01-02 Money: 3d20 denarii  
 03-04 Money: 1 £.  
 05 Money: 1d6 £.  
 06 Your father died heroically: +100 Glory.  
 07-10 Family heirloom: a brooch. Make a 1d6 roll (1-3, silver worth 1 £.; 4-5, gold worth 3 £.; 6, silver, with diamond, worth 5 £.)  
 11-13 You have an additional sumpter  
 14-15 You have an additional rouncy  
 16 You have an Andalusian charger  
 17 You have a Frisian destrier  
 18 You have 1 Healing Potion (heals 1d6 hit points). Priceless.  
 19 Upgrade your outfit by 1  
 20 Roll twice

**Tor le Fise Aries**

# OCCITANIANS

THE OCCITANIANS COME FROM GAUL, AND are perhaps the most elegant of the various peoples of *Pendragon*. We call them Occitanians rather than Gauls to emphasize the medieval temperament of the culture. They would call themselves Toulousian, Provencial, or wherever they come from. The name of the culture is pronounced "OX-ee-tahn."

**Stereotype**

The Occitanian stereotype is that of a refined courtier, interested in all the latest courtly fashions, including romance. Occitanians are wealthy, comfortable, and stylish. Gaul is the center of romantic poetry which will spread to all the Arthurian lands, and its natives are its staunchest adherents.

**Player Knights**

Player knights from Gaul uphold Arthur's tenets of chivalry, and thus they will get along well with most other Arthurian knights.

**Common Attitudes**

The Occitanians believe that both the Franks (French) and Britons are a bit crude, but that the islanders are much to be preferred over the French barbarians. The people of Gaul tend to be pompous and, perhaps, arrogant as a result of their attitudes.

**Politics**

Gaul is divided into many different lordships whose leaders constantly war with each other for patches of land, castles, or just for the sake of battle.

**Names**

**Male:** Aalard, Acostant, Alexis, Argius, Axeille, Barnard, Beranger, Berel, Bovert, Burcan, Cadmar, Cliff, Corneus, Danain, Daniel, Dragan, Elad, Emeric, Evard, Foilan, Frigor, Gaidon, Gobert, Gontran, Gurth, Haylon, Henri, Humbert, Jaufre, Jules, Lanval, Lucas, Mamert, Mayeul, Nicholas, Patris, Quinault, Raoul, Remi, Renauld, Riton, Roger, Sauson, Serin, Sevin, Sornehan, Thibaud, Thierry, Thosa, Thomas, Valeray, Victor, Xavier.

**Female:** Abonde, Agnes, Armide, Babette, Bethilie, Blandine, Carelia, Cecile, Danielle, Diane, Edith, Elianor, Ethaine, Felise, Hansine, Heloise, Irene, Jeanne, Liaze, Liliane, Lusiane, Lynn, Mabile, Mantie, Nicole, Priscilla, Raisende, Roxane, Salaberge, Sibille, Ursanne, Verrine.

**Traits and Passions**

Like the French, the Occitanians have no local directed traits or passions, but the wealth and easy living of their land has given a broad cultural influence in-

stead. This manifests itself in various trait modifiers rather than passion modifiers, of which the Occitanians have none. Even exiles retain these traits.

**Occitanian Traits:** Indulgent +2, Worldly +2, Generous +2, Lazy +2.

**Cultural Directed Trait:** \*Suspicious (all religious fanatics)

**Skills**

The folk of Gaul are noted for their focus on the various skills of the court. The lance, as the weapon of the joust, is the cultural weapon.

**Beginning Occitanian Skills Table**

skill	male	female
Awareness	(5)	(2)
Boating	(0)	(0)
Chirurgery	(0)	(10)
Compose	(5)	(3)
Courtesy	(8)	(5)
Dancing	(2)	(2)
Faerie Lore	(2)	(1)
First Aid	(2)	(10)
Flirting	(4)	(3)
Folk Lore	(2)	(1)
Gaming	(2)	(2)
Hawking	(2)	(2)
Heraldry	(3)	(3)
Hunting	(2)	(1)
Industry	(0)	(5)







Intrigue	(2)	<2)
Orate	(2)	(2)
Play (harp)	(2)	(2)
Read (Latin)	(2)	(2)
Recognize	(2)	(2)
Religion (.....)	(1)	(!)
Romance	(5)	<7)
Singing	(2)	(2)
Stewardship	(2)	(4)
Swimming	(2)	(1)
Tourney	(4)	(2)

Battle	<2)	(1)
Horsemanship	(4)	(3)
Sword	(4)	(0)
Lance	(7)	(0)
Spear	(2)	(0)
Dagger	(2)	(3)

## Inheritance

### Occitanian Inherited Glory Table

Son of a squire: 6d6 + 25  
 Son of a knight: 6d6 + 200  
 Son of an officer: 6d6 + 200  
 Son of a lord: 6d6 + 400

### Occitanian Equipment Table

Son of a squire: Outfit 1  
 Son of a mercenary knight: Outfit 2  
 Son of a knight (all others): Outfit 3  
 Son of an officer: Outfit 4  
 Son of a lord: Outfit 4

## Occitanian Luck Table

(120)	<i>bid</i>
01	Money. 5d20 denarii
02-04	Money. 1d3 £.
05	Money. 1d6+1 £.
06-07	Your father died gloriously, +100 Glory
08-10	Your ancestor was a Visigothic king (1d6+2 generations ago): +100+6d6 Glory, jewelled heirloom sword worth 1d3£.
11-12	You have an extra sumpter
13-15	You have a Camargue courser
16	You have an Andalusian charger
17	You have a Frisian destrier
18	You have a Barb courser
19	Upgrade your outfit by 1
21)	Roll twice

# IRISH

## Stereotype

The Irish stereotype is of a fiercely independent warrior, but one of good nature when his rights are not threatened. The Irish are emotional, often hot-headed, with swiftly shifting opinions and feelings. Loyalty is owed only to the family — they get a reduced roll to Loyalty (Lord).

## Player Knights

Knights from the feudalized portions of Ireland are usually eager to prove themselves to be as civilized as any of Arthur's men. Those from the wilder regions take pride in their independence and traditional ways.

## An Occitanian Knight at the Hunt

This elegant courtier wears court clothing worth several Libra, a rather genteel way to proceed during a hunt, but typical of the culture.

His great spear is modified for hunting purposes. He rides a fine Irish courser.

## Common Attitudes

The Irish have a fierce love of independence, at any cost. Thus their Loyalty (lord) is lower than usual. Also, their Love (Family) is not diminished for younger sons.

## Politics

Irish politics illustrate the results of fanatical independence and decentralization. The High King exists in name only. Five Irish kingdoms exist due to tradition, while others (like the Long Isles) exist *de facto*. Most Irish kingdoms hate each other more than they dislike foreigners, so King Arthur has been able to make many friends. Furthermore, kingdoms of ancient Picts are hidden in the hills of Eire, and a colony of terrifying faerie Fomorians live there as well.

## Irish Names

**Male:** Aed, Aedan, Aeducan, Ailgel, Ailill, Airechtach, Amalgaid, Art, Baetan, Baeth, Berach, Berchan, Brion, Bruatur, Carthach, Cathal, Cenn, Cernball, Colcu, Comman, Congal, Cormacc, Daig, Diarmait, Donngal, Dunchad, Echen, Elodach, Eogan, Fachtna, Fedelm, Finnchad, Flann, Guaire, Imchad, Laegaire, Lorccan,

Maine, Murchad, Nathi, Ronan, Russ, Senach, Tadc, Tuathal, Ultan

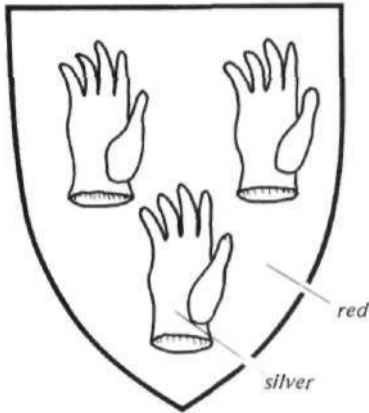
**Female:** Bebin, Cron, Derbail, Dunlaith, Eithne, Finnguala, Flann, Gormlaith, Grainne, Lassar, Mor, Orlaith, Sadb, Sorcha, Una

## Pronunciation Guide

- (a) is roughly equivalent to English *law*
- (c) is always hard, roughly equivalent to English *cow*
- (d) is roughly equivalent to English 'd', as in *joy*
- (e) is roughly equivalent to English *veil*
- (g) is roughly equivalent to English 'g', as in *goal*
- (i) is roughly equivalent to English *fee*
- (o) is roughly equivalent to English *show*
- (i) is roughly equivalent to English *road*
- (s) is roughly equivalent to English *\$h*, as in *short*
- (t) is roughly equivalent to English *ch*, as in *church*
- (ei) is roughly equivalent to English *vine*
- (ow) is roughly equivalent to English *owl*
- (ch) is roughly equivalent to Scottish *loch*



Bagdemagus



## Clan Names

Every Irishman has a loyalty to his Clan. Select one from the lists here. In each name a "Mc" prefix means "son of" and an "O" prefix means "grandson of" or "descendant of" the person named. However, they actually mean the same thing since even the sons are of ancient times. Similar names indicate a distant kinship, so that the O Neils acknowledge a distant kinship with the McNeils. Likewise, clans from different parts of the island who have the same name acknowledge distant kinship.

Each clan is actually native to a very specific part of the kingdom, but no attempt has been made to locate these precisely within each kingdom for this edition.

**Ailech:** O Duffy, O Mulligan, O Farren, Mc Nelis, Mc Roarty, O Kenny, O Dever, Mc Grath.

**Connacht:** O Conor, O Flynn, O Fergus, O Finan, O Coyne, Mc Conneely, O downey, O Nihil, O Dea, Mc Keane, Mc Donnell, O Quinn, O Brien, Mc Mahon, O Grady, O Madden, Mc Nevin.

**Dal Ariade:** O Neill Clanaboy, Mc Alister, O Lynn, O Lavery.

**Dal Riada:** Mc Donnell, O Quinn, O Hara, Mc Neill, Mc Cleary, Mc Quillan, Mc Keown, O Hood.

**Leinster:** O Conor Faly, O Dempsey, O Dunn, O Byrne, O Toole, Mc Morrough, Mc Gilpatrick, O Doyle, O Hartley, O Nolan, O Larkin, O Shea, O duff, O Ronan, O Cullen.

**Long Isles (same as Dal Riada):** Mc Donnell, O Quinn, O Hara, Mc Neill,

Mc Cleary, Mc Quillan, Mc Keown, O Hood.

**Meath:** O Reilly, O Curry, O Coffey, O Connolly, O Kelly, Mc Auley, Mc Gee, O Casey, O Connolly, O Mulecdey.

**Munsten** O Kennedy, O Meagher, O Brien Arra, O Mulrain, O Conor Kerry, O Sullivan Mor, Mc Carthy Muskerry, O Callaghan, Mc Carthy Reagh, O Sullivan Beare, O Fogarty, O Noonan, O Long, O Shelly, Mc Sweeney.

**Oriel:** O Neill, Mc Nally, Mc Gorman, Mc Mahon, O Hagan, O Hanlon, O Breslin, Mc Ardle.

## Traits and Passions

**Irish Traits:** Vengeful +2, Indulgent +2, Reckless +1

**Irish Passions:** Loyalty (Lord): Irishmen receive a -1d6 modifier to Loyalty (Lord). Love (Family) +1d6, and *without* reductions for son number.

### Local Directed Traits and Passions

- Ailech, Eire. Hate (Orielmen)
- Connacht, Eire. Love (hunting)
- Dal Riada, Eire. \*Proud (Dal Riada)
- Estregales, Cambria. Hate (Gomeret)
- Leinster, Eire. Hate (High King of Ireland)
- Long Isles, Cumbria. ^Suspicious (Cymri)
- Meath, Eire. Hate (Pagans)
- Munster, Eire. Trust (estregales)
- Oriel, Eire. \*Suspicious (Pendragon)
- Pomitain. "Valorous (at sea)
- Surluse, Cumbria. \*Proud (Irish ways)

## Skills

The Irish are famed for their oratory and musical skill. Their primary cultural weapon is the spear.

*Irish Starting Skills Table*

skill	male	female
Awareness	(5)	(4)
Boating	(5)	(0)
Chirurgery	(11)	(10)
Compose	(3)	(2)
Courtesy	(2)	(2)
Dancing	(3)	(2)
Faerie Lore	(2)	(2)
First Aid	(2)	(10)
Flirting	(3)	(4)

Folk Lore	(5)	(4)
Gaming	(2)	(2)
Hawking	(1)	(1)
Heraldry	(1)	(1)
Hunting	(2)	(1)
Industry	(0)	(4)
Intrigue	(2)	(2)
Orate	(10)	(2)
Play (harp)	(5)	(4)
Read (.....)	(0)	(0)
Recognize	(2)	(4)
Religion (.....)	(2)	(2)
Romance	(2)	(2)
Singing	(2)	(4)
Stewardship	(2)	(4)
Swimming	(2)	(2)
Tourney	(1)	(1)

Battle	(3)	(2)
Horsemanship	(2)	(1)
Sword	(5)	(0)
Lance	(1)	(0)
<b>Spear</b>	(7)	(0)
Dagger	(3)	(3)

## Inheritance

*Irish Inherited Glory Table*

Son of a warrior (all): 6d6 + 100  
 Son of a squire: 5d6  
 Son of a knight (all): 6d6 + 200  
 Son of a chieftain: 6d6 + 250

*Irish Equipment Table*

Son of a warrior (all) or chieftain: Irish Warrior' Outfit  
 Son of a squire: Footsoldier's Outfit  
 Son of a knight (all others): Outfit 2  
 Son of a banneret knight: Outfit 3

*Irish Luck Table*

01	Money. 3d20 denarii
02	Money. 1 £.
03-04	Your father died gloriously, +100 Glory
05	You have a Connacht rouncy
06-10	You have a charger
11	You have an Irish Courser
12-16	You are a descendant of a king 1d6+2 generations back, +150 Glory
17	You have 2 variable healing potions (1d6 healing), priceless
18	You have 1 Love Potion
19	Upgrade your Outfit by 1
20	Roll Twice



# PICTS

THE PRE-CELTIC INHABITANTS of Western Europe have survived in several small pockets of wild, mountainous regions where they continue to enjoy their pre-historic ways. In *Pendragon* these Picts are not treated with much historic accuracy, but are instead the powerful, tattooed savages of the natural, wild world.

## Stereotype

The stereotypical Pict is a small and quick wild man, tattooed and used to painting himself blue. He is a man of the natural world, ignorant of civilized ways. He is superstitious, probably knows some very minor magic, and carefully maintains his personal contact with the wild.

## Player Knights

Player knights may come only from the two regions which have adopted civilized customs from lands with which they interact. The wild Picts of the highlands contribute no player characters. No player knights come from the Out Isles, Orkneys, or Irish kingdoms either, because of the inherent difficulty of playing characters from enemy lands. No Navarese Basques are available, either.

## Common Attitudes

The Picts see themselves as the caretakers of the Earth Mother. They scorn the idea of ownership of land, and pride themselves in their ability to live in the wild. The knights among them glory in their arms, but have not forgotten their traditions.

## Politics

The Pictish rulers are jealous of their independence and proud of their ancient ways. They command unruly clans who still maintain mysterious and dangerous contact with distant relatives in the interior.

## Names

Male: Brude, Buban, Cian, Drust, Golistan, Llifiau, Mailcon, Peithan, Talorc, Wid.

Female: No female Pictish names have been recorded in history. Use Cymric names.

## Traits and Passions

The harsh living conditions, and a life close to nature, have given the Picts their influences:

Trait Modifiers: Pious +2, Suspicious +2, Cruel+1.

- All Picts: Love (Family) +2
- Benoit: \*Suspicious (Pagans)
- Dal Ariada: Loyalty (Lord), +3
- Escoce: Hate (Irish)

## Skills

The Picts are known for their knowledge of the hidden worlds of Faerie, and are famous for their acute hearing and sharp eyesight. Their primary cultural weapon is the great spear.

*Beginning Pict Skills Table*

<i>sk,lt</i>	<i>male</i>	<i>female</i>
Awareness	(10)	(5)
Boating	(1)	(1)
Chirurgery	(5)	(00)
Compose	(0)	(0)
Courtesy	(1)	(1)
Dancing	(2)	(2)
Faerie Lore	(10)	(10)
First Aid	(5)	(10)
Flirting	(1)	(1)
Folk Lore	(5)	(5)
Gaming	<2)	(1)
Hawking	(0)	(0)
Heraldry	(0)	(0)
Hunting	(5)	(5)
Industry	(0)	(5)
Intrigue	(0)	(0)
Orate	(1)	(1)
Play (....)	(0)	(0)
Read (glyphs)	(2)	(3)
Recognize	(2)	(5)
Religion (.....)	(2)	(5)

Romance	(0)	(1)
Singing	(2)	(5)
Stewardship	(2)	(2)
Swimming	(5)	(2)
Tourney	(2)	(1)

Battle	(3)	(2)
Horsemanship	(1)	(1)
Sword	(4)	(0)
Lance	(1)	(0)
Spear	(1)	(1)
<b>Great Spear</b>	(7)	(0)
Dagger	(1)	(2)
Javelin	(2)	(0)
Great Axe	(1)	(0)

## Inheritance

*Pict Inherited Glory Table*

Son of a warrior: 4d6 + 50
Son of a squire: 2d6 + 50
Son of a knight or chieftain: 6d6 120

*Pict Equipment Table*

Son of a warrior (all) or chieftain: Pictish Warrior's Outfit
Son of a squire: Footsoldier's Outfit
Son of a knight: Outfit 2

*Pict Luck Table*

01-03	Money. 3d20 denarii.
04	Your father died gloriously, +100 Glory
05	You have a rouncy
06-10	You bear magical tatoos that provide 2 points of armor
11	You have a magical charger, +1 movement rate and +1 d3 armor to normal attributes
12	You have 1d3 Healing Potions (each heals d6+6 points). Priceless
13	The faeries have gifted you with a magical great spear of impressive power, +2 to Spear Skill until broken (breaks normally). +100 Glory. Priceless.
14-15	You have 1d6 Healing Potions (each heals 1d6 points). Priceless.
16	You have 1d3 Love Potions. Priceless.
17-19	You have 1d3 Healing Potions (each heals 6 points). Priceless.
20	Roll twice





# ROMANS

ROMANS ENTER INTO Arthurian legend from history. The Romans ruled Britain for four centuries, and have been absent for only one. Their civilized way of life once dominated Logres, and the protection of the cloak of imperial majesty is still sought by whoever benefitted from their peaceful rule. Now, only those who live in and around the larger cities call themselves Romans, and hold the old way of life.

Though they call themselves Romans they will be labelled by historians as Romano-Britons or, even worse, sub-Romans.

## Stereotype

The Roman knight is proud, cultured, devious, and practical. It comes, no doubt, from living in the cities.

## Player Knights

Player knights are the relatives of noblemen reigning over the major cities.

## Common Attitudes

Romans everywhere, whether from Rome, London, or Paris, have the same beliefs in imperialism, urbanism, and Christianity, even though they disagree about *which* empire should rule.

The Romans believe in imperialism, a proven system which fosters peace and trade. They know themselves to be superior because of the long tradition of the Roman Empire, which they are still a part of. They generally favor Emperor Arthur, now that he has proved himself in the recent Roman war (and in many other previous campaigns). They know that urban life is far superior to the rural way preferred by ordinary lords and landowners.

## A Pictish Knight

This famous Pict knight has accumulated a fine suit of reinforced chainmail. His highland pony bears unique tattoos and tack.

## Politics

The Romans form a literate society of administrators and petty land holders who maintain the old Roman cities as fiefs. They are followers, and advisors, of their lords. Note that one major area, Dorset, is all-Roman.

## Names

Male: Albanus, Agorix, Arcavius, Avitus, Belleter, Burcanus, Caletus, Caractus, Catianus, Cunobarrus, Cervidus, Dagwaldus, Decmus, Donicus, Dumnorix, Egbutius, Elvorix, Galerius, Gessius, ingenvinus, Isatis, Ivimarus, Luonercus, Litumarus, Leddicus, Lupinus, Maccalus, Macrinus, Magunnus, Marullinus, Metunus, Molacus, Nemnogenus, Nonius, Novellius, Olennius, Pertacus, Primanus, Nertomarus, Sarimarcus, Sudrenus, Tanicus, Taurinus, Trenus, Veggenus, Vibennis, Vitalinus, Ulprus, Voteporix.

Female: Except for the names ending in -rix, all male names can be feminized by changing the ending to "ia." Thus Arcavius becomes Arcavia.

*Pronunciation Guide:* remember that all C's are hard, like K.

## Traits and Passions

The cosmopolitan and ancient ways of the Romans have made them the way they are. The Roman culture is less localized than others. All Roman characters begin with the following modifiers and rolls. "City" refers to the homeland rolled earlier.

Note that the current Roman Emperor is Arthur, due to the events of the recent Roman war.

- Deceitful +2, Worldly +2, Proud +2.
- "Suspicious (Non-Romans) 2d6
- Loyalty (city) 1d6+10
- Loyalty (Emperor) 3d6

A few Roman cities have a specific directed trait or passion:

- Leicester City, Logres. ^Suspicious (Cymri)

- Silchester, Logres. Hate (Saxons)

## Skills

The Romans are not known for their expertise at any particular skill, although all are literate. The primary cultural weapon, as befits an urban folk, is the dagger or shortsword, although young Romans are trained in all combat skills to some degree.

*Roman Starting Skills Table*

atiti	male	female
Awareness	(5)	(3)
Boating	(0)	(0)
Chirurgery	(5)	(10)
Compose	(0)	(0)
Courtesy	(5)	(5)
Dancing	(2)	(2)
Faerie Lore	(2)	(2)
First Aid	(2)	(10)
Flirting	(2)	(2)
Folk Lore	(2)	(2)
Gaming	(2)	(2)
Hawking	(2)	(0)
Heraldry	(5)	(2)
Hunting	(2)	(0)
Industry	(0)	(5)
Intrigue	(4)	(5)
Orate	(2)	(2)
Play (harp)	(2)	(0)
Read (Latin)	(4)	(2)
Recognize	(2)	(4)
Religion(Christ-)	(2)	(2)
Romance	(5)	(4)
Singing	(2)	(2)
Stewardship	(2)	(5)
Swimming	(?)	(2)
Tourney	(2)	(3)
Battle	(4)	(2)
Horsemanship	(3)	(2)
Sword	(4)	(0)
Lance	(3)	(0)
Spear	(2)	(0)
Dagger	(5)	(5)

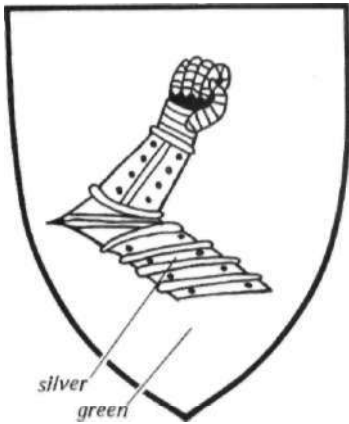
## Inheritance

*Roman Inherited Glory Table*

Son of a Scutarii (Squire): 3d6  
 Son of a Equites (Knight): 3d6 x10  
 Son of a Patrician (Lord or Officer): 3d6 x10 +150



Brastias



Roman Equipment Table

Son of a Scutarii (Squire): Outfit 1  
 Son of an Equites (Knight): Outfit 3  
 Son of a Patrician (Lord or Officer): Outfit 4



Roman Luck Table

**H1** Money. 3d20 denarii.  
**02-03** Money. 1 £.  
**04-06** Money. 1d6 £.  
**07-10** Your ancestors came to Britain from Rome (100 Glory)  
**11-12** You have a charger  
**13** You have an Andalusian Charger  
**14** You have a Barb Courser  
**15-16** You have 1 Healing Potion (heals 3 points). Priceless.  
**17** You have 1 Strong Healing Potion (heals 6 points). Priceless.  
**18** You have 1 Healing Potion (heals 1d6 points). Priceless.  
 Upgrade your Outfit by 1  
 Roll Twice

## SAXONS

THE KINGDOMS LABELLED SAXON are actually several tribes which are quite distinct to themselves, if not to their enemies. The kings trace their descent from the same god, Wotan, but through different families. They have been conquered by King Arthur, and are now his subjects.

### Stereotype

The stereotype of a Saxon is of a big, bluff, handsome blond man without much sophistication, easy to anger or to please, and given to violence as a possible solution to any problem.

### Player Knights

Saxon society is new to the ideas of knighthood. The Saxons were not socially organized to produce knights when they were conquered. Only recently have young men of sufficient age acquired the possibility of becoming knights, but their upbringing is against them.

### Politics

The people classed as British Saxons are actually several tribes distinct to each other, but generally indistinguishable by outsiders. Thus knowledge of tribes is irrelevant except to provide some inside Saxon Cultural knowledge. The three tribes come from different parts of northern Europe, and their major differ-

ences are in dialect, favored style of pot-making, and some customs.

**Angles:** Anglia, Sorestan  
**Jutes:** Kent, Wessex, Wight  
**Saxons:** Essex, Sussex

### Names

**Male:** Aelfric, Aescwine, Bassa, Beorht-ric, Caedwalla, Caewlin, Centwine, Cenwalch, Cerdic, Coelred, Coelric, Coelwulf, Coenhelm, Conerad, Conewalch, Coenwulf, Cuthbert, Cuthred, Cuthwulf, Cyneagils, Cynewulf, Cynric, Eadbald, Eadberht, Eadric, Eardwulf, Edwin, Edgert, Ethilfrith, Ethelheard, Ethelred, Ethelwulf, Hengest, Hlothere, Horsa, Ine, Octa, Oeric, Osric, Oswald, Oswine, Oswulf, Oswy, Peada, Penda, Sigebryht, Wihtred, Wulfhere

**Female:** Aelflaed, Aelgifu, Aethelred, Burhred, Cuthburh, Cyneburh, Eadgifu, Eadgyth, Eadhild, Ealhred, Eormenburh, Hereswith, Raedburh, Sexburh, Wihtburh

### Personality Traits and Passions

The bluff and authoritarian ways of the Saxons are seen in their cultural traits.

**Trait Modifiers:** Arbitrary +2, Cruel +1, Honest +2, Energetic +1, Valorous +1

### Local Saxon Directed Traits and Passions

- Anglia, Logres. Hate (Duke Hervis)
- Deira, Cumbria. "Suspicious (Malahaut)
- Essex, Logres. "Indulgent (alcohol)
- Isle of Wight, Logres. \*Valorous (at sea)
- Hampshire, Logres. Loyal (Pendragon)
- Kent, Logres. Hate (Danes)
- Silchester, Logres. Fear (Romans)
- Sussex, Logres. "Indulgent (alcohol)

### Skills

The Saxons are known as expert sailors and are often good swimmers. Their primary cultural weapon is the fearsome great axe.

Skill Table

Skill	male	female
Awareness	(5)	(4)
Boating	(10)	(0)
Chirurgery	(0)	(10)
Compose	(2)	(2)
Courtesy	(5)	(4)
Dancing	(2)	(2)
Faerie Lore	(2)	(2)
First Aid	(2)	(10)
Flirting	(2)	(3)





Folk Lore	(2)	<b>a)</b>
Gaming	(3)	(2)
Hawking	(?)	(2)
Heraldry	(2)	(2)
Hunting	(3)	(2)
Industry	(0)	(5)
Intrigue	(2)	(3)
Orate	(3)	(2)
Play (harp)	(0)	(0)
<b>Read</b> (.....)	(0)	(0)
Recognize	(2)	(3)
Religion (.....)	(2)	(2)
Romance	(2)	(3)
Singing	(3)	(2)
Stewardship	(2)	(3)
Swimming	(5)	(3)
Tourney	(2)	(2)
Battle	(3)	(2)
Horsemanship	(3)	(2)
Sword	(4)	(0)
Lance	(1)	(0)
Spear	(1)	(0)
Dagger	(0)	(2)
Axe	(1)	(0)
<b>Great Axe</b>	(7)	(0)



## Inheritance

### Saxon Inherited Glory Table

Son of a squire or warrior: 6d6 + 50  
 Son of a knight: 6d6 + 150  
 Son of a lord: 6d6 + 250

### Saxon Equipment Table

Son of a warrior: Saxon Warrior's Outfit  
 Son of a squire: Outfit 1  
 Son of a knight (all): Outfit 2  
 Son of a lord: Outfit 3

### Saxon Luck Table

01-03	Money. 3d20 denarii.
04	Money. 1d3 £.
05-07	Wotan is your ancestor. +200 Glory.
08-10	You have a sumpter
11	You have a rouncy
12-13	You have a charger
14	You have part-share in a ship. Check with the gamemaster for details.
15	You have a blessed great axe. +1 to Great Axe skill value when used. Breaks normally. Value = 2 £.
16-18	You have a Magical Healing Potion, heals 1d6 points once. Priceless.
19	Upgrade your Outfit by 1
20	Roll twice •



## A Saxon Warrior

This unusual warrior wears studded leather armor and a good helm (worth 6 points). He is carrying a fine great axe of Byzantine design.



# Ambitions

*Knights have many paths to Glory and success,*

## Lords

CHARACTERS MAY PROGRESS BEYOND THE office of banneret, but such action is extraordinary. They might be assigned to an office, or become a ruling lord. Such success indicates that the knight has, in terms of material success, "won the game."

Such a position of power is not within everyone's ambitions, and even less likely to be within someone's actual accomplishments. However, all characters will probably encounter some people of these ranks during play, and this is the opportunity to define them.

## Who Are Noblemen?

The nobles form a social class which does not directly work the land or make a living by production. Instead, nobles are supported by goods and food collected from the lower social classes. All knights are nobles, as are many squires. But several higher social classes of nobles also exist. They are the lords and are the leaders and doers of their world.

There are several methods whereby a man may become lord. The first is to work directly for the sovereign, for all nobility stems from the king. Second is to inherit it from his forefathers. Third is to live an honorable life and be rewarded for it. Fourth, to earn it by profession of arms. And fifth, to receive it from the lord by letters of patent.

## Using Nobility

Gamemasters should be careful of making powerful lord in the campaign. An earl in *Pendragon* is one of about 100 such noblemen in all Britain — a significant person! A duke is one out of ten or

so. Even the apparently many sub-kings number only 25.

Such lords have a social right to take command and, in general, act superior in whatever manner they feel appropriate. Even a very humble individual of this class may greatly overbear the roles of the other, less fortunate, knights.

Upper class lords are most playable if a majority of the regular players wish to run comparable lands and, hence, characters.

A minor baron may not overwhelm a party. Though they are sometimes glorious, a certain attitude sets in when the other knights recognize that his Glory is from sitting on fat lands.

Since a character with even a minor barony is set for life they have, in effect, "won" the game of *Pendragon*. They are not compelled to follow the life of an adventuring knight errant. When a player character receives such a grant he should retire for a while to learn about the land, pay off the relief, to create an heir, and so on. As a lord he can grant knighthood now to his own knights, and enters the ranks of "semi-played player knights."

The oldest son, trained for life, is too precious to go off adventuring, an occupation which has a much higher mortality rate than being a landlord. So they stay home, collect easy land Glory, and generate more heirs.

However, second and third sons of such characters have a very Arthurian ambience about them. The younger sons of minor lords are normally sent from home to fare for themselves. They get a hefty bonus of Glory to start (if they care to identify themselves through their heraldry or are Recognized.)

Sometimes one player in a campaign will want to play a lord while the others will not. Special solo opportunities are given for them.

## Privileges and Responsibilities

A lord character gains many privileges. His precedence and prestige are enhanced, he gains Glory for holding land and castles, and he controls a contingent of personal knights. He may appoint new knights, arrange marriages for landholding widows, and has the duty and privilege of attending his lord's court.

A lord character also has many responsibilities. He must protect the people who tend his land, and uphold Low Justice and High Justice too, if allowed by his lord. He must maintain his castles and bridges and towns, and keep a specified number of knights (and sometimes men-at-arms) in service for his lord's army. He must feed his lord and court whenever they arrive during their progress, and must sponsor tournaments and feasts. Finally, a lord must maintain a lifestyle appropriate to his station. The yearly Libra cost of this lifestyle is provided in the descriptions below. This cost reflects the required tournaments, feasts, gifts, and ceremonies which a lord is expected to sponsor. A lord who fails to expend the proper amount on himself is failing in his duty and will lose the yearly Glory benefits of his title. Great lords are expected to look the part.

For a lord to be effective, his player should acquire a wider view of the realm than a player of an ordinary knight. One path to gaining this view is that each lord-player *must* become a part-time gamemaster for short-duration events.



Players should treat the concept of part-time gamemastering seriously. A lord character must, at some time, sponsor an event and his player must run the required game session. The precise nature of the event depends upon the size of the holding, and sponsoring the event may be required by the gamemaster more than once during a year.

The events listed below are minimal requirements only. Truly noble

players will volunteer to run several events, perhaps even adventures within their landholding.

The purpose of this part-time gamemastering requirement is twofold. First, it gives your gamemaster a break. He plans to mastermind the campaign and oversee adventures for a year or more to sustain the *Pendragon* campaign, and he deserves a chance to occasionally play characters without also

having the gamemaster's responsibilities. This experience keeps him in touch with the player characters' outlook and needs.

Secondly, part-time gamemastering helps train new gamemasters by illustrating just how easy gamemastering really is when using the tools included in the *Pendragon* game.

## Ranks

THROUGHOUT THE ARTHURIAN TALES TWO general categories of noblemen are described: titled and untitled. Squires, knights, and bannerets are counted as untitled, while barons, earls, dukes, kings, and pennaths are titled. Except for squires and some knights, nobles are also landholders (anyone who holds land).

### Baron

This title is used for anyone who holds land directly from their king. Thus there are barons of Arthur and barons of other kings as well.

Baron means "a royal landholding vassal." Recipients of small holdings directly from their king are bannerets. (Most small fief holders get a gift from the High King which is held through an intermediary baron). Baron usually means, in *Pendragon*, the Great Barons who hold rich and widespread estates, and who command large armies of knights. If a baron holds another more prestigious title he will use it.

On the average, a baron holds X\* from either the High King or one of the many other kings.

Barons must spend at least 26 Libra per year to support themselves and their retainers. The baron himself lives as a rich knight. Any less than this, and the baron is not showing the proper apportionment of his estate.

Baronial retinues are typically 25 people, including the baron, his wife, another knight, 3 squires, 2 maids in waiting, 4 pages, a cook, a groom, a herald, and other menials.

### Character Duties

To provide military aid and counsel, in matters personal and social, to his lord. To provide for the well being of his vassals, and maintain the health and prosperity of the holding.

### Player Duties

To sponsor a Hunt when asked by his lord, and sponsor a Neighborhood Tournament. He must also make command decisions, and play that character in role when required by the campaign.

### Benefits

Barons receive yearly Glory equal to their landholding, up to 100 points annually. Thus they usually receive 100 Glory per year.

They may wear a crown with eight large pearls as a sign of office.

A baron has at least 15 knights under his command. His ransom is 180£.

Barons are addressed as Lord, and their sons as Lord and daughters as Lady.

### Earl (Count)

Earl is a title which implies rule over a large region called a county. Commonly, an earl holds most of the land in his county and lesser lands in other counties. Earldoms are sometimes named after the chief seat or after the county. An earl has received his lands and title when he has had the Sword of the County" belted onto him during the proper investiture ceremony.

Saxons use the term *ealdorman*, later shortened to earl. Frenchmen use the term Count, which is roughly equiva-

lent. To illustrate the degree to which these terms are interchangeable, in England the wife of an earl has always been called a countess.

On the average, an earl controls 75 knights. He has about 100 manors. Earls must support themselves, their families, and retainers in the proper style and manner. The earl himself must live as a superlative knight. An earl's retinue typically numbers approximately 50 people, including the earl, his wife, 8 additional knights, 12 squires, 5 maids in waiting, 8 pages, 2 messengers, a herald, 2 grooms, a cook, 2 assistant cooks, a clerk, a priest, a dog boy, a hawk keeper, and 5 miscellaneous varlets.

Counties always have at least one medium castle (DV 26/10) and at least 1-3 small castles (DV 16/10 each).

### Lord's Homage

Each lord, before taking his office, must swear homage to his lord. Gamemasters may wish to have characters take such as oath, as they did when becoming a knight. Here is an appropriate oath, derived from the oath taken by Count Baldwin IX of Flanders and Hainault to King Philip Augustus of France.

"I (name and title), make known to all men present and to come that I have agreed and sworn to my liege lord (name and title), to give him aid, openly and in good faith, all the days of my life, against all mortal men; and moreover I will never withhold or withdraw such aid from him as long as he shall be ready to do right to me in his court and to let me be judged by those who ought to be my judges in his court."



## Character Duties

To provide military aid and counsel, in matters personal and social, to his lord. To provide for the well being of his vassals, and maintain the health and prosperity of the holding.

## Player Duties

An earl must hold a Hunt and a Feast when commanded, and also sponsor a Local Tournament. He must also make command decisions, and play that character in role when required by the campaign.

## Benefits

Earls receive yearly Glory equal to their holding, up to 100 points annually. Thus they usually receive 100 Glory per year.

They may wear a crown with eight strawberry leaves alternating with eight small pearls on spikes.

An earl has 75 knights as his vassals. His ransom is 1100£.

An earl is always "Right Honorable," and is styled "My Lord." A earl's eldest son bears his father's "second title" (usually Lord) and younger sons are "Honorable," while all daughters are "Lady."

Earls always receive the "third penny" from the county courts. This is a great source of income for them.

## Duke

The title duke denotes the highest rank other than royalty. Dukes are rich and powerful. They hold the equivalent of several counties and have lesser holdings throughout several kingdoms. Dukes almost always hold of the Pendragon, who usually grants the titles for life and for military purposes. Thus we can understand how there are both a King and Duke of Cornwall.

A Duke usually commands 100-200 knights from across his domains. A duke's monetary requirements are 164 Libra per year to maintain his vassals and to sustain all the appearances of his title. The duke himself must live as a superlative knight.

Ducal retinues typically include 80-100 people, including 15-20 knights plus other servants.

Ducal holdings always have at least 1 large castle (DV 32/19) as primary residence, 1-3 medium castles (DV

26/10), and 2-6 small (DV 16/10) castles.

Due to the military nature of the office many more castles and watchtowers are likely.

## Character Duties

To provide military aid and counsel, in matters personal and social, to his lord. To provide for the well being of his vassals, and maintain the health and prosperity of the holding.

## Player Duties

A duke must hold a Hunt, Feast, and Court, and also run a Regional Tournament. When necessary for the game, he must also make command decisions, and play that character in role.

## Benefits

Dukes receive yearly Glory equal to their holding, up to 100 points annually. Thus they usually receive 100 Glory per year. They may wear a crown with eight strawberry leaves rising from the circlet.

Dukes usually have 150 knights to command. Their holdings have 150 manors and other sources of income. A duke's ransom is 1600 £.

Dukes are addressed using their title of Duke. He is addressed as "Your Grace," and is styled "the Most Noble." The eldest son of a Duke takes his father's second title, and the other sons are addressed as Lord, and the daughters as Lady.

## King

The king is the highest rank of nobility. A king normally owes no vassalage but feels responsibility to whatever personal ideals he swears by. He might owe ultimate allegiance to his people, to ancient Roman law, to the divine right of kings, or some act of history which made him king.

All the powerful kings of England eventually submit and pay homage to Arthur Pendragon, who thereby becomes the High King of all Britain.

Many lord called "king" in the various literary sources do not seem to meet the requirements for king. In Pendragon they are classified as pennaths, even though contemporaries might call them king. This title does not define usage, but a class and status. To qualify as king a landholder must be politically

independent or owe allegiance only to the Pendragon, and be liege to 100 or more knights. The gamemaster may wish to limit his campaign to one of the kingdoms listed in Pendragon character generation. If a player assumes the role of a king, he will control one of these kingdoms. The king himself must live as a superlative knight.

Royal retinues are typically 100 people, including 15-25 knights as escort, and appropriate servants.

Royal domains have at least 1 large castle (DV 32/19), 2-5 medium castles (DV 26/10) and 3-8 small castles (DV 16/10).

## Character Duties

A king has no lord, and thus owes duty to no one. He must provide for the well being of his vassals, and maintain the health and prosperity of his kingdom.

## Player Duties

A king must hold a Hunt, Feast, and Court, when needed for play, and also run a Regional or Regal Tournament. He must also make command decisions, and play that character in role when required by the campaign.

## Benefits

Kings receive yearly Glory equal to their holding, up to 100 points annually. Thus they usually receive 100 Glory per year. They may wear a crown with crosses and fleurs-de-lis rising from the band, which is decorated with emeralds, rubies, and sapphires.

If the player is not using a land record, then his king holds a minimum estate of at least 100 manors, and other sources of income. His ransom is 2150 £.

Kings are addressed as "Your High-

## Pennath

Pennath is a title given to independent landholders whose status does not

## A Lord and His Lady

These well-dressed gentlefolk, preparing to enter the great hall for dinner, are the newly wed couple, Sir William, and the bountiful widow, Damosell Erica. Note the jeweled badge on Sir William's shoulder, and the elegant wine glass held by the lady.





equal that of king. Pennaths may be called king by their subjects and contemporaries because of their independence from vassalage. Their wealth and prestige are comparatively minor, warranting this category.

Pennaths' holdings are usually located within a single region, often isolated from easy outside contact. They may lie completely within the borders of a larger kingdom whose king is not recognized as lord. Thus we can understand the numerous kings of Gomeret and Norgales who appear in Arthurian stories.

The size and strength of a pennath's holding may vary widely, but should be judged in comparison with standards set above, including annual personal maintenance costs.

### Character Duties

Like the king, a pennath knows no lord. He must see to the well-being of his holding.

### Player Duties

The duties of a pennath vary according to the size of the holding, but should be judged by the standards set above. He must also make command decisions, and play that character in role when required by the campaign.

### Benefits

Pennaths receive yearly Glory equal to their holding, up to 100 per year. They may wear a crown decorated in whatever their tradition dictates. Be imaginative. Maybe crenellations, oak leaves made of gold, laurel wreaths from ancient Roman times, or a crown made with spearheads. Other benefits are comparable with the equivalent status of lord listed above.

## Officers

Some estates are so large that they require the attention of more than one knight and his wife.

The attention required by these positions does not really allow time to go adventuring, except on the lord's most important business. Thus it is possible for your character to retire into one of these positions when he stops active play.

Given below are listings of common tasks, plus the name of the man who holds that job for King Arthur.

### Chancellor

The number two man in the kingdom, holder of the Royal Seal which must mark all official documents. Sir Constantine, son of Cador, holds this post for Arthur.

### Butler

An official responsible for food, especially procurement and storage of goods. In charge of workers, carters, servants, etc. Sir Lucan the Butler fulfills these tasks for Arthur.

### Seneschal

Also called Steward, this is the man in charge of feeding the court (especially the part of the process between the storage cellars and the plate). Lord over cooks, servers, etc. Sir Kay, son of Ector, is the boss here.

### Chamberlain

Keeper of the Kings Chamber, including the things in it such as the treasure. He is both chief servant of the king's private life, commanding tailors and laundresses, and he is the treasurer.

### Constable

The person responsible for the order and comfort of the court, performing tasks such as arranging lodgings for the king, commanding messengers, watchmen, musicians, sergeants, huntsmen, horn blowers, etc. Sir Baudwin of Britain is in charge here.

### Marshal

Commander of field forces during war, and responsible for the protection of the household. Sir Brastias, Warden of the Northern Marches, commands the forces for Arthur at first, and later Sir Griflet takes the post.

### Justiciar

The individual responsible for making sure that justice is delivered in the High King's courts, he is also overseer of the sheriffs. He may also sit in as judge for cases presented to the High King himself. King Arthur himself oversees this post.

### Sheriff

A *shire* is a county-sized division of land, and the *reeve* is the person in charge of making sure that the king's justice is properly delivered in the

courts held there. He (or his appointed representative) circulates through the shire and is one of the two judges of the shire court (the other is from the local Earl).

## Other Titles

The following titles are used by other cultures also existing in England during Arthur's time.

### Bretwalda

This is the Saxon title equivalent to High King. The title is gained by the most powerful warrior and king among the British Saxon houses.

### Dux Bellorum

A Roman title which means "Leader of Battles," applied to the warlord who commands an army drawn from all across Britain, yet independent from command of the local kings and praetors. Arthur holds this title.

### Pendragon

The "Chief Dragon," or High Warlord, of the Cymric warriors who is qualified to command the red dragon banner of the land.

### Praetor

A Roman term used for lords who derive their power from the city they rule.

### Prince

The son of a king, the eldest prince is also the royal heir. The title of prince is never transferred to children, except by the king.

### Princess

The daughter of a king, princesses never pass their titles to their children unless they marry a king.

### Queen

Either the wife of a king, or the heiress of a kingdom in her own right.

### Vavasour

This title comes from "vassal of a vassal." It is often found in stories, typically of a kind old retired knight who hosts visiting strangers.



# Other Organizations

EVERY ROLEPLAYING GAME must make some concessions to the needs of the players and player characters. In practice terms this means that alternatives must be provided for them to exercise their prerogatives. This means that players must have some other organizations available to them. Not everyone will wish to be chivalrous, to aspire to the Round Table, or to fall in love. Yet there are other reasons to "follow the crowd," or part of it: to gain support outside your family.

Here are some minor organizations which certain types of characters may wish to join. No gamemaster is required to include these organizations in his campaign. They are all far on the fringes of mainstream player knight-hood.

These examples are all public organizations. Other, secret societies, probably exist in fact as well as rumor. These include the Fraternity of the Black Knight, the Order of the Destroying Serpent, and the Keepers of the Flame.

## The Queen's Knights

### Origin

The Queen's Knights were organized many years ago, to allow the Queen to honor certain knights by recognition through membership in a special, picked body of men. These individuals serve the Queen as guards, at court, and in whatever way pleases her.

### Beliefs

Members of the Queen's Guard recognize the civilizing influences of the feminine principle, and devote themselves to protecting and honoring it.

### Requirements

Queen's Knights must have a Love or an Amor,

They must compete in an annual contest and win at least one of the contests to belong. Contests are held in: Courtesy, Dance, Gaming, Hawking, Orate, Play (Instrument), Sing, plus whatever else the Queen decides.

### Benefits

After a year of serving as one of the Queen's Knights a player knight collects 100 Glory. Another year gains the same.

The primary benefit is in being so close to the High Queen, and thus able to get her attention, and that of the other primary adherents.

### Primary Adherents

Sir Lancelot, new-comer to Camelot  
Sir Gawaine, nephew of King Arthur

## Knights of the Grail Temple

### Origins

The Templar knights were organized by the White Knight, a stranger who came to Arthur's court years ago. The Templars, as they are known, combine the rigors of chivalry and Christianity, following two sets of stern orders: knightly *and* monastic!

### Beliefs

Templar knights believe that the pursuit of the Holy Grail is the ultimate experience for mankind, and such an ideal can be gained only by simultaneously following both knightly and Christian ideals. Templar knights must dedicate their lives to understanding the spiritual implications of the Holy Grail, and spend their spare time searching for the physical manifestation.

### Requirements

Templar knights strive to be Chivalrous Christian knights, and to live like holy monks as well. Thus they must have a Passion of: Love (Holy Grail) = 3d6. Templar Knights must strive to keep all Christian Traits at 16 or more. Templar knights must strive to become and remain Chivalrous.

Initiates to the Templars must give all their worldly possessions to the Temple, and may not own anything for their duration in the Temple. Templar knights may not have wives, amors, or any attachments to their families.

### Duties

Templar knights serve all Christian people in accordance to their vows. They escort the poor upon pilgrimage, feed the hungry, act as impartial arbiters in disputes, preach to the ignorant, and fight the heathens.

### Benefits

Templar knights get the usual annual Glory bonus for maintaining Chivalrous and Religion bonuses (ie- 100 each).

Templar knights get an additional bonus each year that they maintain both these, and have a Love (Holy Grail) of 16 or more, equal to 100 Glory.

### Primary Adherents

The White Knight, whose other identity is secret, who founded the Temple Galahad, son of the Fisher King, when he appears at court later

## The Order of the Golden Apple

Many orders have formed to provide mutual support among knights otherwise devoid of widespread political and personal support. Men unable to join the Round Table have imitated it and formed lesser organizations like this. Thus, this Order is a model for others possible, each of which would have their own specific requirements, but similar beliefs, duties, and benefits.

### Origin

The Order of the Golden Apple was formed by the King of Malahaut to honor members of his own or neighboring lands who distinguished themselves.

### Beliefs

Members believe that they have an obligation to live chivalrously and to support each other against strangers.

### Requirements

Members must come from one of the Cumbrian or Northern kingdoms (Malahaut, Norgales, Nohaut, Lothian, Gorre, Strangore); or come from one of





the northern Saxon lands (Sorestan, Diera).

Members must generate a Loyalty (Order of Golden Apple) equal to 3d6.

### Duties

Members must never fight against each other for conquest or for love, including on opposing sides of a tournament. Members must support and succor each other beyond normal expectations. Members must not belong to any similar organization, especially the Round Table.

### Benefits

The main benefit is that knights obtain the friendship and support of knights from outside of their own region.

### Primary Adherents

King Barant of Malahaut.

## The Thrashers

### Origins

Sir Mordred, the viper of Camelot, raises this brotherhood to organize the malcontents of Arthur's reign. The Thrashers are taken from T.H.White's story. The Thrashers distinguish themselves with a badge of a mailed fist gripping a whip.

### Beliefs

The Thrashers believe that their knightly prerogatives have been eroded by King Arthur and his chivalry. They believe that they must impose their knightly rules as sternly as possible, and should be held harmless from any complaints from the lower classes. They believe that "Might makes Right."

### Requirements

Members must generate a Passion of Hate (Lancelot) equal to 3d6. They must not be Chivalrous. They must not have a Loyalty (Arthur) or Loyalty (Pendragon) greater than 9. They must have a Loyalty (Mordred) of at least 3.

### Benefits

The benefits of belonging to this organization is that members have the support of two powerful knights in case any one complains about their behavior. Mordred and Agravaire work hard to protect their friends in this club.

### Primary Adherents

Sir Mordred, Prince of Orkney  
Agravaire, of the Orkney Clan

## The New Celts

### Origin

The New Celts is a fraternal organization of knights founded recently and led by Sir Meliagrance, son of the King of Gorre.

### Beliefs

Members of the New Celts are unhappy with the equality implicit in Arthur's reign, and seek to overcome the ideal and replace it with Cymric dominance.

### Requirements

Must be Cymric in origin.  
Must have a Directed Trait of Pride (Cymri) at +6.  
Must have Directed Trait of Suspicious (non-Cymri) at +3.

### Benefits

The benefit of this organization is the friendship and support of the other member knights.

### Primary Adherents

Sir Meliagrance, Prince of Gorre  
Sir Galegantis, Duke of Clarence

## Order of Red Knights

### Origin

The Order of Red Knights was formed by Sir Ironside, who came to court many years ago, and challenged the Round Table to confront the crimson danger of violence which lies within their midst. He attracted many through his simple code, and organized this order to recognize them.

### Beliefs

This shadowy organization of bad knights is loosely joined by their belief in anarchy and indulgence, and lurks at the fringes of Arthurian society.

Not everyone who wears red armor is one of them, but all of them wear the characteristic red armor. It is easy to join their gang, organize a bunch of thugs, and to wander around causing trouble.

### Badge of the Thrashers



They believe that every knight is inherently violent, and that they reserve the right to use violence whenever they wish, even within their own society! Thus the Red Knights are a sign of potent danger to everyone.

Some Red Knights believe they are to serve as a reminder of inherent violence, but otherwise ought to be chivalrous and follow the High King's Law. Many are simple thugs incapable of understanding much else, and seeking a way to get by.

### Requirements

They promise to exercise knightly privileges to the extreme, maintain the ancient rights of the privileged class, prove that "might makes right," and cast the red truth of Pendragon "purity" back into their goddamn righteous pearly white teeth.

### Duties

Red knights must practice the traits of Suspicious, Indulgent, Proud, Worldly, and Reckless.

Red knights must do anything to win a fight, including fighting dirty.

Red knights must not have a passion of Amor or Love, Loyalty (Pendragon), or be religious.

### Benefits

Red knights gain the benefit of knowing which side they are on: their own. Right and wrong to them might be subjective, but the traits are all considered to be good for members. The Red Knights get no special benefits for their practices, no matter what their Trait scores are.

### Primary Adherents

Sir Ironside of the Red Launds.

*Special Note:* If you have not yet become aware of it, this is a somewhat tongue-



in-cheek organization, sort of like a medieval biker gang. The Red Knights, as gamemaster characters, might provide comic relief if pitted against experienced player knights, but can be a real widespread terror against young knights still seeking a reputation.

## The Young Knights

### Origin

The Young Knights were founded when Arthur was himself a young man. They were landless and leaderless, but volunteered for action with the king. Their courage in battle and loyalty to the king, even over blood ties, earned them a permanent place at court.

### Beliefs

Arthur over all! Whatever the Pendragon says, goes!

### Requirements

Members of the Young Knights choose their new members by popular acclaim. The volunteers must be known to be of good bearing, honesty, and uphold the virtues of Chivalry and other beliefs of the High King.

### Benefits

Members are close to the attention of the High King

### Primary Adherents

Membership varies widely.

## Temporary Fellowships

### Origin

Wandering knights in the Middle Ages, men without homes and friends, often formed temporary companies in which each swore an oath to help the others in battle, tournament, and with ransoms. These brotherhoods were usually unnamed, leaderless, and for the duration of a pre-set time period or event.

### Beliefs

No special beliefs are necessary, unless specified by members.

### Requirements

Members must act towards each other as if they were brothers in blood as well as in arms. Members each acquire a Passion of Loyalty to (Group) which is equal to either: 1. 3d6; or 2. the lowest number which is chosen by everyone in common discussion.

### Duties

Duties include supporting and defending each other, even unto the cost of our own lives. Captured members must be ransomed by the free members.

### Benefits

The primary benefit is the ransom promised, which can save a knight's life in many situations.

### Primary Adherents

Almost anyone has opportunity to join a temporary group, especially errant knights, knights making the tourney circuit, knights banding together to join the mercenaries, knights setting out together on a long journey.

### Campaign

The author has found that these impromptu organizations provide a great sense of security for characters from diverse backgrounds, and considerable enjoyment for the players. Almost all have, in my experience, been ephemeral, rarely lasting beyond membership by its original participants. A colorful name enhances all the members. Some from the *Pendragon* campaign include the Knights of the Compass, with one character from each direction around the Arthurian world. Another, less heroic but as meaningful group, was the Tri Lambs who named themselves, after a particularly bad series of adventures, after the name of the nerd fraternity which appeared in a popular comedy movie. Another ill-fated group was the Knights of the Tavern.

# Other Options

## Squire

Characters who do not qualify for knighthood should start the game as squires. Squires are apprenticed to knights, acting as servants while receiving on-the-job training. They are gentlemen-in-waiting, usually planning to become knights someday. Squires must prove their worth to their knights in order to qualify for knighthood. When openings become available, squires are presented to their future lords for acceptance.

It is not uncommon for men to be advanced in age, yet still be squires, especially if they are not of knightly or

noble blood themselves. There is no dishonor in serving as squire for life: Gouvernail served Sir Tristram until that knight's death. It is a great honor to be a squire, or even one of a knight's squires.

A knight may have several squires at a time. The senior squire, called the *squire of the body* is in command of the other squires, and has both the responsibilities and benefits of his post. He is usually the only squire to go with the knight into battle.

For roleplaying<sup>^</sup> sake a knight and his squire should be played by different players if both are player characters. When both are played by one person the pair works in unnatural unison,

making a disadvantage for players with non-played character squires, and crowding unimportant characters into knightly scenarios. A domineering player may have his own characters argue with each other during play, resulting in a complete waste of time

### The Squire Pool

Historically, a squire was assigned to a single knight, for whom he worked until death, dismissal, or until he attained knighthood. Sometimes either a squire's or a knight's player is unable to participate in a game session. To allow play to proceed, a knight can be played without a squire, a squire can be played



without a knight, or a squire can be borrowed for an adventure.

This borrowing of squires ignores the historical custom of assigning squires to individuals. However, based on an example drawn from Malory's *Grail Quest* we have adopted it. Thus in *Pendragon*, squires are sometimes temporarily attached to whichever knights need them at the time. Squires must maintain loyalty to their current knights, and perform all other squire's duties.

### Nonplayed Squires

Your campaign may dispense with squires in total or in part. Most campaigns simply make them into non-player characters who are always there but never important. Yet your knights need the services of squires at times.

The following facts are important to know about nonplayed squires:

*Name:* occasionally important. If you know the squire's name and age you have the germ of a character.

*Age:* ranges between 15-20+. When a squire reaches 21 he is usually knighted, and a new squire fifteen years of age is begun. Age is used as a statistic, rolled any time the squire must perform under stress. For instance, if a knight needs a new lance in a tournament's grand melee, roll the squire's age on d20. If successful, the knight gets the lance; if not, wait until the next melee round and try again. The age roll can be used in other instances, such as for the squire to see if his knight's armor is polished properly when the king visits to inspect the castle.

*Horse:* type should be known. When the squire's knight becomes unhorsed or otherwise loses his mount he can take his squire's mount as replacement.

*First Aid, Battle, Ride:* These skills are most often needed, and are the ones most likely to be different from the Age.

### Requirements

To become a squire a person must be accepted by a knight. He must pledge to obey the knight as his lord, and grant full loyalty to him. He agrees to place his care and protection into the hands of the knight.

An individual knight may also have further requirements, such as a preference for attitudes, religion, culture, or specific skills. Those are strictly personal requirements that vary according to the individual, and may certainly be imposed upon the squire. The most standard are listed in the "Character Generation" chapter. Player knights may have their own agenda.

### Duties

A squire does whatever his knight tells him to do. Typical chores which all squires perform include tending horses, sharpening weapons, polishing armor, helping don armor, carrying messages, preparing and handing over fresh weapons, providing the knight with a horse, taking charge of prisoners on a battlefield, standing watch, riding errands, waiting on the knight at a banquet, rescuing the knight on a battlefield, carrying off wounded knights, and fighting when so ordered.

### Benefits

Squires receive goods, training, board, and protection from their knights. Goods include their horses, armor, weapons, and everything required for sustenance.

Training is gained through play experience, and as outlined in the experience rules.

Squires receive board from the knight, as available and appropriate. Unless the knight is in a lady's quarters, the squire can expect lodgings comparable to the knight's.

The knight must work and fight to protect his squire, and may not squander his squire's life needlessly. This is a subjective judgment made by the knight, and a matter of trust for the squire. Many squires chafe at being held back, preferring the chance to fight the enemy and gain the experience. Others appreciate the protection.

Squires, as the lowest class of noble and gentlemen-in-training, are ransomed if captured for 6 £.

## Knight Errantry

Knights may leave their homes and seek adventure by wandering about the countryside, accepting quests, adventures, or any challenge to their noble

way of life. They are called errant knights.

### Requirements

No specific requirements are attendant upon this way of life.

### Duties

Knights errant have no set home for the duration of their search, and must accept any challenge which is not obviously beyond their capacity to succeed. It is the perfect way of life for knights who have no lord.

### Benefits

The benefits of errantry are that the knight is forever seeking to obtain Glory in as many ways as possible.

Throughout Malory's *Le Morte a'Arthur* knights who seem quite alone ride hither and yon. No awkward retinue dogs their trail, although squires often appear miraculously or simply perform their duties quietly out of sight.

Errant knights defy the comments made in the essay on Retinue. They wear their armor all day, ride their chargers, and make it seem an easy matter to live without a squire. The way they do this is because they are tough. But also because they have obtained Gamemaster permission to ignore some rules. This is really a matter of gamemaster style, and not something which can be quantified by rules.

This behavior is unusual among knights, but not uncommon among those who are chivalrous or seek to be. The hardship exemplifies their virtue of Humility, and also the monkish virtue of Poverty. It is respected by most people, noticed by all.

Women often accompany knights errant on their journeys, usually as guides. They share in the knights' hardships and help them if they can. Such company is totally within the normal practices of knight errantry.

Traveling in companies is also common. Sir Lancelot often travels alone, but at other times is found in company with Gawaine, Lionel, Ector, Bors, Kay, or others. Sir Dinadan rarely travels without Sir Tristram. Sir Sagamore le Desirous and Dodinas le Savage are never found alone but always in each other's company. •



# Women

*Women have many roles in the Arthurian world, including some which no man can perform,*

**P**ENDRAGON IS BASED on Arthurian literature. To be faithful to the sources the role of female characters must be limited to those roles found in literature and history. Thus the first part of this chapter concerns itself with the traditional roles of women in

feudal society. And a character sheet for traditional female characters is provided.

However, the purpose of *Knights Adventurous* is to expand this horizon. Thus the second part of this chapter explores the more esoteric territory of the

woman fighter. No special sheet is available. Players wishing to run such characters may wish to use the normal character sheet for males instead of the women's sheet.

## Traditional Roles

### Three Types of Women

Women in *Pendragon* are classified as one of three types, based on the typical roles found in Malory's *Le Morte D'Arthur*. They are: ordinary women, important women, and extraordinary women.

Ordinary women fulfill all non-epic functions without complications. Their anonymous existence is implied or accepted through the feudal world. They remain faceless and nameless. Ordinary women in *Pendragon* have no individual character sheets. They are all non-played characters.

The second type are Important Women. In the literature they usually have names, or (at the worst) are known as daughters of their fathers. Many of the important women are named Elaine, or some misspelling of that name. Important women are often widows, mothers of vengeful men, heiresses, or healers of note. They are commonly suspected of, accused of, or found to be using minor magic. They are among the major gamemaster characters who will interact directly with the player knights.

Some women from Malory who are in this class include Amide (or Elaine), Percivale's sister, who was instrumental in the completion of the Grail Quest; Beauvivante, the provocateur of Sir La Cote Mai Taile; La Beale Isoud, Queen of Cornwall and lover of Sir Tristram; Bragwine, handmaid and confidant of La Beale Isoud; Elaine of Carbonek, the Grail maiden who bore Galahad by Sir Lancelot; Elaine of Astolat, who died of a broken heart for Sir Lancelot; the wicked Enchantress Queens who plot great calamities for Round Table sympathizers; and Dame Lynette, who guided Sir Beaumains on his first quest with her saucy tongue.

The third type of women are the Extraordinary Women. They are major characters with rights and powers and a personality to match any man's. All player-character women are extraordinary women. Any woman can be made extraordinary by filling out a character sheet for her, and playing her at appropriate times during the game.

Extraordinary women in Malory include Queen Guenever, the beautiful wife of King Arthur and head of the Courts of Love; Queen Margawse, widow of King Lot, a dabbler in witchcraft, and the mother of Sir Gawaine and his brothers; Queen Morgan le Fay, the mistress of faeries, an enchantress supreme who has a passion for Sir

Lancelot, hates Guenever, and plots trouble for her brother, King Arthur; Lady Viviane of the Lake, who gave Arthur his sword, Excalibur, and was killed by Sir Balin; and Lady Nimue of the Lake, guardian of the High King's court against wicked enchanting, now that Merlin is gone.

### Women's Activities and Skills

Extraordinary women still have suppressed roles when compared with the adventuring knights. After all, half the game play is primarily concerned with the masculine pursuits of combat, war, and knighthood. However, the game still offers a chance to play interesting and influential female roles. Sometimes a player will find himself with a woman character almost thrust upon him. If your favorite player-character dies when his son is young, then a formerly ordinary woman is likely to be upgraded to watch over the affairs of the young heir. Sometimes a daughter is the only issue of a player knight's marriage, making her an heiress who is much sought after.

The skills of Chirurgery and Stewardship are particularly suited for women to have. Chirurgery is likely to save the lives of player characters, and is not commonly practiced by men. Stewardship operates on a bigger scale,



and affects the income from landholdings. Other courtly skills, useful for entertaining the court, such as Dancing, are also appropriate for women characters.

## Traditional Ambitions

### Wife, Mother (widow)

This is the standard role for women. See the material, above. Some points of particular interest to player characters are:

As **Wife**: Wives are a natural part of life, and of the game, and provide great roleplaying opportunities. The game changes significantly when another person, other than the gamemaster, operates a personage in interaction with player knights.

As **Mother**. The home must always be tended to, and though business is resolved in a few die rolls, it is very important for wandering knights to have someone at home tending things.

As **Widow**: A lady is likely to outlive her suitors and husbands, accumulating some of their Glory, and further collecting her own along the way. Thus a widow becomes even more desirous as a wife.

Widows also often have young children whose interests require attention until they come of age. Such rights are given to the official Ward of the heir, and so women seek to gain that right over their own son.

Finally, widows always keep (by law) 1/3 of their husband's holding as their own source of income, as a widow's gift. This could be quite a sum.

### Lover

The custom of *fine amor* provides limitless opportunity for adventurous, though perhaps reckless, women to pursue personal interests. Although the consequences of an affair may be personally disastrous, love is one of the areas where women have great freedom, albeit only through secrecy.

Romance is one way of effectively controlling men. A woman may be courted by several suitors, all of whom she is refusing, all of whom work hard to please her. If she is cruel and clever, she may test the dedication of her Amors by sending them against her personal enemies, or otherwise engaging in troublesome tasks for her.

Because women are effectively blocked from great personal achievement they often find their outlet for power and respect by manipulating and controlling men. Some men do not mind this, and some actually prefer it to thinking for themselves.

### Heiress

Women, usually daughters of men with no sons, often come into property in their own right. Although rich, they are without power under the law of the land, as if held in a state of perpetual childhood. An heiress is placed under the care of her father's liege lord, who has the right to choose her husband. This effectively makes her a pawn in their lord's hands.

The liege lord generally takes control of all the property of an heiress, taking its income for himself for the duration of her spinsterhood, and providing for her appropriate welfare out of his own coffers. Since the income is usually much more than the expense of keeping a rich maiden, lords like to have heiresses in their care, and are often in no hurry to have them wed.

Because the hand of a rich heiress is the greatest prize which could be awarded to a loyal retainer for his service, many knights maintain their bachelorhood in the hopes of obtaining one. Perhaps the best historic example of this patience is found with Sir William Marshall, a landless knight who faithfully served as head of the household knights for Prince Henry of England (the "Young King"), his father King Henry II, and finally King Richard the Lion-hearted, before finally obtaining the hand of the Countess of Pembroke at the ripe old age of 43.

Law also holds that a woman can not be forced by her lord to marry a third time. The heiress must obtain her lord's permission to marry, as before, but she has no obligation except to herself. All other rights of possession can also be exercised, unencumbered.

### Nun

Religious women can hold great power, even in a man's world. Their claim of loyalty to a higher power gives them authority denied to people with only mundane pursuits. Their proximity to spiritual powers often makes them feared as well as respected.

Historically, religious communities serve many functions relevant to women. They provide:

- a place for women to follow a religious vocation.
- a place where orphaned girls can be raised until they are of marriageable age.
- a refuge for widows who are trying to avoid another marriage or completing a period of mourning for their husbands.
- refuge to women deposed from their rightful lands until their lord returns, or until their lands are otherwise returned.
- education and training for women.
- sanctuary and care for travelers, outcasts, the sick, and the wounded.
- a socially acceptable means of removing troublesome women from positions of power without violence.

This last entry suggests that even the most benevolent institution can be abused.

### The Monastic Life of Women

Nunneries, sometimes called convents or more often, monasteries, are places for Christian women. These are usually part of a double monastery, with the women's section less important than the men's. Sometimes, however, the nunnery is completely independent, with the Abbess responsible only to the local bishop. The abbess of such a nunnery is a landholder, with all the usual rights and obligations, holding the land in trust for the Church in general, or her abbey in particular. Thus it is possible that a knight's lord is actually an abbess.

The best-known of the women's religious houses in *Pendragon* is at Amesbury, on the Salisbury plain not far from Stonehenge. This double monastery was established by the first Pendragon, and has received generous royal support ever since. It is the place where Queen Igraine retired after her husband died and her son was taken away, where Morgan le Fay learned to read, and the place where Queen

Guenever will retire after the disastrous events at the end of Arthur's reign.

Nunneries are always under the protection and control of one of the larger monastic orders. Thus there are Cistercian or Benedictine nuns. They owe allegiance to their father organization, and to the Church beyond.

Nunneries are organized along formal lines, with several possible roles for membership. Guests hold no special position, and are simply expected to obey the rules of the house. Once entering a convent the following ranks were recognized:

- Third Order Vows. These bind the woman to the rules of the order while residing there, but she can be absolved at any time if she wishes to depart. This is very convenient for women seeking temporary refuge until a husband, lover, or son returns from crusade or war. Widows often take these vows if they prefer to shun the hustle of their lord's court while awaiting another marriage.
- Novice. Anytime after age 16 a girl can enter the convent. She will remain a novice for at least 1 year.
- Postulant. Novices who have proved themselves capable thus far are promoted, and serve at this rank for at least 2 years.
- Nun. Final Vows commit a woman to the religious life of the nunnery. It is not impossible for her to leave (especially if a good marriage awaited), but is extremely difficult, often requiring papal dispensation (and appropriate hefty bribes).
- Abbess. Head of the monastery, responsible for the maintenance of its lands, membership, and rights. She is probably a powerful landholder, and always a respected figure.



### A Noblewoman

This beautiful damsel holding a chess piece is typical of the women of the Arthurian realm. What might she have in mind for an ambitious young knight?





# The Role of the Warrior Woman

THE REALM OF KING ARTHUR has room in it now for female knights, even though no women knights or fighters appear in any Arthurian romance.

## Fighting Women

The troubadours and minstrels replicated an idealized version of their society, and fighting women simply were not contained within that image. This is surprising when we consider that some significant historical examples are known to have been contemporary with early Arthurian literature:

**Sigelgaita:** a Lombard princess and wife of Robert Guiscard, the Norman adventurer who founded the Kingdom of Sicily. She dressed in armor and bore weapons like a man during her husband's many campaigns. She drew praise from her male European contemporaries,

although Anna Comena, a historian daughter of the Emperor Constantine, called her "a monster, hateful to her kind."

**Eleanor of Aquitaine:** early in her life, was the Queen of France. She accompanied her husband on crusade, and outraged her contemporaries by dressing herself and her ladies in armor and riding with the army instead of accompanying the baggage. No record exists of them having engaged in combat.

**Duchess Constance of Brittany:** When her husband was captured and the land attacked, the Duchess donned armor to rally the men of the city of Henedont and urged the women to cut short their skirts to make it easier to carry rocks and pitch to the ramparts. During a pause in the fighting she led a body of men out a secret gate on a surprise attack which destroyed half the enemy

camp, defeating the siege. Later she bore sword during a desperate sea battle, and heroically led her people's resistance against the French. Her husband escaped, but died shortly afterwards, and she continued the struggle to protect the family rights for her young son. Constance finally went mad and was confined to a castle for another 30 years. Undoubtedly, some of her contemporaries thought this was a natural result of her unladylike activities.

**Joan of Arc:** This heroine comes right at the end of the feudal era, and far too late to influence the seminal literature. She was a peasant girl inspired by angelic voices who worked her way through ordeals and tests to find the heir to the French throne, inspire him and his army, and then lead them to drive the English out of France. Her efforts were quite successful, to the de-

## Generating Female Characters

Women characters can be played in *Pen-dragon*, and add a great depth and color to the game when they are. However, *Pen-dragon* is still primarily a knights' game, and women are special characters. Thus their character generation information is given here instead of the basic character generation chapter.

To generate women, the same rules apply for women as for men, with these changes.

### Malorian Names

These are supplemented by the lists in the "Peoples" chapter.

Ade, Alice, Arnive, Astrigis, Bene, Blanchefflor, Carsenefide, Calire, Clarisant, Cundrie, Cunneware, Diane, Elidia, Enide, Elizabeth, Esclarmonde, Feimurgan, Felelolie, Felinete, Feunete, Florie, Gloris, Heliap, Iblis, Idain, Imane, Jeschute, Laufamour, Liaze, Lore, Lorette, Laudine, Malvis, Maugalie, Melior, Morchades, Obie, Obilot, Oruale, Repanse, Sangive, Tanree, Tryamour, Violette.

### Homeland

As for men, thus getting Culture and Religion as well.

### Father's Class

As for men.

### Daughter Number

Daughters are supplied with a dowry, if possible. The eldest daughter, if she is heiress, usually gets all the property and money. If she is not heiress, she may still get some property if the father is rich, otherwise she gets a money dowry. The second daughter is unlikely to get any property, unless there is plenty to spare, and instead has money. Younger daughters probably get only money, and little of that.

### Statistics

Always use the cultural modifiers. Also, the basic characteristics (before modification) are different, based on the statistical differences found among humans.

SIZ = 2d6+3

DEX = 2d6+6

STR = 2d6+2

CON = 3d6 (same as men)

APP = 4d6

### Personality Traits and Passions

As for men.

### Skills

All women use the Women's Beginning Skills Table in each of the Peoples sections.

### Women's Gifts

Women have special abilities, taken from the nearby Women's Gifts Tables.

### Additional Experience

As for men.

### Glory Total

As for men.

### Coat of Arms

Heiresses, while unmarried, bear their arms on a lozenge rather than a shield. This custom actually postdates the Middle Ages, but is convenient and easily recognizable, and so used here.

Note that the Woman's Character Sheet has a shield on its back rather than the lozenge. This is because her arms will be impaled with her husband's when she marries, and should be drawn in here.

### Joust

Not applicable, and left off the Woman's Character Sheet.

### Servant

Women usually have a maid servant or lady in waiting. Skills are as the gamemaster chooses.

### Equipment

Women's equipment includes personal sewing instruments, a decent wardrobe appropriate to her station, some simple jewelry, toilet articles, and a chest to keep it all in.





light of the king, and the despair of the English. The French noble class was appalled at her common origin and the fact that she dressed like a man, bore arms, and led the army into battle. She was wounded twice in combat. She was eventually captured by the Burgundians, who sold her to the English, who trumped up outrageous charges of heresy and witchcraft, then burned her to death at the stake. A few years later a papal inquiry cleared her of the charges, and in 1920 she was canonized as a French saint.

## The Nine Female Worthies

A century after the appearance of the Nine Worthies in literature Eustance Deschamps, a famous balladeer, created the Nine Female Worthies. He chose nine women noted for their military virtues, often at the expense of contemporary feminine virtues. In doing this he sacrificed the neat symmetry present in the Nine (Male) Worthies. His reasons

for doing so are still the cause of much debate, but although the list was occasionally altered, the martial nature of its members was unchanged. The nine were:

- Semiramis, queen of Assyria, famous for her military conquests and infamous for her sexual victories, including the seduction of her own son.
- Teuta, queen of Illyria, was noted for her struggle against the Romans and her chastity.
- Thamyris, queen of Scythia, was famous because she slew King Cyrus of Persia, the most powerful ruler of his time.
- Deipyle was taken from Greek legend, and was the wife of the savage hero Tydeus. She helped the hero Theseus destroy the city where her husband died.
- Hippolyta was an Amazon, perhaps the most famous of her tribe. She resisted Herakles in his efforts to obtain her girdle, and later wed Theseus.
- Penthesilea was another Amazon, and fought with the Trojans against the Greeks until she was slain by Achilles, who mourned her death greatly.

Marpesia and Lampedo were Amazons. Only one or the other appear in the lists because they worked in conjunction. One would stay home to rule while the other went to war.

- Menalippe and Antiope finish the list. Both are Amazons noted for their fighting prowess.

All of these women are noted not only for their fighting skills, but also for leadership. Thus Deschamps, and the male writers who followed him, equated worthiness with masculine virtues at the expense of the feminine. Even Christine de Pisan, the noted spokesperson for women in the Middle Ages, included them (though without calling them the Nine Worthies) in her *Citie des Dames*. She stressed their virtues and defended their "vices" as foreign custom and political necessity. She does not view the virtues as "manly," and stresses the potential of women in her own age to transcend such categories in a manner which would not become acceptable until our own modern time.

## Women's Gifts

Newly-generated women characters may roll once on the Women's Gifts Table to determine their special talent. Some are more useful than others, but all have some value.

These gifts are inherited through the female line. Thus all sisters have the same talent as their mothers'. Sons never inherit these gifts, and cannot pass them on to their children. Nor can women teach these arts to each other.

As always, the gamemaster is free to interpret these aspects of magic.

Women's Gifts Table

d20	result
01-05	+1d10 APP
06-10	Natural Healer
11-15	Good with Animals
16-17	Beautiful Voice
18	Nimble Fingers
19-20	Potion Brewer

### Definitions:

#### +1d10 APP

Increased appearance increases a woman's distinctive features. Beauty is admired by men and has many game uses. To roll d10, simply roll d20 and subtract 10 from any number over 10.

### Natural Healer

These women have an innate knowledge of bodies and how to cure them. Add 10 skill points to both First Aid and Chirurgery.

### Good With Animals

The woman has an affinity with all animals. Add 10 skill points to Hawking and Ride.

### Beautiful Voice

A pleasant sound and colorful speech are easily uttered by these women. Add 10 skill points to Orate and Sing.

### Nimble Fingers

Beautiful clothing, tapestries, and other stitchery come easily for these women. Add 10 skill points to Industry,

### Make Potion

These women may make up to one potion per year. Roll 1d6 to discover the potion, and consult the table below.

Potions	Results	Table
de	result	
1	Rhiannon's Caress	
2	Dona's Kiss	
3	Branwen's Brew	
4	Arianrod's Song	
5	Ceridwen's Embrace	
6	72-herbs	

*Rhiannon's Caress:* A sticky salve kept in little clay pots. Requires 1 round to run into a wound. Heals 1d6 hit points during the next round.

*Dona's Kiss:* A healing potion soaked into bandages. One dose can be used per week. It gives an additional +3 Healing Rate value.

*Branwen's Brew:* Love potion. Tasteless and odorless, it must be drunk. Reduces Chastity and increases Lustful traits by 10 points, with no maximum.

*Arianrod's Song:* Sleep potion. When drunk, the character's Lazy is increased, and Energetic is reduced, each by 10 points, as above.

*Ceridwen's Embrace:* Poison. A powder, sprinkled into food. Once imbibed, each dose does 3d6 damage to the imbiber.

*72-herbs:* Healing potion. While rubbed into a wound every day it is the equivalent of a successful Chirurgery roll, even if no chirurgeon is present.

### Making Potions

Making potions is a dangerous and costly activity for women. Each time that a woman makes a potion she must make a roll on the Aging Table, no matter what her chronological age. Thus women who make potions age at least twice per year.

Only individuals who are thoroughly trained in the magical arts do not suffer this. Such characters are always gamemaster characters.



## Britomart

At the close of the Middle Ages Edmund Spenser, court poet for Queen Elizabeth, began his huge, unfinished allegorical poem *The Faerie Queen*. One of its main characters is Britomart, the virgin fighter who personified the virtue of Chastity.

## Women Fighters in Play

Perhaps the lack of women knights in Arthurian literature is not so surprising when we consider that the society of that time had only begun to seriously consider women to be something more than baby machines, a great leap in consciousness which Western society is even now only starting to widely accept.

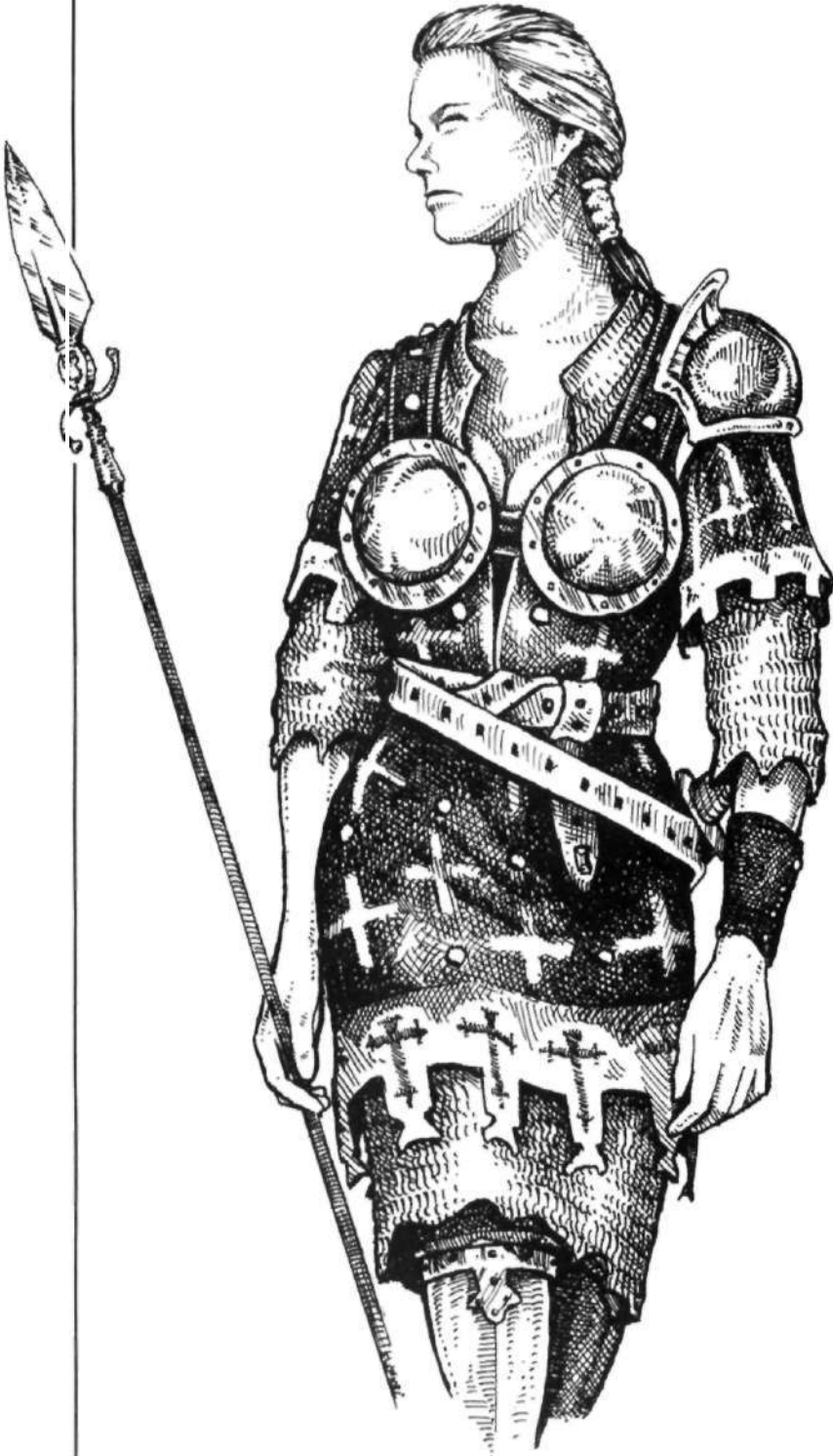
Twentieth century thinking allows for extrapolation where the Middle Ages did not. The Arthurian legend has survived for 1400 years because it has been able to adapt to the needs of its audience. There is certainly room in the Enchanted Realm for women knights today.

A woman may choose to take up the profession of arms for several reasons. For instance, a military emergency might make great and unusual demands for soldiers; a kinsman may need rescue, without any other family member or champion available; she may be motivated by her own independence rather than desiring to follow custom. Alternately, your campaign may simply allow Cymric or Saxon women to choose this path as a matter of course.

Gamemasters will determine the prevailing attitude of Britain during their campaign. Women knights may be common and acceptable, raising no eyebrows anyplace. Or they might be strange and unaccepted. Most likely, reactions will vary from person to person, and can be summarized as follows:

### A Daughter of Freija

This warrior woman's armor is decidedly feminine-looking, but unrealistic to the point of being excessively dangerous. Perhaps it is some sort of ceremonial armor, or maybe she is simply so tough that she doesn't care how dangerous her armor is...



# Pendragon

KING ARTHUR

Player .....

## Personal Data

Name .....

Homeland .....

Culture ..... Religion .....

Father's Name .....

Father's Class ..... Daughter Number .....

Lord .....

Current Class .....

Current Home ..... Age ..... Year Born .....

## Personality Traits

Chivalry Bonus [•] (total = 80+) .....

Religious Bonus (underlined traits all 16+) .....

☐ Chaste ..... / ..... Lustful ☐

• ☐ Energetic ..... / ..... Lazy ☐

☐ Forgiving ..... / ..... Vengeful ☐

• ☐ Generous ..... / ..... Selfish ☐

☐ Honest ..... / ..... Deceitful ☐

• ☐ Just ..... / ..... Arbitrary ☐

• ☐ Merciful ..... / ..... Cruel ☐

• ☐ Modest ..... / ..... Proud ☐

☐ Pious ..... / ..... Worldly ☐

☐ Prudent ..... / ..... Reckless ☐

☐ Temperate ..... / ..... Indulgent ☐

☐ Trusting ..... / ..... Suspicious ☐

• ☐ Valorous ..... / ..... Cowardly ☐

Directed Trait ..... ☐

Directed Trait ..... ☐

## Passions

Loyalty (lord) ..... ☐

Love (family) ..... ☐

Hospitality ..... ☐

Honor ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Equipment Carried

Clothing [..... Librum value] .....

☐ Personal Gear [on horse #.....] .....

☐ Travel Gear [on horse #.....] .....

.....

.....

.....

.....

.....

## Statistics

SIZ ..... (Knockdown)

DEX .....

STR .....

CON ..... (Major Wound)

APP .....

Damage ((STR+SIZ)/6) ..... d6

Healing Rate ((STR+CON)/10) .....

Movement Rate((STR+DEX)/10) .....

Total Hit Points (SIZ+CON) .....

Unconscious (HP/4) .....

## Distinctive Features

.....

.....

.....

## Skills

Awareness ..... ☐

Boating ..... ☐

Chirurgery ..... ☐

Compose ..... ☐

Courtesy ..... ☐

Dancing ..... ☐

Faerie Lore ..... ☐

First Aid ..... ☐

Flirting ..... ☐

Folk Lore ..... ☐

Gaming ..... ☐

Hawking ..... ☐

Heraldry ..... ☐

Hunting ..... ☐

Industry ..... ☐

Intrigue ..... ☐

Orate ..... ☐

Play (.....) ..... ☐

Read (.....) ..... ☐

Recognize ..... ☐

Religion (.....) ..... ☐

Romance ..... ☐

Singing ..... ☐

Stewardship ..... ☐

Swimming ..... ☐

Tourney ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Servant

Name .....

Age .....

..... ☐

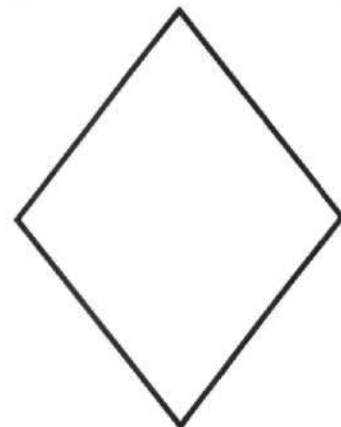
..... ☐

..... ☐

..... ☐

## Glory

Glory This Game



## Current Hit Points

Wounds .....

☐ Chirurgery Needed

## Combat Skills

Battle ..... ☐

Horsemanship ..... ☐

## Weapon Skills

Dagger ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Women's Gift

.....

## Horses

Best Horse (#1) .....

Type .....

Damage ..... Move .....

Armor ..... HP .....

SIZ .... CON ... DEX ....

Breed ..... Attack Skill .....

## Other Horses

Own Riding (#2) ..... CON .....

Squire's (#3) ..... CON .....

(#4) ..... CON .....

(#5) ..... CON .....



- Reluctance: women belong in the kitchen and nursery, and any deviance from this is met with scorn, contempt, and hostility. This reflects the actual, historic attitude.
- Acceptance: women knights might be acceptable, if they can prove themselves and do not get too uppity about it. This is similar to the attitude prevalent in liberal businesses today.
- Openminded: women knights are the equal of men in every way.

Perhaps the best way to begin is to operate disguised as a knight. A woman disguised as a knight will have many problems retaining her secret. Gamemasters should decide whether they wish to press this point or not — the issue at hand is *how much* difficulty he wishes to present. It could be fun, or it could be oppressive.

Once a woman masquerading as a man has revealed her true gender, another problem presents itself: a lord to knight her. If she has acquired 1,000 or more Glory points her status ought to carry considerable weight. Nonetheless, reluctant lords may never accept the situation, in which case she will have to find another lord. Alternately, a lord may set some difficult quest to be obtained before he grants his permission. Success would undoubtedly make him accept the reality of her prowess.

With gamemaster consultation, players may wish to use the statistics for men to generate female characters. *Pendragon* does not seek to arbitrarily limit some characters but rather tries to provide standards. Obviously, women warriors are not standard.

The final consideration for the gamemaster is what to title a female knight. "Sir" is traditional, but Sir Ellen or Sir Alice sound strange enough to make some people grate their teeth. On the other hand, Lady Ellen means something else entirely, and could be misleading in the context. We finally just decided to let the players decide for themselves what the character wished to be titled.

## Non-Traditional Ambitions

In this section we offer some unusual ambitions especially for female warriors.

## Boadicea's Daughters

### Origin

Many years ago the Icenii were overwhelmed by the Angles. Among the surviving refugees many women took up arms. Colomb Not-a-Lady, from the Cambrian Mountains, organized them a few years later into Boadicea's Daughters, named after the famous Queen who led a revolt against the Romans. The Earl of Wuerensis gave them Kenilworth Castle, which they still hold from him.

### Requirements

Members must be women and prove themselves willing to bear arms. They must take an oath of fealty to the First Daughter. They must remain unmarried, but marriage brings only a formal declaration of independence, and carries no shame or rancor. Members must live on the lands of Kenilworth Castle as long as they are unmarried, whereupon they must move.

### Duties

The members must take up arms whenever their home is threatened, and for any 40-day period per year as required by the First Daughter. They must report for four weeks training over the summer months.

### Benefits

The Daughters provide shelter and safety to the needy women of Britain who are courageous enough to journey there. The unwritten practice of the Daughters is to provide help and shelter to any woman who asks. Children, the aged, and other dependents are also welcomed.

### Primary Adherents

Adriana of Kenilworth is the current holder of the title of Not-a-Lady. She is a capable ruler, unaggressive and attentive to the needs of her people. She is a firm supporter of King Arthur, and urges her members to follow the rules of chivalry.

### Notes

Men are not scorned, nor cast from the land. Thus the female population is unusually large and dominant, but men perform most of their normal functions.

## Freija's Women

### Origin

This is a Wotanic religious community. Though originally Saxon, it is now open to all women who wish to join.

### Requirements

Five tests of fighting, riding, and wilderness skills must be passed. Five members of the sisterhood, chosen by random lot, each choose one test. They are usually very rigorous, and candidates who fail the tests are usually dead. The gamemaster should run a scenario for these challenges.

### Duties

Members must swear to have no emotional attachments to any men, forever. Each member takes a blood oath and finds kinship only in her sisters.

### Benefits

The greatest advantage is having a band of loyal, fierce warriors. The social benefits of enjoying the company of like-minded individuals is also immense. The gamemaster may permit the character to roll a Loyalty passion to the group.

### Primary Adherents

Sigra the Savage is the leader, an old veteran who has great Glory and seems to have suffered little from aging. She traces her lineage to Queen Aelfa, wife of King Hengest, and through her to Freija, Wotan's unconquerable wife.

### Notes

No actual women's societies are known from the Wotanic religion, although some custom existed to train the many prophets and witches who are known in saga and story. The Saxons and their northern European neighbors held women in great respect for their healing and magical powers, and have legends of women fighters called *valkyries*, upon which this image is based. •



# Religions

*Several religions are followed in Arthur's era. Here religion is presented from the point of view of the characters.*

## Christianity

CHRISTIANITY IS THE DOMINANT RELIGION in Britain and in Europe during the *Pen-dragon* era. Your character knows that several different forms of the religion exist in Europe.

Even the most ignorant worshiper knows the information contained under Beliefs, below. More informed individuals know parts of the History, which is drawn from many British sources, and is intended as player information. Thus it includes many facts which outsiders question (such as whether Jesus was ever in Britain.)

### Beliefs

Christianity's beliefs and attitudes characterize its worship and differentiate it from Paganism. Though Christians may differ among themselves, and perhaps even argue or fight about their religion, they have much in common.

First, worshipers believe that they can find personal salvation through Jesus Christ. Secondly, the religion is urban-based, and almost no one from cities is anything but Christian. Worship generally takes place within buildings. Literacy is common among the clergy and records are available, copied by hand by monks. Finally, the religion is hierarchal, with various ranks of people and offices arranged in ascending levels of importance, holiness, and geographic influence.

### History

During the reign of Emperor Augustus, in the kingdom of Judea, was born the Son of God named Jesus Christ. Barely escaping death at his birth, Jesus was raised in obscurity as the son of a carpenter in a small town in Judea.

Jesus Christ first visited Britain during the "missing years", His youth and adolescence which are not chronicled in the Bible. His uncle, Joseph of Arimathea, was a rich tin merchant with contacts in the Cornwall region. Jesus studied with and taught the ancient druids, thereby incorporating their ancient wisdom with the future Logos (i.e.- the Word of God, as incarnate in Jesus Christ) of the world.

Jesus returned to his homeland to preach and to suffer at the hands of secular authority, who tortured him, then crucified him until death. His demise fulfilled many ancient prophecies. He was buried in the tomb of his uncle (Joseph of Arimathea), and after three days rose from the dead, visited his closest disciples, and instructed them in his new religion. From there they went to spread the Good Word of Christian freedom and salvation.

Joseph of Arimathea, who had lent his tomb for Christ's temporary burial, was arrested, tried, and sealed into a tower for his beliefs. He was freed many years later, having been kept alive by the presence of the Holy Grail. With a band of followers he left his homeland and migrated westward to Britain in 55 A.D. where he settled. He established a chapel at Glastonbury and planted a miraculous thorn bush which bloomed every Christmas. He brought many precious relics, including Longinus' Spear, which had pierced the side of Jesus while he was on the cross; and the Holy Grail, which was the vessel used at the Last Supper and which later caught Christ's precious blood at the crucifixion. Later, Joseph's family kept these precious objects in their care when they moved from Glastonbury to other regions.

The successful Roman conquest of Britain began in 43 A.D. King Caratacus, a British king, organized widespread resistance, but Roman military might and treachery eventually captured him. He was taken to Rome with his family as part of the military triumph, and as usual taken before the Roman Senate to give his last words before being beheaded. So lucid was Caratacus' oratory that the Roman senate was moved by his nobility and changed their usual verdict and so let him live. In Rome the British king and his family were converted to Christianity. Though Caratacus was not allowed to leave the imperial city, eventually his father, called Bran the Blessed, and others of Caratacus' descendants, returned to Britain to spread the faith in the West Country.

Many converts joined the religion in Britain. Eventually King Lucius sent to Rome for teachers of the new religion to come to teach his people. The papal envoys, Fagan and Dyfan found a thriving Christian community in 166 A.D. and began to infuse the native worship with Mediterranean scholarship.

Most of the Roman Empire was still Pagan. As the Empire deteriorated the Christians and other minorities became scapegoats. Mass murders and tortures followed. In Britain Saint Alban was the first martyr, murdered in 210 A.D. in the city now bearing his name and grave. Aaron and Julius were legionaries who refused to participate in pagan sacrifices, and were martyred in 304 A.D.. But when the Diocletian persecutions brought wholesale slaughter, the Christians of Britain were largely spared, thanks mainly to the protection offered by Princess Helen, a daughter of the powerful King Coel.



This Queen Helen was very influential in her time. She wed a Roman emperor and was mother to another, the greatest in Christendom. In her old age she was the first westerner to pilgrimage to the Holy Land. There she discovered the True Cross and founded a world-famous order to help pilgrims and the poor.

Constantine, a British prince, was the son of Saint Helen and the Emperor Constantius Chlorus, who was murdered by enemies. The young man was declared emperor by the western Roman army at Eburacum (York) in 306 and sailed to the continent where he met his enemies in many desperate battles. He slowly reconquered his father's empire.

Emperor Constantine did not worship Christ at first, but was a dedicated follower of Sol Invictus, a henotheistic cult which attempted to incorporate the many pagan religions under the rule of the Unconquerable Sun. But before a desperate battle at Milvian Bridge Constantine saw a great burning cross in the sky and vowed to accept Christ if he won the fight. He won.

In 313, Constantine issued the Edict of Milan which proclaimed official government tolerance of Christianity. As his reign continued he relied more and more upon the administrative organization of the Christian church for support. In 326, to prove his greatness and establish another headquarters for the Empire, he founded Constantinople. In 337, upon his deathbed, Emperor Constantine the Great converted to Christianity and was baptized.

As church leaders filled imperial positions, Christianity became the state religion of the Roman Empire. The church absorbed imperial bureaucratic methods, undertook responsibility for state functions, and underwent dramatic changes. The ancient doctrine of "One God, One Church" was expanded to be "One God, One Church, One Bishop," with the Roman Bishop pre-eminent as Pope. Centralization grew, and did tighter control of all churches. Church fathers standardized the New Testament Bible, sacraments, and holy days. As the church wielded more temporal power, dogma and orthodoxy became increasingly intolerant of non-Roman Christians.

The British church, like most others, resisted incorporation into Roman orthodoxy. It had its own tradition, as an-

cient as Rome's, which was uncorrupted by the editors of the Gospels. It had its own ideals, like the missionary work active even in these early centuries. Saint Ninnian was active converting the South Picts around 390, when he founded Whitethorn Abbey. His efforts may not have succeeded, however, for Saint Patrick, in a letter written 69 years later, called the South Picts apostates.

The Celtic church always had a flavor of its own, due to the early mingling of druidic beliefs with its Christianity. Evidence of this is found in the unusual tonsure adopted by the monks. In the Roman method the top of the head is shaved (like the familiar "Friar Tuck" style). But with the Celtic method the front of the head, from ear to ear, is shaved, leaving only a forelock. Another major conflict was over the question of centralized authority. The Celtic church always felt that abbots were more important than bishops, and existed outside the Roman hierarchy. Most importantly, a dispute with Rome over how to figure the date for Easter (the rationales behind this dispute are esoteric) was prominent in the friction.

Local philosophy took shape around 400 when a British monk called Pelagius, or "the Islander," preached his unusual doctrines of Free Will in Rome. He believed that every person, Pagan or Christian, was responsible for his own conduct; that mankind was not cursed by Original Sin and hence, was inherently good; that every man had a right to be wrong; and that baptism was not necessary for salvation. He stressed clerical poverty and social justice. His theological opponent was Saint Augustine of Hippo, a church father responsible for much Roman Catholic dogma. In 418, Pelagius was declared a heretic and banished, going to the Middle East. Most of his followers returned home to Britain where the heresy remained deeply rooted.

Pope Celestine I sent Saint Germanus of Auxerre to Britain to combat the Pelagian heresy. He came in 429, then again in 443, aided each time by Aurelius Ambrosius, the first Pendragon. Germanus' efforts were in vain. When Saint Augustine of Canterbury came to Britain in 597, after King Arthur's reign, he found the priests clinging to their strange tonsures and the wrong Easter date, and favoring abbots over archbishops.

In 432 a British student of Germanus', named Succat but later known as Saint Patrick, was sent to Ireland to convert the heathen to the Roman fold. Patrick's work partly successful, for although the folk became Christian they did not become Roman. (In fact, Ireland maintained its Celtic Christianity until 1171, when the Pope sold the island to King Henry II in return for uncollected back church taxes.)

Saint Dubricus is the highest archbishop of Britain before Arthur's reign, and during its early years. His seat was at Carlion.

Saint Dewi (or David) next received the Archbishopric. He was from Henfynew (in Sugaes), and while younger he pilgrimaged to the Holy Land and returned with many sacred relics, including the altar which Christ used at the Last Supper and a piece of the True Cross. He instituted a system of rigorous monasticism based upon the Order of Saint Benedict, heedless to the fact that the desert regimen was brutally difficult in Wales. He was called "Waterman" because he forbade all alcoholic beverages to his order. His severe ascetic lifestyle attracted many and spread from its corner of Wales to Ireland, thence to Cumbria, Cornwall, and Brittany. In later centuries the monks' spiritual descendants returned the light of learning to Europe, enlightening Charlemagne and other notable monarchs of the age.

The rise of sixth-century British monasticism coincides with the deterioration of centralized political authority. The fortified monasteries provide physical as well as spiritual safety. Thus during the time of King Arthur, we find many important saints teaching and founding monasteries.

## Types of Christianity

Various forms of Christianity might be found in *Pendragon*.

*Roman Christian* belief resembles the dogma of the Roman Catholic Church today. The priestly hierarchy follows orders from the Pope in Rome — "One God, One bishop, One Church." Zealots of this faith are noted for their fierce piety and limitless vigor in preaching the damnation which awaits all sinners



## A Celtic Cross

This shape of cross is common through the British Isles. Pious people find these roadside sites to be a good place to stop to rest, and say a few prayers while waiting. They are used to mark crossroads, paths, fords, or just a place where something significant happened. Some crosses are known to be a place where adventures occur.

and unbelievers. Saints Dewi and Gildas characterize this type.

*Celtic Christians* are gentler, acknowledging no central authority and allowing salvation as a possibility to all. Saint Cadoc, of Llarcarfan Monastery, exemplifies this type.

*Grail Christianity* is a henotheistic earth religion which acknowledges the Creator and his incarnate Son, Jesus Christ, but also acknowledges the divinely feminine in religion and life. Sometimes the feminine is characterized as Mother Church; Sophia, or Divine Wisdom; as the Virgin Mother Mary; as a man's wife; or even as a pagan divinity, recognized as a mythic archetype.

*Irish Christianity:* The Irish Church is organized very differently from the Roman Church, though both share the same official titles.

In Ireland, a monastery is always associated with a tribe or clan, and the abbacy is inherited by descendants of that family. The leader is called a *coarb*, and he acts in every way as both a lay and ecclesiastical leader for the holding. The coarb might be an abbot or bishop, but loyalty is not to a church hierarchy, but to the local clan or tribe which originally granted the land. Irish priests are allowed to marry without restriction, but often many members of the coarb's holding engage primarily in spiritual practices instead of the normal warrior and peasant occupations.

Bishops do not have a geographic diocese, as in the Roman Church. Instead each tribe has its own bishop, and many of the coarbs are family bishops, with the title handed down within the kin. The primary power of a bishop is in his spiritual authority as recognized by local law, and the primary power he has is to grant sanctuary to outlaws, protecting them even from the Irish High King.



Other types of sixth-century Christianity found far outside Britain. *Arian Christianity* has been condemned as a heresy by the Pope. Arian Christianity was popular with many German barbarian nations, including the Vandals (in Africa in the 6th century) and Goths (extinct in the 6th century). *Donatist Christianity* was popular in Africa, but was destroyed at about the same time as the Pelagian Heresy. *Coptic Christianity*, popular in Syria and Egypt, still exists. *Nestorian Christianity* is in Far Cathay, a legendary place to Arthurian Britain.

*Satanism* is the final type of Christian heresy in which the usual practices of the Church are done backwards. Rather than adoring God, the Christian anti-god called Satan is worshipped. By dismissing their chances for personal

salvation worshippers get immense, but temporary, powers available to them. Minor devils serve the satanic knights, and their power is manifest as fire-breathing shields, monstrous horses, or other supernatural powers. However, the evil interests of satanic knights inevitably ostracizes them from any community, and they are valuable only as unique villains for the gamemaster rather than a viable type of player character.

## Places of Interest

### St. Alban's Grave (Logres, St. Alban's City)

The first martyr of the island died here three hundred years ago (in about 210) and was buried here. The grave site is





one of the most popular pilgrimage sites of Britain.

### Amesbury (Logres, on Salisbury Plain)

A large monastery and a nunnery were founded here by grants from Aurelius Ambrosius, the first Pendragon, uncle to King Arthur, who has continued royal support for it. It is the site of one of the three Perpetual Choirs of Britain, where monks chant the Divine Office nonstop day and night. At the end of Arthur's life, Queen Guenever retires here.

### Carlion-on-Usk (Escavalon)

This Roman city is the seat of the archbishop during Arthur's early reign. It has two famous churches, named after the dual martyrs of Aaron and Julius. The Church of St. Aaron is served by the monastery headed by the archbishop, which is a famous center of learning whose astrologers advise the king. The

Church of St. Julius is the site of a Perpetual Choir where monks sing the Divine Office day and night.

### Canterbury (Kent)

This city becomes the most famous English religious city at the coming of St. Augustine, long after the time of King Arthur. It becomes a famous pilgrimage site even later. During the time of the *Pendragon* game Canterbury is not even the site of a bishopric. Whenever you read "Canterbury" in a Malorian reference, Take it to mean "Carlion."

### Carbonek (hidden location)

Also called the Castle of Marvels, this castle is the home of the Holy Grail. There resides the Grail King, his knights, and his maidens, all serving the Grail and awaiting the Saviour to return and heal the maimed king. The castle is protected by powerful magic, and sometimes seems to move about the land.

### Glastonbury (Logres, Somerset, in the Marshes of Avalon)

This houses the first Christian site of worship in Britain, a reed hut raised by either Joseph of Arimathea or Jesus Christ himself. The mysterious Christmas Thorn grows here, blossoming every Christmas. The monastery here was started by St. Patrick, who stopped here before he went to Ireland, and organized the resident hermits into an abbey. It is sometimes called the Black Abbey after the Black Monks (Benedictines) who live there.

### Menyw (Menevia, Estregales)

Here is the first monastery in Britain, founded by Dewi after his return from the HoIyLand. After St. Dewi is named Archbishop (later in the Campaign), it is also the seat for that office.

## War and the Church

Medieval philosophy wrestled with doctrines which seemed to prohibit war: the fifth commandment says "Thou shalt not kill." Philosophers wrestled with the problems of passivity in the face of cruel overlords, foreign oppressors, and heathen invaders, and came up with three interesting doctrines, The Peace and Truce of God, the Just War, and the Crusades.

### The Peace and Truce of God

This doctrine, called *Treus Dei*, calls for all men to lay down their arms at specific times. Its origins are so early that they are unknown. At an early date the church claimed that knights owed protection to churches and clerics, especially; but also to merchants and peasants, including their property, whether that was mills, vines, cattle, or trade goods.

The concept clearly pits the church against the morality of its times, and marks an outstanding example of the church's positive influence during the horrors of the Dark Ages.

Fighting was forbidden on all great festival days, and also from dusk on Friday to dawn Monday, and on all feasts of the Church. It expressly forbade harming church members or property, and also protected peasants and merchants, and their livelihoods.

The truce declared in southern France in 1027 extended its protection from sunset Wednesday to dawn Monday, including a strict vigil to be held each Sunday. In 1054 these rules became sacrosanct with their passage at the Council of Narbonne.

The truce also suggested that all knights in war undergo a 40-day penance after battle to cleanse themselves of the taint of death. During this time prayer and fasting were to replace martial pursuits.

Enforcement was impossible. Noblemen were expected to be self-policing, which was asking a lot of them. Few occasions are recorded when hostilities suspended for a holy day, and of those recorded occasions several were ruses to make one side relax defenses.

The church also tried to control tournaments. More easily contained because they were sporting events with less at stake than in a war, tournament festivities began on Friday with peaceful formalities continuing over the weekend, combat commencing early Monday. Several times the church tried to forbid tournaments (as did many kings), but always failed.

The ideal world of *King Arthur Pendragon* will undoubtedly provide opportunities for well-meaning knights to enforce this truce upon themselves, and possibly others. Such an act is one of piety, and deserves an experience check for the character maintaining it.

### The Just War

The concept of the Just War was established in the late 4th century by Saints Ambrose and Augustine, both great founts of Catholic dogma. It was elaborated by Saint Thomas Aquinas and others.

A Just War is a war whose morality is approved by the church. Strict criteria must be fulfilled. If all the conditions are met the war is acceptable.

#### Criteria for a Just War:

1. Is the cause just? Is there clear injury to be redressed? The wrongful action must be perfectly clear or else risk being judged unjust. A supposed harm is not enough. Medieval kings paid their philosophers handsomely to discover the justice in their causes.

2. Has every reasonable attempt been made before resort to bloodshed? War is the last attempt. All other peaceable means must have been sought before a war can be considered just.

3. Will war be declared by a legitimate authority? A legitimate authority usually meant the king, or at least a ranking nobleman considered to have the right to declare war. He might be a bishop, prince, duke, etc.



## St. Paul's Cathedral (London)

The largest and most famous church in Britain, this church is named after the apostle who travelled westward with the Good News of the gospel. Many believe that he visited Britain.

## St. Stephen's Cathedral (Camelot)

The cathedral in Camelot. Its highest skylight is a stained glass window of a nightmare of King Arthur's, depicting serpents crawling out of a foul wyrm. The meaning of this dream is unknown.

# Monastic Orders

Several orders of monk are well-known in Britain in Arthurian times.

## Benedictines, Black Monks

Also known as the Black Monks, from the color of their habits, the Benedictines were founded in the 6th century

by Saint Benedict at Monte Cassino, in Italy. The order established vows of poverty, chastity, and obedience, and stresses communal life and its spiritual benefits.

## Cistercians, White Monks

Saint Bernard founded this order to return monasticism to its original Benedictine roots. The order stresses solitude; its monasteries are often in isolated regions. The order opposes feudal revenues, and thus rarely holds them. Cistercians are sometimes called Bernardines, but usually known as White Monks. Their appearance in *Pendragon* is an anachronism since the order was founded in 1098, but they are too firmly established in the Quest for the Holy Grail to be excluded.

## Franciscan Friars Minor, or the Gray Friars

They appear in *Pendragon* as the latest wave of mendicants, reclaiming the

poverty of their Founder. They own nothing and travel the land preaching the Good News of Christ to whoever listens, and epitomizing the virtues of Chastity, Poverty, and Obedience.

# Ranks and Titles

**Abbot:** An abbot is the head of a monastery. He may or may not be a priest. The abbot's loyalty is to his local nobleman, not to the local bishop.

**Abbess:** This woman is in charge of a house of holy women called a nunnery. Nunneries are usually associated with a nearby monastery whose abbot receives loyalty from the abbess.

**Archbishop:** Archbishops receive the loyalty of their bishops. Three oversee the spiritual well being of Britain. Their seats are in London, Eburacum, and Carlion (later Menevia). The holder of the last-named is the highest-ranking of the three.

4. Will the war be waged solely by honorable and moral means?

This clause only insists that the usual honorable means be followed. Thus the *treus dei* was expected to be honored, the 40-day truce was expected to be offered, etc. Hanging a garrison which did not surrender was still acceptable behavior. No requirement demands doing more than the common morality of the times.

5. Is the damage likely to be incurred less than the original injury? After all, if the war will do nothing but increase the expenses to the combatant there is no reason to pursue it.

6. Is success likely? Failure is a measure of God's judgement. If the odds are impossible, God has apparently prejudged the event.

Saint Augustine attempted to clarify the position for those of us who are still uncertain about this. He says that in killing what really matters is the intention in the combatant's hearts. If they love their enemies as they slaughter them, anything is excusable.

## Crusades

The first crusade was called in 1095 by Pope Urban II. It offered an opportunity for the Christian knight to fulfill his martial obligation for the highest cause: the service of God. The Pope was in favor of it since it caused the warring Christian princes to cease hostilities against each other and

work harmoniously to liberate the Holy Land. Kings often supported it because it rid their lands of troublesome warring vassals. Knights were in favor because becoming a crusader absolved them of previous commitments and guaranteed them a place in heaven if they died fighting. Common folk were happy because it rid them of combative overlords.

A war for God warrants special rules of combat. Because it is a religious cause, different conditions apply. Most important is that a religious cause allows no compromise with the enemy. Furthermore, dishonorable means are excusable against unbelievers. A holy war exempts men from ordinary morality. Many crusaders wholeheartedly embraced this murderous code, as the slaughter of innocent citizens when Jerusalem was liberated.

Not all crusaders were so harsh. King Richard the Lion-hearted dealt with his rival, Saladin, as an equal and achieved some of the greatest successes of Christendom in the Middle East. Other knights did as much with lesser achievements.

No crusades took place during the historic era of King Arthur's sixth century, and crusading plays a very small part in Arthurian literature. Yet Crusading was such an important part of the medieval life that it must be addressed for the game. Crusading gave the common knight a chance to live up to the highest ideals of both his military and religious beliefs. It offered adventure, plunder, opportunity, and fame.

The influence of the Crusades is obvious in only one source. *Perlesvaus, or the History of the High Holy Grail* is a non-canon Arthurian story exemplifying the Crusading lifestyle and attitude. In it Sir Perlesvaus struggles mightily to rescue his family from enemies and to save the Fisher King from the evil clutches of the King of Castle Mortal. Perlesvaus shows no sympathy or compassion for his foes, deadly intent upon installing the New Law to replace the old corrupt Old Law. His adventures seem to be mostly in the British Isles. However, I wish to avoid internecine religious strife in the *Pendragon* campaign, and prefer to keep any crusading in foreign lands, out of game for now.

In keeping with the emphasis of *King Arthur Pendragon* crusading is not emphasized. King Arthur is not scheduled for any journeys to the Holy Land. Spiritual emphasis is on Grail-seeking rather than crusading.

We expect that most adventures in a *Pendragon* campaign take place away from court, wherein the player knights have opportunities to achieve fame and glory to make them the equals of the great knights. Crusading might provide a setting for several years-worth of adventures.

In keeping with the *Pendragon* Escalation, which equates each *Pendragon* phase with a century of medieval history, the crusades take place during Phase 2 and 3 of Arthur's reign.



**Bishop:** Bishops are administrators and guides for a number of priests. Ten bishoprics are given for this game: Camelot, Carduel, Carohaise, Chichester, Exeter, Leicester, Lincoln, London, Norwich, Rochester.

**Canon, Regular:** These priests live in a community, but differently from monks by engaging in works of active pastoral ministry. We ignore Canons in *Pendragon*, but for completeness the principle orders are: Black canons, or Augustinians; and White canons, or Premonstratensians or Norbertines.

**Cenobite:** He is a monk who lives in a community, as distinct from a hermit or anchorite who lives alone.

**Cardinal:** A cardinal is a bishop who has been elected to an important in the church. He must live in Rome, and is charged with electing the new Pope whenever necessary, and may be appointed to be in charge of some important church business. In the latter case, he is invested with the powers as a Papal Legate.

**Friar:** He is a member of a religious order which combines aspects of monasticism with active ministry in the world. Friars constitute the "mendicant orders," emphasizing corporate poverty. Of the principle orders, one appears regularly in *Pendragon*: the Gray friars, or Franciscan Friars Minor, who have three branches called Friars Minor, Conventuals, and Capuchins.

Other historic orders include the Black Friars, or Dominicans, also called the Order of Preachers; White Friars (or Carmelites); Augustinian or Austin Friars; and the Servites.

**Hermit:** Anyone who lives a secluded life devoted to prayer and contemplation can be called a hermit. Many standards exist. Some, like Percivale's aunt, shut themselves up in a box and never move out, and are called anchorites. Some are monks and priest. Many are lay folk. Knights often retire to become monks, and in some cases they seem to take the title of hermit and live in the wilds part-time, returning later to their castles. Contrast this with the Cenobite.

**Monk:** A monk is a man who lives in a religious community under vows of chastity, poverty, and obedience, engaging primarily in communal worship and self-perfection. Further tasks de-

pend on the order and on the individual. Not all monks are priests in the time of King Arthur. Many different orders exist, but the best known are the White Monks (Cistercians) and Black Monks (Benedictines).

**Nun:** A woman who retires to a life of religion is called a nun. (Although some Celtic practices allowed women to assist in the ritual Mass, no woman is allowed to become a priest.) Nuns differ from Sisters in having taken a "solemn vow." Orders of nuns include: Augustinian Canonesses, Benedictines, Poor Clares, Carmelites, and Ursulites.

**Pope:** The Archbishop of Rome, the Heir of St. Peter, is also titled the Pope. He is the highest authority of the Roman Catholic religion. All archbishops owe him loyalty. During Arthur's reign eleven men successively hold the office.

**Priest:** The basic holy person of the Christian faith is a priest, who serves as a go-between for man to God. He oversees all sacraments, services, and salvation.

**Sister:** A woman may join a religious order. Sisters differ from nuns in that they take only "simple vows." Among them are the Sisters of Charity, of Mercy, of the Sacred Heart, of Nazareth, of St. Joseph, and the Little Sisters of the Poor.

## Canonization

The hard times of sixth-century Britain result in the canonization of many saints. Such an event is outside characters' expectations, but the process is instructive.

Saints are men or women whose lives exemplify the virtues taught by Jesus Christ. Many saints suffer a violent death for their faith and are called Martyrs for it. Saints who die normal death are called Confessors.

The office of sainthood is officially conferred posthumously to recognize the greatness of an individual's life. Only dead people may be canonized. However, evidence indicates that sixth-century British holy men were called saint while they lived. The Latin word "sanctus" means simply "sacred" or "holy."

Canonization requires that the candidate must have performed three miracles while alive, and three more must

have occurred after death, preferably at the place of internment or through the use of a relic. While living, the person may have founded or led a monastery or church where his or her remains usually rest. When a churchman recognizes the miracles and assigns a feast day, the process is complete and a saint has been made.

Canonization may be formal or informal. If a local bishop or archbishop approved the canonization it is informal. If the Pope confers sainthood then the canonization is formal. Most British saints were informally canonized. Formal canonization confers no special status except the increased honor of papal observances.

## Living Saints

Many men living in Arthur's time came to be reckoned as saints during their lifetimes. Here are some of the best-known, including those whose stories include King Arthur.

**Cadoc:** This kind old soul exemplifies the heart of Celtic Christianity in Arthurian Britain. He recognizes God in everything, as well as in man. He chooses to serve, not to judge. He recognizes human fallibility, and tolerates heretical Pelagianism. His center is **the** Llarcarfan monastery in Escavalon. He is well-versed in **Glamour**.

**Collen:** Once a hermit at Glastonbury, this saint once received a summons from Gwynn ap Nudd, the ruler of Annwn, a portion of the Other Side. He overcame the Pagan powers there and secured the place as a Christian stronghold. He recently founded the monastery at Llangollen.

**Dewi, Archbishop of Britain:** Dewi (in English, David) is from Henfynnew (in Sugales), and of a very religious family. Many years ago he pilgrimaged to the Holy Land and returned with sacred relics, including the altar which Christ used at the Last Supper and a piece of the True Cross. More importantly, he brought back a desire to establish the monastic tradition of the desert hermits into his homeland. He instituted a system of rigorous monasticism based upon the Order of Saint Benedict, heedless to the fact that a regimen acceptable in a desert climate is extreme in damp and chilly Wales. He was called "Waterman" because he forbade all alcoholic

## Brother Jonathan,

The good Brother is a cheerful example of the common monks who travel across the countryside of Britain. If his robe is white he is Cistercian, and if black, Benedictine. Franciscian friars, of course, would never be affluent enough to achieve this level of abundance, even for the Lord.

beverages to his order. His order has attracted many followers and has spread from its corner of Wales to Ireland, Cumbria, Cornwall, and Brittany.

**Gildas, called Sapiens (the Wise):** This real fire-and-brimstone preacher has left us one of his fiery speeches which condemns his Christians parishioners, claiming that the Saxon invasion was because of their sinful ways. Gildas was a student of Illtud's, and active primarily in Cambria during youth and middle age. Because of a family feud, in which Arthur killed Gildas' treacherous and dishonest brother, Gildas is an enemy of King Arthur's. Nonetheless, he is said to have negotiated the release of Guenever in one of the stories of her kidnapping. Gildas later went to Brittany, settling on Rhun island in the Bay of Morbihan.

**Illtud:** One of the most influential monks of the era, Illtud was teacher to Saints Gildas, Samson, and Paul Aurelion, as well as noblemen of his era. He was a knight from the Brecknock district (in the southern Cambrian mountains) who entered the church after a hunting accident killed many of his friends. He established Llanilltud Fawr (now Llanwit Major in Glamorgan) and, despite oppression by noblemen, his community thrived so that he was even able to bring shiploads of grain to Brittany during a famine.

**Samson:** This saint was born in Cambria and from an early age dedicated to the Church. Saint Illtud trained him. Samson's theater of activity was at first **the** Isle of Caldey (Ynys Byr) (Pembrokeshire), where he founded a monastery. He travelled to Ireland about this time, where he obtained a chariot later used for travel. He eventually left his community with a handful of followers, and travelled through Cornwall converting heathen and founding churches. He sailed to





Brittany where he founded several monasteries, the most important being at Dol. He visited the Channel Islands, the Scilly Isles, and to France, whose king made him Bishop of Dol, which is now his primary theater of activity.

Carannog: This saint interacted with King Arthur many years earlier when he had set adrift an altar, vowing to preach wherever it landed. King Arthur found it and tried to use it as a table, but everything was thrown off it at each attempt. Carannog recovered this altar after vanquishing a dragon in Somerset, where he was given land at Carhampton by the king for his deed.

## Player Character Priests, Monks

Holy Christian men and women in *Pendragon* are necessary for the gamemaster, and much of this information is given for his benefit. Holy people are also possible character type for players. King Arthur appears in several *Lives of Saints*, and many Holy Men appear in even the mundane tales. In Malory we often find knights who have retired to become priests or hermits. Thus player characters may also join a monastery when they retire.

However, remember that *Pendragon* is primarily intended to be a knight's game. Playing churchmen of any sort is contrary to the spirit of chivalrous adventure of *Pendragon* and skews the game play.

The gamemaster must determine whether to permit churchmen into his

game. You should not plan to play a priest or druid unless you expect to behave appropriately for their class. That usually means that your character will not go adventuring, on quests, or to battles. Once they accept a church office they drop from active adventuring, though they may still appear in court or be met in the wilderness.

Characters may also take up study and practice of the priestly skills. Don't expect to work miracles with such a character. The object of religious offices is for the opportunity to live a life of pious service, not for the sake of a game bonus. Your gamemaster will resist your insistence, pleading, and demands that your character can perform magic or miracles. Magic in *Pendragon* is real, miracles may occur, portents and spells work, but all are truly beyond the ken of normal mortals. Thus you have no spell list, and any working magic is determined by the gamemaster.

### REQUIREMENTS FOR PRIESTHOOD

Priests must devote their whole life to their profession. Individuals must strive to maintain or excel at:

At 10 or more: Worship, Piety, and Love (Christ)

At 16 or more: the five virtues of the faith (Chaste, Modest, Forgiving, Merciful, Temperate). If accomplished, the priests receive the normal +6 to the Total Hit Points statistic.

### BENEFITS OF PRIESTHOOD

Benefits are manifold. First is the spiritual comfort which only the holy may obtain. Second is a standard of living appropriate to the station, although most religious stations are humble, such a village priest or hermit. Others, more lucrative, such as a bishop or the king's confessor, are beyond normal play. Third is the opportunity to serve others, which in *Pendragon* means that priests may add 2 points per year to their choice among the following: Chirurgery, First Aid, Intrigue, Industry (book or manuscript making), Read (Words), Stewardship; and 1 point of Worship (Christ) annually.

### REQUIREMENTS FOR MONKS

The requirements to be a monk always effectively remove a character from play. To become a monk requires the individual to drop out of normal life. This requirements makes any other information about joining the order irrelevant.

## Vassal of the Church

The Church in Britain holds many lands. A Player Knight may even be a vassal or household knight to an abbot or the nearest bishop. What does this mean, for game play?

Nothing.

The fact that a member of the church is lord of the land changes none of the normal obligations for the knight. In fact, the bishop or abbot will generally act in every way as if he is a count, for that is exactly the function he is fulfilling.

Special circumstances might affect religion: no churchman would be expected to grant land to a Pagan. But he couldn't withhold the proper assumption of rights by a bad Christian, either.

Even during the middle ages the only real affect which vassalship to the church had was that certain crimes were more likely to be judged by an Ecclesiastical Court rather than the Royal Court. In such cases judgement has been consistent: whatever most benefits the church will be upheld by the court. It is not unusual for the church itself to end up with a piece of disputed land, for instance.

## The Nine Worthies

Around the year 1310 Jacques de Longuyon composed a courtly poem called *Les Voeux du paon* (*The Vows of the Peacock*) in which he listed the Nine Worthies. These men epitomized the Chivalric virtues, and included three Pagans, three Jews, and three Christians. The three Pagans were Hector the Trojan, Alexander the Great, and Julius Caesar; the three Jews Joshua, David, and Judas Maccabeus; the Christians King Arthur, Charles the Great (Charlemagne), and Godfrey of Bouillon, the crusader and conqueror of Jerusalem. The list and concept remained popular throughout the entire Middle Ages.

The list glorifies the virtues of chivalry by extending the history of knighthood backwards through history. The Jews exemplify the Old Law, through which monotheism prepared the way for the coming of Christ. The Pagans indicate that the Christian culture was also based upon the great historic traditions of the Trojans, Greeks, and Romans who preceded Christianity. The final three exemplify the armed might of Christianity against the (so-called) forces of darkness and ignorance which surrounded the realm of God's Chosen. Thus knights could claim a cultural pedigree extending back to early history.



# Paganism

PAGANISM IS THE NATIVE RELIGION of the people of Britain. Pagans in Pendragon have never abandoned their ancestral beliefs.

## Beliefs

Paganism is characterized by several beliefs and attitudes which differentiate it from Christianity. The most important one is acknowledgement of human limitations, especially where it comes to knowing the Truth. Truth, for Pagans, has many forms, all of which deserve respect within their limited sphere. Thus Pagans do not proselytize. Nor do they adhere to a strict hierarchy of leadership, or to any central authority.

Paganism is built upon oral tradition, shunning the written word. It reveres *experience* over education.

Paganism recognizes a life force and consciousness in all things. It acknowledges many powerful entities, called gods and spirits, which can be contacted to lend help to the daily lives of practitioners. By living in harmony with these natural forces individuals will live happier, healthier, safer lives.

Paganism is a religion of nature, and generally holds ceremonies at outdoor sites such as megalithic circles or ancient oak groves. The seasonal celebrations in different parts of the land are similar, although they probably invoke deities with different names. The patterns are the same, though details differ from place to place.

Paganism is eclectic, acknowledging any possible number of spirits. Post-Roman British Paganism includes native spirits such as Don and Beli; Roman imports like Minerva Sulis and Dionysus; and far Eastern mysticism, such as Mithras, Isis, and Cybele. Pagans in Pendragon may be content to think that their ancient ways will eventually absorb even the latest religion imported from Rome: Christianity.

Paganism believes in an afterlife, on the Other Side, and druids also taught that souls reincarnate back onto our side as well.

## History

Long ago, when Britain was not an island and ice covered all of the north, the races of Faerie lived on the land. They are the beings who marked the oldest places of natural power in the land. They buried their dead in huge, elaborately constructed mounds, whose long-dead inhabitants can still speak to us today. They read the wisdom of the universe in the stars. They learned the wisdom of the earth, and recorded their sacred knowledge into the landscape using great stones, which even now mark our holy places. The Faerie were not separate from these old Powers, which they called The Dragon. They did not differentiate between the World and the Other Side, nor favor either light or darkness, nor separate the turning of the year into its parts.

Then people came to the land who were *on* it but not *of* it. The first humans in Britain were the Picts. They were children of Alba, the eldest Goddess, and they named the land Albion after her.

At first the Picts lived in harmony with the Faerie, but even the Picts are humans, and they could not bear the inhuman knowledge of The Dragon. Their greatest deity, whose name is never spoken, slew The Dragon using the power of words. The deity then named things to take power over them, and thus appointed beings to embody the powers. This Pictish magic requires a worshipper to make a personal pact with one of the Powers, and each thereafter helps the other. Those people are called Heathen magicians, because their magic is still practiced out on the wilderness heaths, where the Picts and other wild people still worship.

When the Dragon was slain even the stars moved, and the world was separated into this world and the Other Side. The Faerie people began to depart. Sometimes they went away in horror. Sometimes they fled out of fear. Disgust drove others out. Sometimes they were driven out. Some have not yet left.

Most of the Faerie went to the Other Side, where they still live. Some of the Faerie survivors remained behind, and found homes beneath their earthen

mounds and stone circles, or in the waste places where humans do not go.

The Picts inherited responsibility for many Faerie rites. The heathen magicians invoked the faerie powers, but using the Pict names of the parts of the dragon. The first named is always Anna, called Goddess, who is bountiful and cruel, who is both Source of Life and Keeper of Death. Anna is wife, mother, and daughter to Cernunos, the horned hunter, who is the First God.

The Picts have other important rituals, too. They practice the spiralling dance of the labyrinth to awaken the Sleeping God, Arktoz the Seven-starred Bear. They were the first to divide the year into four parts, each with its own sacred fire.

The Heathen religion is amoral and impersonal. It has no gods, only natural forces with names. It has no good or evil, only the ceaseless cyclical movement of nature and the self-interested morality of family survival. It submits to the forces of nature, and does not recognize a separate human morality. The religion integrates worshippers into the flow of the material world so that they may prosper with nature rather than fight against it.

The presiding magic user is a shaman, who has individually penetrated the invisible world, learned the secret names, and returned to use his powers for others. Ceremonies usually require an entire family to participate, helping the shaman with the magic. Typical magic is to cure a sickness, heal a wound, calm the wind, raise a fire, summon an animal for dinner, or to bless the fertility of woman or beast.

Our ancestors came to Britain with Brutus the Trojan, a man of great lineage and prowess. Brutus and his people brought civilization to the wild lands, and now the land is named Brutus-land [Britain] after him.

Brutus brought many new things. They had plows, horses, wagons, and iron. They settled in the valleys, and plowed the land to plant cereal, and so settled in the watered valleys first. They left the woods and hills to the Picts. They lived in large communities, not scattered clans, and so they built clus-



## The Holy Grail

The Holy Grail is never seen, though often talked about. It disappeared long before Arthur's age, and so became more of a symbol or a myth than a reality. It need not even be discussed if the gamemaster desires, but he should be prepared to give answers when the player knights ask questions.

### History

The Holy Grail is a precious vessel sacred to all the Celtic peoples of Britain because of its place in their religious histories.

THE PAGANS live in a world constantly renewed by The Cauldron. Like most magical artifacts The Cauldron can be in more than one place at once, changes its shape between cauldron to horn of plenty to *grail* (serving dish), and alters its powers and meaning, often depending entirely upon the beliefs of whoever possesses it. It was used to brew the first piece of Earth Material, a rock which even today sits on the shores of Iona. It fed the gods in the halls of Manawydden, Bran, and Llew. It brewed forth war for the giants, inspiration for Cerridwen, and resurrected the dead for Bran. Druids brew transformation in it even today.

THE CHRISTIANS were redeemed by Christ's sacrifice, and conveniently a single goblet or dish was used several times. It was used to hold wine at the Last Supper when Jesus taught his disciples the sacrifice of the Mass. Later Joseph of Arimathea used the vessel to catch the dripping blood of Jesus as he died upon the cross. Thus it became the vessel wherein the grace and

power of Christ's love was first held, and through which salvation was materialized.

Grail Christians claim that the Holy Grail is the latest incarnation of The Cauldron of their ancestors.

The Holy Grail is noted for four particular powers: healing, providing food, moving about, and changing its external form. Its awesome healing powers at different save Lancelot, Gawaine, and Bors when they were debilitated. Once it traveled to rescue Percivale and Ector de Maris from deadly wounds. It alone healed Lancelot's madness. At the Grail Castle it daily feeds all present with their favorite dishes, just as it does when it appears at Camelot before the assembled Round Table. Sometimes it looks like a goblet, at other times a plate, and yet others as a gleaming jewel. AH these things are reflections of its inner majesty and mystery.

The Holy Grail is kept at Castle Carbonek, tended by the Grail Kings and their pious court. From there they teach the secrets of Grail Christianity which seeks the mystical understanding found in the balance of masculine power of the transcendent God and his Son and the immanent Goddess and her Daughter.

All of the successive Grail Kings have been affected by a particular curse. Each in turn was wounded by the sacred lance and healed by the sacred cup. The transformative mysteries of the Holy Grail were thus practiced and passed down through the centuries.

Early in King Arthur's reign Sir Balin, called the Knight of Two Swords, strikes the Dolorous Wound. This is the wound

which cripples the Grail King so that his kingdom is laid waste and the entire spiritual realm suffers. Thus King Pellam, also called the Fisher King, is to become the latest victim to await the resolution of his suffering which will come during the Quest for the Holy Grail.

What is the Grail? Why did everyone chase after it? How could something be so special?

The Grail is different for everybody. It is what each person wants most in the world, but cannot yet see for themselves. It takes on many forms-whatever one desires most in the manner best understood by the quester.

The Grail was sought despite Arthur's wide-ranging, peaceful, plentiful rule. Arthur's kingdom was of the material world, and man requires more than just physical comforts to be satisfied. The knights sought satisfaction in the Other World as well.

A great part of the literary tension of the legend stems from the conflict between the material and spiritual — between the ideal and the actual. Thus when the Round Table has achieved its objective in the material world and brought about peace and plenty, its knights are challenged again from different heights.

The Holy Grail is an integral part of the Arthurian legend. Each gamemaster must make of it what he will. It may be the greatest spiritual contact in the world or an illusion. Like the questing knights, each of us must decide for himself.

ters of houses. They had horses, too, and chariots to bear their lords about.

Brutus also brought his own gods and priests. The priests had a new way to interact with the spirits of the land, and they called them gods. It is the same as the Pagan magic of today. Pagan worship of the gods is done in public, for great numbers of people, to fulfill the needs of one of the gods, who holds specific powers which he can grant to the priests.

Priesthood has always been with us. Anyone can become a priest, and they have no choice over the matter. Even royalty must obey when they are summoned by the gods. For example, Queen Boudicca herself presided over the sacrifices during her victory against the Romans in 60. When the god picks a priest the worshipper must do whatever it tells him to do, and most often

these days no priesthood is a full time job.

These priests studied the great ancient wisdom of the Pict lands, and predicted that a great nation would rise here. They moved into the sacred places, and called upon their gods to help them triumph. The first gods they called were the Two Brothers, Bran and Beli; and then they called upon the Three Goddesses. Then the Three War Gods, and the Three War Goddesses, and then on all their other deities, like the god of the plow, or the goddess of the horse, or the goddesses of the streams.

The gods of the priests proved that they were stronger than the heathen spirits. But the powers were not destroyed or driven away. Instead they were absorbed by the newly arrived holy folk. They integrated the heathen

magic from their subject Picts with their own occult secrets and insights. From this fusion came the craft and faith of the druids.

The druids secret was to experience the Other Side, to discover what it means, and teach it to others who asked. They rediscovered the cosmic language of the heavens, and found unity philosophy and mysticism. The druids were so learned in philosophy that even Pythagoras acknowledged their wisdom.

Druid philosophy is concerned with maintaining a balance between the material world and the Other Side. It recognizes a duality in form, manifest in masculine/feminine, earth/sky, summer/winter, day/night, and light/darkness. It also recognizes the existence of several cycles, some regular and temporal, others free-willed and





## The Holy Grail

Here are two popular representations of the Holy Grail. One is an exquisite gold goblet, bejeweled with the finest precious stones from the whole Eastern world. The other is a simple day cup, like you would expect the son of a carpenter to use. Since the Holy Grail can shange its shape, who is to say which of these is right or wrong, or even more correct?

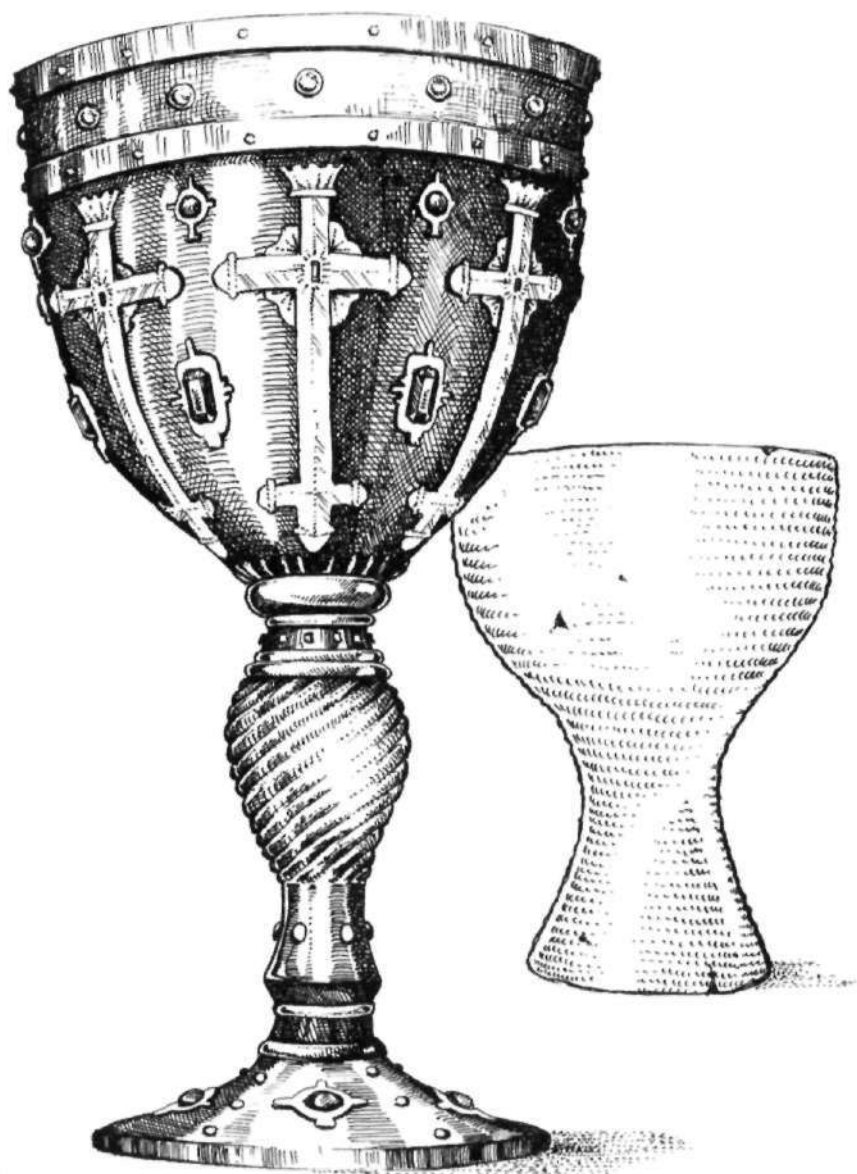
mythic. By interacting with these cycles an individual can experience, and learn from, their god. All gods manifest an ambivalence which operates equally well within worlds of light and darkness, of life and death, of myth and materialism. The objective is to exercise the powers which are best for the communal good. The teachings of the druids outlined and guided people to the common good.

Our Paganism is not amoral, like the heathens are. Our gods work for the specific purpose of helping our tribe, and so they teach us right and wrong. We have knowledge of good and bad, unlike the heathen. Sometimes we must do something for the Earth, or for the Goddess, or for the good of the All. But the welfare of our people is pre-eminent, and we work for their good. If we do something bad, it is because it will accomplish some good.

There are also some things which must not be done. Some heathen practices were outlawed by the druids. Especially odious to us is human sacrifice, and head hunting, both of which were outlawed by druid sanction. These were noted in the laws of Dunvallo Molmutine, the great Lawgiver.

At this time witchcraft was recognized. Witches were the people who maintained the heathen ways, but without continuing human sacrifice or head hunting. The witches were ordinary people who remembered the Old Ways, and practiced what they could remember or discover, variously helped or hindered by priests or druids.

Roman conquest stilled the druids. The empire feared any organization which rivalled theirs, and the Romans preferred to exterminate what they feared. In 61 the sacred isle of Mon was invaded, its wells filled, and its keepers slaughtered. Druidism was declared illegal, though public worship of native



deities led by priest-kings was allowed. Druidic knowledge went underground or was lost. Only the bards continued their ancient tasks, offering half forgotten doorways to ancient secrets. Common people continued their ancient folk ways despite Roman conquest. The myths lived, and like the ancient western god who the Romans called Chronos, slept, waiting.

When Roman power failed in 400 our gods came back. Old cults were re-

vived. Northern warlords, who had never been conquered by Rome or Christianity, moved southward and became kings. The names of the old gods again rang out in groves and temples. Bards, tracing their dreams in the hard life of the times, delved into the Old Way. The spirits responded. Ancient initiation challenges presented themselves, and were passed. Individuals rose in knowledge and wisdom, re-learning druid secrets from native fa-



## A Druid

In his common guise as an itinerant bard, this old wanderer prepares himself to entertain the castle women on a fine summer day. His harp is a common, though somewhat small, Celtic harp. Note his unusual haircut, which marks him as either a druid or as a member of the Celtic church. His clothing, of course, marks him as the former.

erie ways. Bleise of Northumbria, a wise and ancient man of books and nature, taught his secrets to young talented folk like Merlin and Viviane. At last emerged the true Archdruid, Merlin the Magician and Prophet, who struggled against the world to shape its future and at last merged to become one with its spirit.

## Pagan Places of Interest

### Stonehenge (Logres, on the Salisbury Plain)

This is the best-known of hundreds of stone circles in Britain. It is also called Giants' Dance, and was once the site of a famous Saxon treachery called the Night of Long Knives. Merlin the Magician rejuvenated the site with potent stones taken from distant Ireland. More recently the first two Pendragons, Aurelius Ambrosius and Uther, were buried here.

### The Isle of Avalon (Logres, west country near Cornwall)

From within the marshes rise a group of several hills called the Isle of Avalon, or Isle of Apples. It is the central site for the Ladies of the Lake, kept secret from the uninitiated and unwanted by their magic. Within its confines are a sacred well and a labyrinth which can bring the seeker to the Other Side.

### Lydney (Escavalon)

A late- and post-Roman temple to Nodens is here, rich and well-kept by private donations of people who have been cured by its healing baths.





## The Goddess

Paganism recognizes many deities, both male and female. Pagans know that the Goddess came first.

The Goddess is worshiped as the phases of the year: the pure and virginal Spring Maiden; the fertile Mother who grieves for her lost son or daughter; and the dark, frightening, horrifying Crone of Death. She is seen in all the parts of the universe: the moon, the seas, the earth, and the fire. She is the goddess of sex and of death. She is the apparent duality of existence and has both benevolent and malevolent aspects. But whatever form she takes, the goddess is bound into the material world. All power, all existence, all the secrets of being are found in matter/mater/mother. The spiritual aspects of the goddess powers exist, but are meaning-

less if they are not manifested into the living world. Goddess powers are not concerned with abstract and disembodied intellectual or spiritual philosophies.

Her priestesses often act as initiators. Whenever a man encounters a powerful emanation of the great feminine magic of the Goddess he is transformed by it. Personal change is inevitable, and the outcome of the transformation is determined by the man's actions, guided by information and gifts from the Goddess. Men who succeed are rewarded by the messenger of the Goddess. Men who fail may die, or be crippled emotionally, sexually, or physically.

Some Arthurian women embody the Goddess. The ambiguity of the Goddess can be seen in Morgan and Vivianne. At

first glance they seem to embody a good/bad or light/dark duality. Morgan seems to embody all which is nonmasculine, as if she is a shadow-self of the Round Table morality. Vivianne seems to hold all that which is light and protective: she gives Arthur his sword, Excalibur; raises Lancelot, Bors, and Lionel to be great Christian heroes; saves King Arthur when Excalibur was taken from him, and so on. But both Morgan and Vivianne are actually unequal mixtures of both dark and light. Morgan performs some good deeds of healing (especially in accompanying King Arthur to the healing isle of Avalon), while Vivianne is capable of dealing death when it is necessary (Accolon of Gaul did not last under her powers, nor did Annwre).

### Aqua Sulis (city of Bath, in southwest Logres)

Ancient healing springs rise from the earth in this place, sacred to the wise goddess Sulis. An ancient Pagan king, named Bladud, was cured of leprosy here and founded the temple here. Holy fires have remained burning ever since. King Bladud preferred it above all other places to study his magic, which eventually allowed him to fly. He died in Trinovantium when his flying failed. Later the Romans associated the native deity with their own Minerva.

### Pomitain (in the Irish Sea)

Called the Isle of Mannanan by its inhabitants, this is a Pagan island sacred to the god of that name.

### White Horse (Salisbury)

This gigantic figure is cut into the downs exposing the white chalk beneath. It is the place where Epona, the Great Queen, lay when her son was crowned King by the Picts and Faeries.

### Cerne Abbas Giant (Dorset)

This huge figure is cut through the sod to reveal the chalk beneath, much like the White Horse and other figures in the Downs. It is sometimes called "the vulgar man" because of its prominent phallus. Women seeking to have children sleep on the figure, invoking the powers of fertility to aid them.

### The Long Man (Sussex)

A figure cut through the top soil shows the shape of a man holding two long staffs. The Pagans did not tell who it was when they fled from the Saxons, who regard it with superstitious awe and avoid it.

### Tomnahurich (Pictland)

Located between Loch Ness and the sea, near modern Inverness, this large wooded hill is the main place where the northern faerie court convened. It is also the place where ancient Pictish kings were crowned and buried.

### Maes Howe, Brodgar and Stenness (Orkneys)

A huge complex of ancient stone tombs, rings, and lines is concentrated here. Maes Howe is a very powerful ritual center. Brodgar is a large stone ring, called the Temple of the Sun. Stenness, a smaller ring, is called the Temple of the Moon. A third small ring, destroyed in modern times but extant in the era of the Pendragon, was called the Temple of the Stars.

### Clava Cairns (Pictland)

Located near the modern city of Inverness, this dramatic series of tombs, stone rings, and stone lines mark a major center of ritual. Evidence of human sacrifice is apparent.

## Deities

Pagan deities do not neatly fall into lists so loved by literate people. Different parts of Britain prefer their own deities. Their mythologies, functions, and attributes were often alike, yet they were called by different names. When the old groves were searched for living spirits the surviving gods were welcomed and mixed up with each other.

This list is reconstructed from many fragments, and portions are speculative. Given here are interpretations current in the era of King Arthur Pendragon.

### Beli Lugh (Belenos, Lug, Llud, Nudd, Llyr)

The most ancient god of fire, sun, and starry heaven still rules over a faerie world called the Land of Youth. Often called the Shining One, this god is he who intercedes among the gods and spirits in favor of the living. He rules the tribe of the Gods of Light and is the furious magical king who wields the thunderbolt and lightning. He is widely worshiped as a god of life and death.

### Bran (Pwyll, Urbgen)

This god is the Lord of the Underworld who keeps all riches, the ancestors of animals, and the power of Life when it is absent from the human world. He rules the Land of the Dead under the Western Sea. He is sometimes called



Lord of Nourishment. He is widely worshiped as a god of life and death.

### Math (Esus)

Math the Ancient is the Overlord, keeper of the starry heaven which speaks its secrets to astronomers and herdsmen. He is the Source of Wisdom, and druid knowledge comes from him. He is usually accompanied by a young assistant (Gwydion) who is the Druid of the Gods.

### Don (Modron, Brigid, Arianrhod, Rhiannon, Epona)

The shadowy Goddess of the Britons has many aspects and is most quickly recognized as Mother (Modron), Fire and Poetry (Brigid), Moon (Arianrhod), Horses (Epona), Sovereignty (Rhiannon), and Earth (Don). She is wife to many, mother to the rest.

### Cerridwen (Morgaine)

The Dark Goddess owns the magical cauldron of inspiration, life, and rebirth. She rules beneath the earth and in its dark waters, and upon its shores she may meet a young hero to test him, and if he succeeds she will give him a magical horse.

### Blodeuwedd (Creudylad)

The Maiden, or Young Goddess of Springtime, is the carrier of new life to the world. She is the flower goddess, often called simply Wife or Bride, who carries the light of life within her. She is often a treacherous temptress.

### Llew (Owain, Angeus, Pryderi, Gwythur, Mabon)

This is the God Who Comes Again, the resurrected warrior of light who comes from the darkness, rescues the flower goddess, and begins the season of Plenty. He is sometimes called the Sleeping Hero. Sometimes he is associated with a lion.

### Gwynn (Gronw Pebyr, Meligraunce)

This is the Dark God who terrifies men, abducts the goddess, enchants the Light God, and brings the cold hardship of winter to the world. He is the Wild Hunter whose hounds can be heard in the wilderness.

### Mannanan (Manawyddin)

This god rules over the Irish Sea and the magical land thereunder. Especially sacred to him is the Isle of Man, where cats without tails are raised.

## Ranks and Titles

No single hierarchy exists for all Pagan practitioners. The relations between members of different traditions depends upon mutual recognition and respect of each other's ability and power. The Druidic organization is standardized, and so the others are compared to it.

### DRUIDIC RANKS

**Archdruid:** The highest and most powerful magician in the land is the Archdruid. Unlike other druidic ranks, the chief druid is not examined by a superior and then appointed to his post. Instead, he must have proved himself through knowledge and experience to greater, invisible powers. He must understand the deepest powers of the world and its magic. Druidic training prepares a person for this experience. Merlin the magician is Archdruid before Arthur and early in his reign. Later, Taliessin the Poet is Archdruid.

**Druid:** Not all magicians are druids. To become a druid, a man undergoes a time of training as a bard, then an oblate, in preparation for tests whose aim is to prove him to be an accomplished practitioner of magic and be capable of performing the rituals, spells, and other religious activities of a community.

Only men may be druids. Women do not need to because they, as Bearers of Life, are already initiated into the greatest secrets. Women usually become a priestess or a witch. They may still receive druidic instruction.

**Oblate:** A oblate is a druid-in-training who has already proved himself to be a master of bardic song and oral tradition, and is now studying the esoteric arts such as astronomy, astrology, divination, philosophy, and ritual. They outrank bards.

**Bard:** Bards used to be only the lowest rank of druid, but many bards exist who have no ambition to progress further. To be a bard one must have mastered the oral traditions of storytelling, poetry, genealogies, and law speaking.

True bards can perform the magical poem called a lampoon, which can disfigure a king's appearance, reputation, and health if he violates his social duties.

### OTHER RELIGIOUS FUNCTIONARIES

**Priest, Priestess:** Anyone who has magical ability may become a priest or priestess with the proper training, usually administered by an existing hierarchy which has an established traditional relationship with a deity, often linked to a specific holy place. They are priests or priestesses of a specific deity. Functions are largely ceremonial, especially concerning the seasonal festivities which are always overseen by the priests and priestesses. Healing and providing magical protection are common activities. These people can often work magic, but lack the depth of understanding to qualify as druids and the breadth of experience to do anything outside of their deity's scope. Some, however, are more powerful than Oblates.

The best known priestesshood is that of the Ladies of the Lake.

**Witch:** The native, earth-oriented magical lore of Britain is widely practiced, and organized locally by men and women called witches ("wise ones"). They specialize in forms of folk magic, especially healing wounds and curing illness. Many other spells may be known or simply claimed by a witch. They also lead communities in seasonal rituals. Witches recognize no authority outside their covens, but respect anyone accomplished in magical crafts.

### OTHER MAGIC USERS

Some accomplished individuals pursue magic for its own sake, for personal gain. They may profess to be Pagan or Christian, but the powers used are inevitably Pagan.

**Enchanters and Enchantresses:** This is a generic term which indicates someone who uses magical powers. Priests, druids, and witches can all be enchanters, especially if they use the power of Glamour.

**Sorcerer:** A sorcerer is a general term for a person who gains his magic through knowledge gained from books. The type of book can vary widely, per-



haps being a tome of ceremonial magic, an exposition of mystical philosophy, or an alchemical dissertation.

**Necromancer** Necromancers gain their magical power from dealing with the dead. They usually summon spirits and question them to gain lore normally hidden from mortals. The spirits are usually hostile and often volunteer additional bad news which necromancers, or their employers, would rather not know.

## Living Pagan Magicians

Here are some of the best-known magicians and enchanters of the Arthurian realm during the era of *Pendragon*.

**Merlin:** Merlin actually may not be living, or at least is not active in the world of the living. By means unknown to his contemporaries, Merlin has disappeared from the realm of men. In his life he was the greatest practitioner of magic alive, the Archdruid.

**Nimue:** The current High Priestess of the Ladies of the Lake, Nimue is a friend to the court of Arthur and its primary magical protector. She lives at Avalon, training the Sisterhood, and travels about the country and visits court as needed.

**Taliessin:** The future Archdruid is, in 531, an untried Bard wandering the countryside to observe and learn the ways of man and the spirits.

**Morgan le Fay:** Morgan le Fay, the wicked sister of King Arthur, is an extremely powerful enchantress who has learned the magical arts from Merlin, the Ladies of the Lake, and from books of arcane lore. Although set in her hatred of Queen Guenever and bitter about her brother, the High King, she is not inherently evil. An extremely selfish woman, she is unscrupulously willing to use the Powers of Darkness to further her ends.

**Queen of Soresan:** This Saxon enchantress was a pupil, and is still a follower of Morgan le Fay. She mostly rules and protects her land, but is occasionally found outside of her domain.

**Blaise:** The ancient teacher of Merlin is a recluse at Arthur's court. His magical powers are small, though he has taught Merlin many things. Knowledge does not equal power. His main job these days is to record the great deeds of the knights for posterity.

**Annowre:** A very powerful enchantress who lives in the Perilous Forest, she is a dire enemy of Nimue. She lusts after King Arthur. Her tale is told in *Malory IX*, 15.

**Brisen:** This woman is "one of the greatest enchantresses that was at that time in the world living," and works for the Grail Kings, hidden away someplace in Listeneisse. She does not indulge in the ways of the world, except to aid her lord to fulfill the prophecies of the Grail. (*Malory XI*, 7-8; *XII*, 4)

**Camille:** The Chatelaine of Castle La Roche, this Saxon enchantress foments a rebellion of the Saxons of Anglia in 531 (*Vulgate III*).

# Pagan Ambitions and Organizations

## Ladies of the Lake

### Origin

The Ladies of the Lake are a magical sorority whose members are initiates in the secrets of the Goddess. They serve as priestesses of the Great Goddess in her many forms.

### Requirements

Only women may join, but membership is open to those who show inclination to wield the powers. Passing through a

training period, members must serve in the lower orders before becoming a full Lady.

- Maiden. After her first menstruation a girl may join as a Maiden, an apprenticeship position to learn the rituals and secrets of the group.
- Priestess. At 21 she can become a Priestess, serving the community by leading rituals, teaching girls and Maidens, midwifing, and serving as entertainer and surgeon. A Priestess is expected to serve faithfully, without taking a husband, for seven years. The ban on marriage exists to preserve the Priestesses from legal and social obligations, not from intimacy with men, and

priestesses normally take one or more lovers.

- High Priestess. At age 28 a qualified Priestess might become a High Priestess, taking an oath to remain committed to her holy career for life. She can start her own coven, if desired. Many priestesses at this stage, however, marry, and remain as priestesses.
- Crone. Women who remain committed to the coven are known as Crones after they have reached menopause. A High Priestess may be a crone, in which she has unusual magical strength.

### Duties

Ladies of the Lake are dedicated to protecting the sovereignty of Britain, aid-



ing the High King, and protecting the King's Peace. They also serve as healers, seers, and wise women.

### Benefits

Women capable of wielding magic can receive honest, open training in their skills here from dedicated, experienced magicians initiated into the ways of the Goddess.

### Primary Adherents

Viviane, who gave Arthur the sword Excalibur, was one. Nimue, the captor of Merlin and protectress of Arthur's court, is the current ruler.

## Bards

### Origin

Bards were originally the lowest class of druid. These men learned the stories and traditions to entertain and teach the commoners. In Christian places the druids were destroyed, but the bards continued the mundane entertainment functions. In *Pendragon* such entertainers are recognized as *conteurs* ("story-tellers"). This Pagan vocation of Bard is a special, sacred function resurrected by the Celtic Revival protected by King Arthur.

### Requirements

Bards must have a skill of at least 15 in Singing, Compose, and Play (Harp).

### Duties

Bards must recite their knowledge whenever commanded by a lord or knight. They must work to disseminate knowledge among the commoners, and serve as informants for the druids.

### Benefits

Bards receive an immunity from the wrath of all lords which is similar to the safety provided to druids. They may also be able to earn the *lampoon*, a type of druidic magic.

### Primary Adherents

Knights do not become bards because their duties lie elsewhere. The best-known bard from Arthurian literature was Taliessin, who became Archdruid. Another is seen in the harper Eliot, who sings "the worst lay that ever harper

sang" in Mark's court, yet escapes alive (Malory X, 27, 31).

## Druids

### Origin

The origins of druidism lie in a merging of the native earth-based religion with the ancient Celtic religion. Its leaders were called druids.

### Requirements

Membership in the Druids is open only to men. Entry may be gained only when an applicant proves his knowledge of myth, legend and history, as well as his and bardic skills; and exhibits an aptitude for interacting with the Invisible World; a willingness to serve society and the gods of the world; and the obedient submission necessary to enter into the sacred and secret way of the druids.

New members take an oath to the Great Powers and give up their ordinary life and are initiated as oblates. They spend a length of time varying from 1-20 years studying at secluded sites far away from normal society. For player characters, this means that normal game play ceases for characters who become Oblates.

### Duties

Druids must obey all those of their order who are of greater rank. Druids serve their society by interacting with the Invisible World. They perform healing, entertainment, and memorize the laws, histories, and genealogies of the people.

### Benefits

Druids are respected and honored by those who know them. They may also have the advantages of obtaining magical powers.

### Primary Adherents

Pagans throughout Britain and Ireland support the druids.

## Witches

### Origin

Witches are practitioners of *wicca*, the native folk wisdom of the land. They are the ceremonial leaders and healers for their village. They are not clergy,

which is a druidic function; they are people wise in the ways of magic.

### Requirements

Witches must be able to perform their religious and magical duties for their community. They may be male or female, though women outnumber men by about 4 to 1.

### Duties

Witches must perform the above duties for their communities at the Sabbats: Samhain (November 1), Oimelc (February 2), Beltaine (May 1), and Lughnasad (August 2). These meetings may not be recognized as religious festivals since they are also major social events, resembling a huge party for the entire countryside.

Witches must also have some ability at healing.

### Benefits

Witches obtain all the benefits of being spiritual leaders, and may also learn some magic.

### Wiccan Religious Life

Witches operate as individuals. Their membership in a larger organization is kept secret, even from their own followers. In places where Christianity is dominant, even their identity may be secret. In such places the Sabbats would be known by Christian names: All Soul's Day, Candlemas, May Day, and Lammas.

Witches are usually also part of a coven, consisting of about 13 members. The coven is led by the Black Man (representing the Horned God) and/or by the Queen of Elphame (representing the Goddess). Faeries often attended coven meeting. Covens meet at the full moon of each month, called Esbats, to work group rituals, share their knowledge, and initiate new members.

Covens do not hold land, believing that the earth cannot be owned, or buildings, since they customarily met outdoors. They might have an area, perhaps a sacred grove or stone circle, which is held in sacred trust by them.



## Enchanters and Enchantresses

### Origin

The many methods of delving into the Invisible World became detached from their religious origins after their traditions were destroyed or shaken, either by conquering Romans or proselytizing Christians. Furthermore, some magical methods were imported from the ancient Greeks and the Middle East. In

general, Enchantment is the use of magic without any religious underpinnings.

### Requirements

To be an Enchanter has no requirements other than to be able to learn and perform the spells he or she can find. Many types of magic are accessible.

### Duties

Duty is to see to the safety of oneself.

### Benefits

Benefits are that the practitioner learns some magic.

### Primary Adherents

Morgan le Fay, wicked witch sister of the High King, is the best-known, although she has powers from many other sources as well.

Helyes is a learned clerk who serves in the court of Duke Galahaut, and is known to be able to summon many spirits to his command.

# Wotanism

THE WOTANIC RELIGION IS NATIVE TO THE northern regions of Europe. The religion has been carried to Britain by the migrating Saxon peoples, and elsewhere by other barbarians overrunning the Roman Empire.

The emphasis of Pendragon Wotanism upon the materialistic rather than spiritual prohibits them taking religion at all seriously, except to incite a battle frenzy.

## Beliefs

Saxons are famous for arrogance, boasting, and overweening confidence in their own strength over that of any god's. Saxons rely upon no outside power, claiming that only Death rules all, and that their god Wotan gives them the personal strength to do well. Worshipers of Wotan scorn ordinary worship, and dedicate their victims in battle to their god, hoping Wotan accepts them into his household after death. To bow and scrape to an invisible force, such as the Christian God, is contemptible. They claim that their military victories prove their truth.

## History

Wotan began this religion at the dawn of time when he and his brothers killed the first giant and carved up his body to make the world. Ever since then Wotan has been the god of chieftains and of war.

## Attitudes

The Wotanic warrior wants only the simple things of life. First, a good fight is better than anything. When there is not fight then a good meal and a better drink are the best things. Death is not a threat, because it will come to everyone sooner or later, and so we might as well get what we can now.

## Deities

### Foiste (Forseti)

He is the ancestor of the Frisian nation who gave them their laws. Since the Frisians control most shipping in the North Sea, everyone also honors him as god of boats.

### Friia (Nerthus)

The Earth Mother is revered by the simple farmers who live close to the earth and depend upon it for life and security. She is the wife of Thunor.

### Hler (Aegir)

This is the malign deity of the Deep Sea who received the drowned and shipwrecked into his home. Propitiatory sacrifices are made to him before sailing.

### Eoster

The Goddess of the East is recognized as the bearer of newborn life. Her holy day is the spring equinox.

### Phol

The God of Life, Healing, and Light confers his blessings upon crops, and also aids healers and surgeons. He is the dying and resurrected god.

### Seaxneat (Ziu)

This god is the ancestor of the Saxon nation. He is noted for his Justice, and for originating the *seax*, the standard barbarian sword.

### Thunor

The Thunderer, or God of Storms, also oversees the welfare of peasants who pray for good crops, good weather, and healthy children.

### Wotan

The God of Kings, War, Eloquence, Magic, and Death favors the noble and warrior classes who benefit most from his violent ways.

## Ranks and Titles

**Priest, Priestess:** Public ceremonies are led by these people, who are often diviners, healers, and keepers of sacred objects as well.

**Baresarks:** Baresarks, or "bear-shirts," are the chosen elite of the God of War who gain supernatural powers when possessed by his battle frenzy.





# Judaism

THE JEWISH PEOPLE HAVE BEEN SUBJECT to limitless prejudice, racism, and intolerance. They were repeated victims of accusations which were leveled against everyone disliked by the powerful during the Middle Ages.

## Beliefs

The Jewish faith was established by the prophet Abraham, who made a covenant with Jehovah, the One God. Over generations Abraham's people became the Israelites, who learned the Law of God from Jehovah and became the caretakers of the world's first monotheistic religion.

## History

The Israelites were a nomadic tribe who settled in Egypt, where they were enslaved. They escaped, and after a period of wandering under the guidance of their leader and law-giver, Moses, the Jewish people were given the blessing and burden of being the keepers of the original monotheistic faith.

After Moses died the people seized lands in the eastern Mediterranean under their leader Joshua, and eventually founded the land of Israel. They remained there, sometimes at war and sometimes at peace, until conquered by the Romans.

In the time of Christ the Jews were one of many peoples in the region subject to Roman rule. There were many revolts. The most important was in 135 A.D. when Bar Kochba was ruthlessly crushed by Emperor Hadrian. The Jews were then expelled from their homeland. They settled throughout the empire, and in foreign lands.

In 212, the Jews were granted Roman citizenship, as were the other inhabitants of the empire. Rather than accepting the implied equality, contemporaries scorned their spiritual separatism, insistence on ritual purity, unusual practices (such as circumcision), and claim to divine exclusivity.

Their status declined as the Empire dissolved. The first Christian emperors degraded the status of Jews to an inferior citizenship, and the Christian church followed suit. Pope Gregory the

Great (590-604) considered the Jews to be defenseless foreigners, and demanded that they place themselves under the direct protection of kings. At that time Christians were prohibited from lending money, while secular laws prohibited Jews from owning or holding land. The need for banking and credit forced Jews into these professions, which aggravated non-Jews in the way that only the creditor/debtor relationship can.

A major exception to the persecution occurred during the reigns of the Merovingian kings of France, especially in the southern regions called Septimania. Despite official Church policy, the Jews of Septimania were treated with respect and equality by the natives. The Merovingian royalty and Jews married without controversy. Many Jewish names appear in the Merovingian genealogies. Jews held important positions of government. A section of the Salic Laws which were codified during the Merovingian rule has been shown to derive from Judaic Law.

Southern France has been notable for its religious tolerance. The Visigoths, who conquered the region in 419, followed Arian Christianity, a heresy dissenting from with the Roman Church in many ways. Arianism especially held that Jesus was not God, but a man, the same view held by the Jews. The heresy ended in 507 when King Clovis of France seized most of the Goths' land; eventually the Visigoths were converted to the Roman Church. The Jews had a more difficult time with the conquerors. Eventually the area fell under Saracen control when the Moors conquered it. Since Islam respects the prophets of the Old Testament, the Jews again prospered for a while.

The decadent Merovingians were gradually removed from power by the Carolingian dynasty. The first Carolingian was Charles Martel, titled Mayor of the Palace but in practice the leader of the Franks. He stopped the Moorish invasion of France at the Battle of Poitiers in 732. He reconquered most of Septimania, but the key city of Narbonne remained in Moorish hands until an uprising by the Jews there in 759.

In 768, Pepin III "the Short," the first Carolingian king of France, recognized the Kingdom of Septimania as an independent principality. A distinguished nobleman named Theodoric, but called Aymery in romances, was consecrated as its prince. Theodoric married the sister of Pepin and was, therefore, the uncle of Charlemagne.

Some say that this Theodoric or Aymery was Jewish, and that the County of Narbonne was Jewish. For *Pendragon*, we also assume it to be so.

Theodoric's son was Guillem de Gellone, who also held titles as count of Barcelona, Toulouse, Auvergne, and Razes. He was a famous war lord to Charlemagne and, in 803, captured Barcelona for his domains. He is remembered in legend as one of Charlemagne's Peers, ranking with the mighty Roland and Oliver as a great hero of France. He was more than a warrior; during his reign he established a great academy of studies in his land. He died in 812. His line continued, and eventually one descendant, Bernard Plantavelu, became Duke of Aquitaine in 886.

By 817, Septimania had become an undistinguished duchy of France. Subsequently, the power of the royal Jewish house eroded at the hands of the Counts of Toulouse and other neighbors, and eventually the line died out, its unique origins obscured by the illiteracy of the period. The experiment disappeared and oppression continued.

In France in 1130, Jews were singled out as "pacified," meaning they could not bear arms and, that because they could not, were therefore unfree, and could be treated as common serfs.

Shortly afterwards began the Crusading Age, a period of strong religious intolerance. Widespread, active persecutions of Jewish communities began. New laws degraded their social status even more. The church concept of the spiritual "bondage of the Jews" became literal when German legal courts upheld that a Jew was a dependent of the Holy Roman Emperor. This protection, and the special favors which it provided, spread to other European kingdoms.



But this royal protection did not function when the debts of the kings were great or when they needed convenient scapegoats. The Jews were expelled from England in 1209, and from France in 1306.

As the Black Death swept Europe, the Jews lost as many of their number as the rest of the population, but they were blamed as the cause of the plague in Germany, and as a result of the subsequent oppression many fled to new lands in eastern Europe. Even harsher social restrictions were later imposed upon those who remained behind: they were forced to live only in ghettos and to wear special distinctive clothing. In 1492, at the end of the Middle Ages, the Jews were expelled from Spain by the Inquisition, and from Portugal four years later.

## Jewish Knights

### In Romance

Wolfram von Eschenbach, the best of the German Arthurian authors, was almost unique in illustrating people as human beings even if they were outside of the knightly and noble class. In his *Parzifal*, women and Saracens get fair shakes. He may also have referred to Jews with favorable intentions.

In *Parzifal* the author mentions his source, Kyot, from Provence who got his information from a manuscript by Flegantis, an ancient astronomer who was of Jewish heritage.

Eschenbach also wrote *Willehalm*, whose protagonist is Guillem de Gellone, the son of the first King of Narbonne and, by evidence of history, a Jew.

## The Three Jewish Worthies

The Nine Worthies include three Jews, all noted soldiers.

**Joshua:** The successor to Moses and the leader of the military expeditions which gradually conquered Canaan, he reportedly commanded the sun to stop its normal movement.

**David:** He was the shepherd-king, best-known for slaying of the giant Goliath with a sling and stone. He became the second king of Israel.

**Judas Maccabaeus:** This Hebrew patriot is noted for his decisive victories against the Syrians. In 167B.C. he entered Jerusalem and reconsecrated the Temple, as commemorated in the Jewish feast of Hanukkah.

## What About Evil?

Evil, and all it connotes, should be addressed in any game which involves the sanctity of the Holy Grail, for many stories of the Quest for the Holy Grail include encounters with the Christian devil in varied forms.

To exclude mentioning or defining it would be squeamish by the game designer and gives tacit permission for unlimited licentious behavior. Besides, I may as well address the issue *before* the fundamentalists start to make noise.

For game play, evil should exist in some fashion. The Church of Satan is too ludicrous, but for game purposes gamemaster-character sorcerers can still sell their individual souls to the Devil.

The purpose of *King Arthur Pendragon* is to illustrate the splendor and glamor of the legendary realm, and to explore the many possible solutions to typical Arthurian problems. Evil player characters will ruin play, and we recommend that no evil player characters be generated.

Is Paganism evil? Officially, in *Pendragon*, it is not. Even the mindless Wotanic religion, with its exultation of animal-fury, is not really evil, though stupid, and sometimes bad. Bad men may or may not be evil. Enemies can be good or bad Chris-

tians or Pagans, but few of them are really evil.

A significant portion of the game, in fact, is an exploration of good and bad. The Christians have a difficult set of values to uphold, some of which are in direct conflict with their profession. Pagans always have the choice of falling back on the dark side of their religion, and justifying their actions that way.

Although not all bad men are evil, evil characters do exist. The Knight of the Dragon whom Percival fights is best understood if he can be portrayed as what he is said to be: a knight sorcerer who sold his soul to the devil. Duke Klingsor, (from the German *Parzifal*) and his counterpart from the French *Perlesvaus*, the King of Castle Mortal, can not escape the damnation penned for them.

Game masters must to decide how much deliberate evil is contained in Mordred, Turquine, Agravaire and other villains. Most of the time I see them are bad and wrong, but not really evil.

Your own or the gamemaster's definition of evil may vary. Evil in *Pendragon* is defined as a set of personality traits. Its religious "virtues" are the vices which no one else in *Pendragon* respects.

## Game Effects

### Virtues

Evil Religious "Virtues" include Vengeful, Selfish, Deceitful, Cruel, Suspicious.

### Bonus

Since evil characters are to be run only by the gamemaster, the benefits are for him to create as needed. Some of the special effects noted are fire-breathing shield, flaming lances, and monstrous horses.

A negative bonus awarded for evil actions is always a diminishment of Honor. This knightly virtue is always violated by acts of real evil.

### The Measure of Evil

Add up the scores for the Evil Religious "Virtue" Table. If the total is 80 or more then that character is quantifiably Evil and subject to diabolic recall by his master. For instance, if such a character ever met the Devil's Dandy Dogs one doomed night, he would qualify as being evil and be removed from the game by the devil.



# Wealth

*Wealth provides comfort, might, and Glory.*

**I**N THIS CHAPTER some of the most interesting and entertaining aspects of wealth are explored. The medieval feast is discussed in detail and additional information and rules for fine armor and horses are also pre-

sented here, since only the most wealthy can afford such things.

Both players and gamemaster can use this chapter to expand the role of wealth in the game. For example, a player might have his character hold a

fine feast. Note that no economic book-keeping system is offered here: knights are not normally financiers or managers, although the Stewardship skill measures such ability.

## Cities

CITIES ARE A SOURCE of wealth. There live the craftsmen who make the many

specialized items necessary for a man to be a knight. There, too, are the mer-

chants who import wonderful, exotic goods from far overseas. Such goods include exotic breeds of horses, fine foods, and other interesting items.

The political reality of medieval cities has no place in *Pendragon*. We do not want to dwell too much upon guilds, burghers, and the nasty habits of merchants. To the normal, rural knight the city both lures and repels at once, and the land-bound noblemen often lust for its riches.

Knights dislike cities because they are close, dirty, and full of unrefined commoners who hide behind their urban citizenship to taunt the noble class.

Although cities might be an evil, they are still a necessary one because of the wealth they contain.

## Great City Price List

### Inns

Price includes staying in the common room, with a fire in cold weather, and a meal of common food.

Per person per night . . . . . 3d.  
Per horse, hay feed . . . . . 10d.

### Luxuries (may be available)

Private room, with door . . . . . 20d.  
Knight-quality dinner . . . . . 8d.  
Wine, 1 serving, British . . . . . 2d.  
Oats for horse . . . . . 20d.

### The Food Market

#### Supplies

By the Horse Load  
Knight's fare, good for 1 week . . . 14d.  
Commoner's fare, good for 2 weeks . . . 8d.  
Hard rations, good for 4 weeks . . . . 4d.

#### Food Stalls

One knight's meal . . . . . 2d.  
Four commoners' meals . . . . . 1d.  
Small bottle of wine . . . . . 3d.

#### Ordering a Feast

Includes all edibles and drinkables, delivery, cooking, clean up, and service.  
*costs per knight (inc. squire, varlets, horses):*

Ordinary feast . . . . . 1d.  
Quality feast . . . . . 2d.  
Superb feast . . . . . 4d.  
Grand feast . . . . . 8d.  
Regal feast . . . . . 16d.

Per 4 commoners, common fare . . . . . 1d.

### The Horse Market

All animals are trained for their station. None are trained to attack.

#### Combat Horses

Charger . . . . . 8£.  
Andalusian Charger . . . . . 20£.  
Barbary Charger . . . . . 16£.  
Arabian Courser . . . . . 28£.  
Great Horse (destrier) . . . . . 32£.  
Frisian destrier . . . . . 38£.

#### Riding Horses

Palfrey . . . . . 4£.  
Courser . . . . . 4£.  
Rouncy . . . . . 200d.  
Sumpter . . . . . 80d.  
Cart horse . . . . . 60d.  
Nag . . . . . 40d.  
Mule . . . . . 80d.  
Donkey . . . . . 50d.

#### Tack and Decoration

Basic . . . . . 16d.  
Fancy (bells, tassels, dangles, and colored leather) . . . . . 24d.  
Special (as Fancy, with silver, rare feathers, and embroidered blankets) . . . . . 100d.  
Regal (as Special, but with gold and jewels) . . . . . 3£.  
Caparison . . . . . 24d.  
Caparison, fancy (embroidered in 3 colors) . . . . . 80d.  
Trapper . . . . . 12d.

## City Sizes and Prices

The two largest and most important cities in *Pendragon* Britain are London and Camelot, each with about 10,000 residents. The great continental cities of Constantinople, Paris, and Rome are of similar size. When shopping in these cities, player characters should always use the Great City Price List given nearby.

A few other cities with populations of about 8,000 are larger than most, but not nearly as large as the largest. These include Eburacum and Norwich. When shopping there the Great City Price List *might* be used, depending upon your gamemaster's attitude that day. All other cities have between 1000 to 7000



## The Stock Yards

### Common Beasts

sheep, goat	10 d.
fat sheep	15 d.
ewe and lamb	25 d.
ram	60 d.
sow	60 d.
yearling ox, cow	60 d.
milk cow	120 d.
ox	180 d.

### Noble Beasts

Young Hawk	15 d.
Trained Hawk	80 d.
Common Dog	5 d.
Unusual Dog	25 d.

## The Wine Merchants

Per bottle, suitable for two people at a meal.

Price shown is for Good quality.

Also available are: poor quality	... price x0.5
better quality	... price x3
best quality	... x10
Good Local Wine	1d.
Better Local Wine	2d.
Good German Wine	5 d.
Good Occitan Wine	10 d.
Good French Wine	6 d.
Burgundian	8 d.
Spanish	8 d.
Barbary	6 d.
Italian	10 d.
Greek	14 d.

## Musician's Market

Harp	1-5 £.
Regal Harp	7 £.
Lute	60 d.

### Services

Compose a mocking poem	50 d.
Compose a love poem	30 d.
Compose a heroic lay	60 d.
Sing a poem at a specified time and place	5 d.
Entertain for a night	20 d.

## Wagon Market

Wagon (4-wheel)	10 d.
Cart (2-wheel)	7d.

## Tent Makers

Camp Tent	2d.
Pavilion	1 £.
Nice Pavilion	2 £.
Fancy Pavilion	4 £.
Regal Pavilion	8 £.

## The Armorer

### Armor

Full suit, without helm or padding	
Leather	15 d.
Cuirboilli	60 d.

Norman Chain	180 d.
Reinforced Chain	4 £.
Partial Plate	10 £.

### Helmet

Open helmet	40 d.
Great helm	100 d.
Visored helmet	150 d.

### Padding

Normal	7d.
Fancy	25 d.
Silk, 3 colors	1 £.

## WEAPONS

Axe	25d.
Dagger	5 d.
Flail	50 d.
Great Axe	50 d.
Great Spear	2d.
Great Sword	100 d.
Javelin	1d.
Halberd	60 d.
Hammer	30 d.
Lance (jousting)	3d.
Mace	30 d.
Morning Star	75 d.
Spear	1d.
Sword	75 d.
War Flail	75 d.

### Hunting Weapons

Spear, boar	2d.
Bow	10 d.
10arrows	1d.
Crossbow, light	100 d.
8 bolts	1d.
Crossbow, medium	140 d.
5 bolts	1d.
Crossbow, heavy	2 £.
3bolts	1d.

### Shields

Common	3d.
Knightly (painted)	5 d.

### Barding

Cuirboilli	2 £.
Chain Mail	10 £.
Reinforced Chain	16 £.
Partial Plate	24 £.

## The Tailors

### Clothing

Price is for an entire set of clothing, as set by the fashions of Logres.

### Knight's Clothing.

Current fashion, knightly materials	1 £.
Current fashion, noble materials	4 £.
Old fashion, knightly materials	100 d.
Old fashion, noble materials	2 £.

### Exotic Clothing

Roman Court Fashion	4 £.
Barbary Court Fashion	1 £.
German Court Fashion	120 d.
Byzantine Court Fashion	6 £.

## Tapestries

Each is about the size to cover the short end of a manorial hall. Six would line a whole hall.

Inexpensive, plain	100 d.
Nice, sturdy, quality	180 d.
Simple designs	1 £. 150 d.
Excellent quality, beautiful designs	3 £.
Embroidered scenes	5 £.
Byzantine Tapestry	7 £.

## Carpets

"The latest thing, my lord, for the cold castle floor."

Ordinary	100d.
Thick	200 d.

## Clothier

Everything is measured in a batch to make one knight's or lady's set of clothing.

Knightly materials	30 d.
Noble quality materials	75 d.

## Trim

Measured in enough for a single set of clothes

Lace	10 d.
Ribbons	5 d.
Unusual furs	10 d.
Gold thread	60 d.
Silver thread	12 d.

## Rare Cloth

Silk	3£.
Samite	1 £.
Satin	120d.
Cloth-of-gold	5 £.

## The Gold and Silver Smiths

Simple seal ring	60 d.
Silver finger ring	40 d.
Gold finger ring	1 £.
Silver brooch	1 £.
Gold brooch	5 £.
Common earrings	10 d.
Silver earrings	25 d.
Gold earrings	160 d.
Diamond (needs setting)	1£.
Unusual diamond (needs setting)	2-5 £.

Any of above, but:

— really fancy	price x2
— of regal beauty	price x5
Gold dish	7£.
Silver dish	1 £.
Golden goblet	12 £.

## Some Finished Pieces

Silver ring with diamond	1 £. 40 d.
Gold ring with emerald	6 £.
Silver medallion with diamond	2 £.
Gold medal with diamond and 6 pearls	35 £.
Really fancy gold ring with a ruby	5 £.
Pearl earrings	2 £.



inhabitants, and always use the normal price list in the *Pendragon* book.

All prices given are the minimum charged. Higher prices are possible, based on supply and demand and other

concerns: the exact amount is up to the gamemaster to determine. When a statement is "per knight" it also includes his squire.

Prices are non-negotiable. (It is beneath a knight to bicker with a merchant, anyway.)

Note that a few prices are *lower* in the great cities.

## Your Stable

A fine stable of horses is one of the most important indicators of wealth and power.

Knights have a working familiarity with horses. The great steeds set

knights apart from ordinary people. Every knight has a knowledge and appreciation for horses which goes far beyond the information given here. We are limited by space to include only in-

formation which conveys color and character.

Your character knows the relevant facts about each of the creatures in this section, though not in game terms. Rather, he understands the measure of these creatures in terms of yards, hands (which is 4 inches), pounds, and so on.

Horses can be divided by type, breeds, and training. In *Pendragon*, to provide simplicity, we combined the most common breeds with the most common training for that breed, producing the "standard" horses. Here we supply further attribute lists for different breeds, and let the players determine how they will be trained. Although the net result is probably the same, the process is clearer this way.

### Miscellaneous Mixed Goods

#### Travel Gear

Per knight, equal to 0.5 of a horse load, 60 d.

#### War Gear

Includes Travel Gear

Per knight, equal to one pack horse of stuff, 2 £.

### At the Abbey

Read a letter, 1d.  
Write a letter, 3d.  
Copy a book, 5 d./page  
Buy a book, impossible  
Copy and illuminate a book, 25 d./page  
Have a Mass said, 5 d.

#### The Pardoner

Indulgence, venial sin, 10 d. ea.  
Indulgence, mortal sin, 1 £. ea.

### College of Herald's

Deliver a letter  
— Per day estimated travel, 5 d.  
Hire a professional Herald, per day, 20 d.  
Determine genealogy, 1-5 £.

### Professional Women

Cost per night  
Low class, 2-8 d.  
Courtesan, 10-40 d.  
French Courtesan, 140 d.

### Port Authority

Prices are given from London or Hantonne. Gamemasters must adjust for other locations. This shows cost to book passage on a ship to:

#### Southern Britain

Leaves in 1d6 days, costs 30 d. per knight

#### Ireland

Leaves in 2d6 days, costs 120 d. per knight

#### East Britain

Leaves in 1d6 days, costs 30 d. per knight

#### Cambria

Leaves in 2d6 days, costs 60 d. per knight

#### Normandy

Leaves in 1d6 days, costs 60 d. per knight

#### Frisia

Leaves in 2d6 days, costs 120 d. per knight

#### Brittany

Leaves in 1d6 days, costs 100 d. per knight

#### Ganis

Leaves in 1d6+6 days, costs 180 d. per knight

#### Spain

Leaves in 2d6+6 days, costs 1 £. per knight

### Waterfront

Hire a fishing boat, no questions asked, 60 d. minimum, paid in advance  
Hire a prostitute, 1d.  
Hire a pirate ship, 20 men, no questions asked, 3 £.

### Mixed Luxury Goods

Imported perfume, 40 d.  
Spices, 50 d.  
Imported spices, 100 d.-3 £.  
Glass mirror, 40 d.  
Drinking glasses, 60 d. each

### Lawyer

Per day, 12 d.

### Chirurgeon

Per day, 20 d.

### Types

Several important terms are used to describe horses which are not based on breeds nor on training.

**Cob:** a pony or small horse, usually fat-bodied with short legs, used mainly as a sumpter, and sometimes ridden by squires.

**Colt:** A male horse younger than 1 year old.

**Filly:** A female horse younger than 1 year old.

**Gelding:** a castrated male horse. They are the most obedient of all types. Geldings are not ridden as war horses because they are believed to lack dignity and courage.

**Horse:** a generic term for the larger members of this species (see pony); later usage restricts it to animals over 14 hands.

**Mare:** a female horse. Mares are used for breeding, and also for women and servants to ride.

## David, the Merchant

David is a very wealthy merchant in London. He is in the wool exporting and wine importing business. He is also the Royal Import Inspector for London, appointed by the High King. It is rumored that he can, eventually, and for the right price, find anything which can be bought and sold. He can also recommend an honest money-lender.

**Pony:** a generic name for the smaller members of this species (see horse); later usage restricts it to animals under 14 hands.

**Stallion:** a male horse which has not been gelded.

**Yearling:** an immature horse which is between 1 and 2 years old. Yearlings are not yet full grown, but can begin to be trained.

**Youngster:** A horse between one and four years old is "young." Hard training is often not begun until the horse is a youngster.

## Training

The training which a horse receives is more important than its breed or type. A large pony can be trained for combat, for instance, although most of them are far too small to bear an armored knight. Custom determines these matters, as well as knowledge of equestrian husbandry.

A horse can be trained to one of the classes below. Occasionally an expert may train a horse in two classes.

**Ambler:** a special riding horse noted for its gentleness and easy handling, making it favored for women. They are sometimes also called trotters or pacers. The Roman breed of horse is the most common ambler.

**Carthorse:** a small, inexpensive horse used by peasants to pull carts. The usual carthorse breeds are Celtic ponies.

**Charger:** a war-trained horse; the standard knight's horse. Most chargers are crossbreeds of native ponies with the Great Horse or large foreign breeds like the Frisian. The breed most commonly trained as a charger is the Norman



horse. The Andalusian and the Barb are notable and rare chargers. In Pictland, the Highland Pony is occasionally trained as a charger.

**Courser** a reasonably large, fast, and agile horse with sound wind, used as a knight's riding animal. Coursers may be trained for battle, and are the steeds especially trained for the hunt. The Irish Courser is the breed most commonly trained as a courser. The Arab is also an excellent breed for coursers. The Highland pony is sometimes trained as a courser by the Picts.

**Destrier:** a very large, war-trained horse. Normally only the English Great Horse and Frisian breeds are large enough to be trained as destriers. While large and strong, these beasts usually have only ordinary constitutions.

**Nag:** a broken or old horse of any type, capable of carrying goods but nothing else.

**Palfrey:** an excellent riding horse. Some are noted for gentleness and easy handling, making them favored for women. These beasts are sometimes classified as amblers, trotters, or pacers. Palfreys are not fast or hardy, but their



training makes them the most comfortable possible. Most breeds can be trained as palfreys, including the Highland Pony the Camargue, the Roman, the Norman, the Andalusian, the Barb, and the Arab.

**Rouncy:** a standard riding horse, slow and small, but comfortable and hardy. The ordinary horse for a squire. Celtic ponies and small Norman horses are the most common breed trained as rouncys. Inferior Camargues are sometimes trained as rouncys.

**Sumpten** a small pack horse or pony of strong constitution. Celtic ponies, Shetland ponies, and healthy specimens of other breeds are used as sumpters.

## Knights' Horses

Knights do not ride mares. Ever. A significant story concerning this fact occurred in European history when William Rufus, King of England, announced that he would ride even a mare due to an emergency. His contemporaries were astonished at this breach of custom and protocol.

Debate rages whether or not knights rode stallions or geldings. Most modern opinion claims that stallions are too quarrelsome, and most particularly, too subject to their hormones, to be reliable riding animals. The latest opinion, however, indicates the opposite: that knights rode stallions precisely *because* they were so quarrelsome, such viciousness being valuable, perhaps even essential, in battle. The savage nature of medieval bits and spurs would seem to bear this latter theory out.

Geldings were believed to lack courage and dignity, two aspects of personality crucial to a knight's self-esteem. Geldings were not acceptable

steeds for warriors in Western Europe until the sixteenth century.

In any case, knights generally rode upon their courser or rouncy, smaller and lighter horses than the massive charger or destrier. The heavy warhorse was simply too uncomfortable for long distances where immediate danger was not a threat. They would also want the warhorse to be fresh, not tired from a day's ride. However, it is likely that the knight's armor would be carried on the warhorse when the man wasn't wearing it. Thus before a fight the horse would be unloaded, the knight armed, and then he would mount upon the warhorse for the fight.

In situations where ambush or other immediate combat would be likely, the armored knight would ride upon his warhorse, but frequent rests would be taken. Naturally travel times would be increased.

## Horse Colors

Horses are brown. Many kinds of brown, but almost always brown. Differences most often appear in the animal's mane, tail, and points (feet, ears, and nose). Horse enthusiasts have terms to differentiate types of brown:

**Bay:** chestnut (reddish brown) with black points, mane, and tail.

**Dun:** dirty brown; if grey, it is a blue dun, if almost brown, a yellow dun. Duns *may* have black points, mane, and tail, or a dark stripe along their back.

**Chestnut:** reddish brown with points, mane, and tail the same color.

**Roan:** red, lightened with white hairs; sometimes the red skin shows through the white hair, making the horse look reddish, a color called strawberry roan.

**Sorrel:** chestnut with white mane and tail, or dark red roan, or brownish-orange to light brown.

Noble colors are more distinctive, because they cover the whole animals, and are very rare. Horses of noble color are more valuable than ordinary brown horses.

**White:** sometimes called grey, because some horses start off grey, and then get successively lighter with each annual molting.

**Black:** sometimes very dark brown horses are also called black.

**Grey:** grey, also called *grisel*; grey horses are usually dappled.

Mixed colors are also possible. These include:

**Dappled:** marked with roundish spots; a dapple grey has black spots.

**Piebald:** black and white irregular patches.

**Skewbald:** irregular patches of white on any color except black.

## Horse Equipment

**Tack** includes all the normal types of bridles, buckles, bits, and other straps needed to ride and control a horse, as well as brushes, blankets, and other necessary **equipment**.

**Saddlery** includes the saddle and blankets used by the rider to sit upon.

**Caparisons** are the fancy blankets, often decorated with the knight's coat of arms, which are used by rich knights to decorate their horses for tournaments and show. They also provide a minimal amount of protection.

**Trappers** are abbreviated caparisons which are less decorative and tougher, and used for battle rather than show.

**Barding** is actual armor for steeds. Many types are possible.

## Other Steeds

Several other horse-like animals are known, even though knights never ride them. Attribute lists for the mule and





donkey are provided in the "Characters and Creatures" chapter of *Pendragon*.

**Ass** is a small animal used as a pack beast.

**Donkey** is a very small animal, commonly used as a pack beast or steed for the poor and clergy.

**Mules** (and Jennys) are sterile cross-breeds of horses and donkeys. They are strong, reliable, and stubborn. They are used as pack, cart, and riding animals. The Lady of the Lake owns several white mules.

## Horses in Combat

Horses can be trained for combat, and must be if the rider is to concentrate fully on his task. All horses labelled Charger, Courser, Rouncy, and Destrier are assumed to have been battle-trained, as reflected in their price and usage. Because they have this training no extra rolls must be made in a fight, as with riding horses. Note that horses that are not battle-trained do less damage than they are capable of: this is reflected in the attributes given here and in *Pendragon*.

### Riding Horses in Combat

Horses which are not combat trained are difficult to handle during the press and panic of a bloody fight. In combat, riders of ordinary, untrained horses must attempt a Horsemanship roll before other actions every combat round. See the Normal Horses in Combat table in *Pendragon* for more information.

## Attack-Trained Horses

Some horses can be trained to fight as well as to bear their rider into combat. These animals are called Attack-Trained Horses and are initially very rare, and always very expensive, perhaps even priceless.

They can be trained only by a couple of very knowledgeable individuals. Characters must go to London or Camelot and seek the Horse Master. The gamemaster will determine

whether the Horse Master deigns to see them. Gifts and the character's Glory will both be considered. If he is impressed, training takes a year.

- Attack-Trained Horses get a combat skill which is established upon completion of training as  $1d6+7$ . It can never be raised.
- Horse attacks are treated in combat as a normal weapon skill. This attack skill must be rolled whenever the horse attacks, with the usual combat rules applied. In some cases an opposed resolution will be made. Fumbled attacks might mean that the horse falls down, or injures itself, at gamemaster preference: see below for more specific information.
- A horse cannot attack unless the player states that it will do so in the Determination phase of a melee round, and states the type of attack to be attempted.
- It is recommended that the horse's attack skill value not be divided against multiple targets: the training given does not extend to such feats. Tactics cannot be used.
- Horses, unlike riders, do not need to make Valorous rolls to attack fearsome monsters.

### Attacks

Attack-Trained Horses can attempt one of several possible attacks per melee round:

**Augment the Rider's Damage:** The horse maneuvers to help the rider, actually leaping at the thrusts (and perhaps even pulling back at the feints and parries). Combat rules apply normally, but a successful attack by the rider and the horse (two attack rolls) using this tactic gains a bonus to damage. If a lance charge is taking place, the bonus is  $2d6$ . If the combat is normal, the bonus is  $1d6$ .

The horse is not involved directly in the combat, and so the horse's attack skill roll is not opposed to the target. A fumbled augmentation attack causes the horse to fall down. Otherwise combat is as normal.

**Hoof Attack:** Foes on foot or lying down may be trampled by a horse. If opposed, a losing horse will take damage from the return blow. If the victim of a trample attack has fallen down, apply standard reflexive modifiers to each combatant. Hoof damage is equal to one half the horse's normal damage. The gamemaster must determine the results of a hoof attack fumble.

**Bash Attack:** A horse can throw itself against a man or an enemy horse, at-

tempting to knock it down. After a successful opposed horse attack, check to see if the target is knocked down (very likely with chargers or larger animals).

### Horse Bash Attack Table

Critical Success • the defender falls down, taking  $1d6$  damage without armor. Success = the defender must attempt a DEX roll: failure or fumble indicates that he is knocked off his feet.

Failure = attacking horse stumbles and falls, throwing rider.

Fumble = attacking horse falls heavily, throwing rider, and also doing its own damage factor to itself. Natural armor protects, but not worn armor.

Riders falling must make the usual Horsemanship rolls, or they take  $1d6$  from the fall; a fumbled Horsemanship means the rider falls under the horse and take its damage bonus from the crush.

Roll the SIZ of the attacking horse minus the SIZ of the defender as an unopposed skill roll and read the result below.

### Hunting Horses

Some horses, especially coursers, are trained for the hunt. When required to make a Horsemanship roll while hunting, or otherwise chasing through the woods, add +5 to your skill as a modifier while riding a trained hunting horse.

### Trick Horses

Trick horses are possible under extraordinary circumstances (i.e. if the gamemaster allows). Trick horses might be trained to come when their rider calls or whistles; to stand over and guard their rider when he is felled, perhaps even fighting to defend him; to run and bring friends; and maybe even

### The Money Lender

Money lenders can pawn or make loans.

Pawning is preferred. Collateral is turned over to them, and they give money equal to half of the cost shown on the price lists. Anytime within the specified time (usually 1 year) the full borrowed amount must be repaid, or else the goods become the property of the lender.

Loans are available to noblemen in good standing and of good reputation. The money lender gives cash, and in turn collects it back with interest (at least 10%, usually 25%, sometimes 50%) at the end of the pre-arranged time limit.



to help pick him up off the ground or out of the quicksand. Maybe they can even do math tricks, if appropriate. A dexterity roll might be required in some instances.

## Optional Rule: Tired Horses and Riders

Horses tire, just like any animal. If your knight has been riding a horse for half a day or more, and then is required to make a Horsemanship roll, you must subtract 5 from the skill value for each half day which the steed has been ridden.

This explains why knights normally ride a courser, rouncy or palfrey, then change to ride a fresh charger before combat.

Furthermore, the large size and uncomfortable gait of a charger or destrier also tires the rider. Thus for each half-day of riding on a charger or destrier the rider gets a modifier of -5 to *all* his subsequent rolls.

Also see *Pendragon* for rules on ruining horses.

## Breeds

All horses and ponies are a single species and can interbreed with each other. Most horses are a result of mixing all the breeds, giving the result of a common, but generic horse which shows a mixture of the characteristics of its ancestors.

A breed is defined by certain characteristics which are consistently inherited by offspring. Both native and imported breeds can be found in Britain.

In the list below, an asterisk (\*) indicates a rare or unusual type of horse, not to be commonly found, if at all. The gamemaster must determine if such steeds are ever available in his campaign.

## Native Breeds

### *Celtic Pony*

These, the common British horse, are trained as rouncys, sumpters and carthorses. They are agile, hardy, and intelligent animals, though small.

Local variants abound, with each variant adapted to its environment so that the Fell, Dale and Welsh ponies are good for working in hills, and the Dartmoor and Exmoor are natural experts at avoiding the treacherous bogs of the Cornish moors. The gamemaster may wish to bring this into game terms by applying a +5 modifier to Horsemanship when riding fast

through hills or rough terrain, or negotiating bogs on steeds of the appropriate breed.

SIZ22	Move 5	
DEX15	Damage 3d6	Unconscious 10
STR16	Heal Rate 3	
CON 16	Hit Points 38	Armor 3

### *Connemara Pony*

The native Irish pony, it is hardy and reliable, and experienced in the hills and forests.

SIZ 22	Move 5	
DEX 10	Damage 3d6	Unconscious 10
STR15	Heal Rate 3	
CON 16	Hit Points 38	Armor 3

### *English Great Horse*

A very large breed, especially valued as destriers. These are still rare in *Pendragon* Britain, although breeding programs have been started. Attributes are the same as those given in *Pendragon* for the destrier.

### *Highland Pony*

This is the largest British pony, trained as palfreys, chargers, and coursers by the Picts. It is native to the north and is the standard Pict horse. It is noted for having a spinal "eel-stripe" and striped leg markings. Similar horses are found on the Out Isles. The attributes given here are for a big Highland Pony trained as a charger.

SIZ 26	Move 6	
DEX 12	Damage 5d6	Unconscious 10
STR 20	Heal Rate 3	
CON 14	Hit Points 40	Armor 4

### *Irish Courser*

The best hunting horses come from Ireland. The attributes are identical to those given in *Pendragon* for the courser.

### *Norman*

The Norman peoples bred the first horses large and strong enough to carry a fully-armored man in a lance charge, but they are now bred everywhere. These heavy-boned horses are usually trained as chargers, or if too small, as palfreys and rouncys. The charger attributes given in *Pendragon* are for a Norman charger of the standard type.

### *Roman*

The standard horse, and the most common source of rouncys, palfreys, and amblers. In *Pendragon* are listed attributes for both a Roman palfrey and a Roman rouncy.

### *Shetland Pony*

The smallest British horse, it cannot be ridden by adults. It is, however, the strongest horse for

its size, and is used for pack work in the Shetland and Orkney islands.

SIZ 18	Move 4	
DEX 10	Damage 2d6	Unconscious 6
STR 15	Heal Rate 3	
CON 14	Hit Points 32	Armor 3

## Imported Breeds

At this time (531) foreign breeds have been seen in Britain as well, but are very rare. Nonetheless knights would know something of them, as expert equestrians.

They will become more common as Arthur's reign moves to its peak of wealth.

### *\*Andalusian*

The Spanish horse, trained to be chargers and palfreys.

This is a cross between native Iberian breeds and Barbs. The breed has been imported and bred in Britain for a short while. The attributes below are for a charger.

SIZ 38	Move 8	
DEX 16	Damage 7d6	Unconscious 13
STR 30	Heal Rate 4	
CON 12	Hit Points 50	Armor 5

### *\*Arab*

The king of horses, Arabs are noted for their sleek lines and speed, and are usually trained as coursers, chargers, or palfreys. The attributes below are for a courser.

SIZ 30	Move 10	
DEX 28	Damage 5d6	Unconscious 12
STR 24	Heal Rate 4	
CON 18	Hit Points 48	Armor 4

### *\*Barb*

The North African (Berber) horse, trained as chargers and palfreys. The Barb is larger than the normal breeds and is noted for its hardiness. The attributes here are for a charger.

SIZ 36	Move 8	
DEX 17	Damage 6d6	Unconscious 13
STR 28	Heal Rate 4	
CON 16	Hit Points 52	Armor 5

### *\*Camargue*

Normally trained as palfreys, this is a beautiful and elegant all-white breed from the south of France.

SIZ 26	Move 7	
DEX 12	Damage 3d6	Unconscious 9
STR 18	Heal Rate 3	
CON 10	Hit Points 36	Armor 3

*'Frisian*

This breed of larger destriers is a sight of things to come. To be bred sometime in Frisia during the later phases of the *Pendragon* campaign, this

horse is not yet available in Britain, but is included for the sake of completeness.

SIZ46	Move 7	
DEX10	Damage 9d6	Unconscious 15
STR41	Heal Rate 5	
CON 12	Hit Points 58	Armor 5

## Fashion

Fashion was of major interest among the nobility, especially women. Pay as much or as little attention to fashion as you wish. In general your character will have regular upkeep for his wardrobe as part of the annual expenditure. His best suit is valued at 1 £. in this case.

Sometimes, however, the nature of roleplaying demands some detail. Here is some.

### Wearing Out Clothes

Normal wear and tear is covered in the basic upkeep of a knight, as mentioned elsewhere. However, knights without upkeep may need to keep track of their appearance, measured in the value of their worn out clothing. Knights normally lose half of the value of their wardrobe per year. See the Winter Phase rules in *Pendragon* for more information.

Of interest is that pale or pastel colors in clothing are a sign that they are worn out, not of fancy dyes or imported products.

### General terms

**Mantle:** cape

**Shift:** shirt

**Chemise:** woman's shirt (rarely seen)

**Hosen:** stockings (always worn by both sexes, cut from cloth, not knit.)

**Wimple:** a cloth worn around a woman's head framing her face.

## Fashion

Two factors are important to evaluate the clothing of an individual: timeliness and materials.

### Timeliness

Fashions in Arthur's Britain change. Set by the Queen in Camelot, the rest of Britain follows as well as their communications and money allow. Naturally Camelot is far ahead of the rest of Britain. The fashions then filter down through society in, more or less, this order: courts of Logres; courts of outer Britain; knights of Logres; knights of outer Britain. Thus current fashion in Gorre is quite out of date in Camelot.

Definitions of in- and out-of-fashion:

**Camelot Fashions:** the trend-setters. These are generally not available for sale anyplace, and are not found on the price lists.

**Current Fashion:** fashions which are now popular in Logres

**Old Fashion:** fashions which are no longer current in Logres. They are, however, usually fashionable in outer Britain.

## Materials

Since fashionable clothing for the entire upper class (knights and nobles) is cut from similar patterns the primary way that wealth is revealed is through expensive materials.

**Common materials:** wool and linen, both coarsely woven. Natural colors prevail: shades of grey and brown. Natural colored leather is also used.

**Knightly materials:** finely woven common materials. Linsey-Woolsey is a popular combined fabric of linen and wool. Trim is important as well, and includes the use of ribbons, embroidery, and fur. Common furs include rabbit, wolf, bear, and anything else hunted. Clothes are colored with natural dyes: bright yellow, dark green, yellow green, blue, darker blue, red, black, and some whites made by bleaching. Grey is rare, being hard to dye.

**Noble materials:** include velvet, silk, samite, satin, and cloth of gold. Furthermore, they have exquisitely expensive trim as well, including gold and silver thread; unusual furs such as silver fox, ermine, polar bear, and unicorn; and perhaps even diamonds or other jewels. Royal purple and royal blue are made only from expensive foreign dyes.

## Armor

Armor is the mark of a knight. Possession of armor, along with a coat of arms and a horse, is what sets a knight apart from ordinary men.

Historically, armor is very complex in its development and details - far more complex than can be covered in a game. For simplicity's sake, the basic rules in the *Pendragon* book contain

Outfits which summarize the facts below into a single number.

This chapter is to explain some of the facts about armor to allow more flexibility to the game, if desired.

## Details of Armor

A character normally wears a complete suit of armor, including a helmet, and a dublet if necessary, yielding the armor values given in the *Pendragon* book. The system given here breaks armor protection down slightly to give the game more flexibility and verisimilitude.



Footsoldiers or bandits may be encountered wearing only a helmet, or player characters may not have the time to arm themselves completely, and will have to fight in only helmet and dublet

Armor Protection Table

Pts.	Type
1	Open helm
2	Closed helm
2	Dublet
3	Leather
5	Cuirbouilli
7	Norman Chain*
8	Reinforced Chain*
10	Partial Plate*
12	Plate*
14	Gothic Plate*

\* also requires dublet underneath armor.

## Open Helm (1 point)

A light metal cap of any design where most of the face and neck is left open. This includes all standard helmets: the simple pot helm, the Norman helm with nasal, bascinet, and so on.

## Closed Helm (2 points)

This might be a great helm, which encloses the whole head, or an open helm with a visor which can be raised. These latter are far more comfortable and more expensive, but provide the same protection. The closed helm also includes extensive padding underneath, and armor protecting the neck.

## Dublet (Padding) (2 points)

This is a tight-fitting set of clothes, normally worn under heavier armor. It is cloth, and heavily padded. It protects the wearer's body from the rubbing metal armor, and absorbs the shock of blows.

All metal suits of armor *require* the padding. If someone attempts to wear any of them without padding then the armor is worth only half its value as protection.

## Leather

(3 points + Open Helm = 4 points total)

This armor is thick, soft leather cut to shape and laced or buckled together. It

is relatively easy to make and is the common armor of the countryside. Foot soldiers are usually equipped with leather armor.

Sometimes called "light leather armor," it is sometimes worn by hunters. It can be very ornate and expensive.

Leather armor does not require a dublet; usually the leather is backed with light silk or cotton padding.

## Cuirbouilli

(5 points + Open Helm)

Leather can be boiled in wax, and then layered and molded to shape a suit of cuirbouilli armor. It is relatively light, and includes padding under the leather, so it does not require a dublet underneath.

## Norman Chainmail

(7 points + dublet + open helm 10 total)

Chainmail is made of linked circles of metal. A single, long coat of mail is held up at the waist by a heavy belt. Armor for riding has a split skirt which covers the legs, but does not require the man to sit on the mail.

Note the inclusion of an open rather than closed helm in the overall suit.

Relatively inexpensive to make, this simple armor is worn by most cavalymen, especially those who cannot afford better, such as squires, sergeants, and poor knights.

## Reinforced Chainmail

(8 points + dublet + closed helm = 12 points total)

Reinforced chainmail is a slightly improved, more finely-crafted armor not significantly heavier than the older Norman style, though more expensive. Reinforced chain mail is fitted to cover, and protect, the body closely. Light

## Current Fashion

The man wears a shift, undertunic, and overtunic (called a *cyclas* or *tabard*). His cap (*coif*) is close-fitting, and over it is a hood whose long hanging point is called a *lirtpipe*.

The woman wears a hidden chemise, under rob, kirtle, and a sideless gown over all. On her head is a fillet and veil which hides the pinning of the wimple that goes under her chin.





## Camelot Fashion

The man wears a shift (unseen), and over it a parti-colored cotehardie (or cothoardy). His hood has a long liripipe (not shown in the drawing) and a shoulder cape. The hem of both the cotehardie and the shoulder cape are cut into repeated shapes called dags.

The woman wears a chemise (not seen). Over that, her under robe is visible only at her forearms, or if she lifts her skirts to walk. Over all is the feminine version of the cothoardy. Around her waist is a gold chatelaine's girdle with her keys of authority hanging from it. She might also wear a needle case, or a small purse, from it. A simple veil covers her head.

shoulder, elbow, or knee guards may be present but gain no additional protection value in game terms. The hands are protected with chainmail gauntlets. The head and neck are protected by a closed helm, visorless, with a chainmail coif.

This is the most common type of armor available to knights in *Pendragon*.

## Partial Plate

(10 points + dublet + closed helm = 14 points total)

In this equipage, the byrnie, or chainmail body armor, is virtually unchanged from that used in Reinforced Chain armor. Helmet and neck armor are also unchanged. Legs and arms, however, are covered with metal plates instead of chainmail, and steel gauntlets protect the hands.

This armor value is also used for heavy scale armor, should the gamemaster wish to use it.

This type of armor is extremely rare and expensive at this time (531), and generally available only to rich noblemen or great heroes, who may receive the armor as a gift from a grateful lord.

## Plate

(12 points + dublet + closed helm = 16 points total)

The entire body is covered with steel plates. Extremities and joints are enclosed with finely joined works, with fine chainmail where needed. Shields are often not used with this armor, allowing the wearer to wield two-handed



weapons capable of damaging others in full plate.

This armor is not yet available in the realm of *Pendragon*, although you can be sure that armorers are thinking about it.

## Gothic Plate

(14 points + dublet + closed helm = 18 points total)

Only a dream in the minds of a few inspired master smiths, gothic plate armor is included here for completeness. Even at the compressed time scheme of *Pendragon* this sophisticated, multi-jointed armor does not come into usage until the campaign is almost over, during the decadent period of Downfall.

## Magic Armor (variable)

Magic armor may look like any of the above types of armor, but have a greater or lesser protection value. The gamemaster determines the exact effects of magical armor, which should never be overwhelmingly powerful,

and should always have limitations. Examples might include:

- Armor which protects for 2 extra points, but does not protect with this extra amount if the wearer is unjust or cowardly (Just or Valorous trait values of 4 or less).
- Armor which protects for 6 extra points on one day of the week, or only during twilight and sunrise.

Sometimes the magical armor will have a flaw rather than just a limitation, hopefully hidden from foes. As always, the gamemaster determines the exact effects of the flaw. Some of these flaws might include armor which:

- stops all damage except for the first 2 points, which always penetrate.
- is greater in protection than its apparent value, but does not protect against missile weapons.
- starts with a great number of points, but disintegrates at the rate of 1 point per blow, and cannot be repaired.
- is impressive in protection, but can never be removed if worn by any but a chivalrous (or evil) knight. •



# Grand Events

*Lords sponsor magnificent events: court, tournaments, and hunts.*

**H**EREIN ARE THE TYPICAL events that your player lord will be expected to sponsor. Several of these events were explained from the player knight's point of view in *Pendragon*. This chapter explains the

"How To" for these events from the gamemaster's point of view. Since players with lords as player characters are obliged to be part-time gamemasters, these descriptions are especially provided for them.

These activities are also intended to provide a framework upon which the campaign will hang. Knights will attend many tournaments and these tables allow the gamemaster to vary the contents of each tournament.

## Visits to Court

PERHAPS THE MOST frequently occurring grand event in *Pendragon* is the visit to the court of a lord.

### Running an Interview

Custom dictates that visitors be introduced to their host before anything else occurs. Sometimes the visitors are allowed to clean up beforehand, especially if they have been expected.

Knights traveling about the countryside will frequently stop at a castle or holding unannounced. They are then just one among the throng and probably unrecognized by the petty court dignitaries of these far-flung cities and estates. In such circumstances, the Interview System can prove useful to gauge what is going on, and how long it takes.

### Interview System

#### 1. Roll 3d6 to find Initial Wait Period

A high number is good for you. This simply shows how busy the lord is. However, he is courtly enough to recognize precedence among all the other factors of his busy life. Modifiers, positive and negative, will alter this number.

#### 2. Add Positive Modifiers

*\*indicates tfruit these are mutually exclusive. Only one can apply.*

- Add +1 per 1,000 Glory Points, plus

You are...

- +3 Same Culture as Lord
- +10 Vassal to him
- +5 Ambassador
- +7 Member of the Round Table
- \*+2 Acquaintance of the lord
- \*+5 Friend of the lord
- +5 Wounded
- +10 Badly wounded
- +10 Kin (or + Love (Family))

Special Circumstances...

- +5 you were invited
- +10 you outrank him in the nobility
- +10 State of War outside

#### 3. Subtract Negative Modifiers

You are...

- -3 Different religion
- -5 other knights are already waiting
- -10 lots of other knights are already waiting
- -10 you are not a knight, lady, or clergy
- \*-5 Hated (as a culture, kingdom, etc.)
- MO Hated (Family or personal enemy)
- -5 the steward wanted a bribe and you didn't pay it

Court is already...

- -3 Crowded with rich peasants
- -5 crowded with rich merchants
- -10 at High Court, settling knightly disputes
- -15 in Full Court (Holiday, war council, etc.)
- -15 entertaining an important ambassador

Special Circumstances...

- -20 Middle of the Night

#### 4. Start waiting

The sum of the Initial Wait Period and modifiers gives the number to be rolled on d20.

Roll 1d20. Each roll indicates a hour of waiting.

Critical Success = you are rushed in.

Success = you are ushered in

Failure = you must wait another hour and try again.

#### 5. Meet the lord.

The lord wants to talk to visitors for a number of reasons, the first of which is to find out if he wants the stranger in his house. The amount and depth of the examination varies widely, depending mostly on the Suspicious trait of the nobleman.

If the visitor is not a foe, the lord will ask what his business is. If the knight merely seeks lodging he will be invited to stay the night, and then dismissed. The knight will be shown to a place to leave his baggage, his horse will be tended, and he should show up for dinner.

The nobleman may take this time to question the visitor as much as he wishes. If it isn't a busy day they may have refreshments and converse at length. Once the formality of establishing the hospitality bond is over the events may take almost any form.

# The Feast

## Food

A knight's usual fare is a hearty meal of meat, bread, cheese, and ale. Common meats are pork, beef, mutton, venison, chicken, duck, several kinds of salt- or fresh-water fish, and wild birds. Common vegetables include onions, root vegetables (carrots, turnips), leafy vegetables (kale, cabbage, etc.) and several kinds of beans. Bread for most people is usually brown barley bread, but white bread, from wheat, is a luxury item which is a staple to knights. Ale is the usual drink, sometimes supplemented with mead or, on special occasions, wine.

Culinary skill exists, though different from modern standards. In general, cooks pounded everything into a pulp, then masked the flavor with large doses of spices. Meal planning favors quantity as most important, without any apparent order.

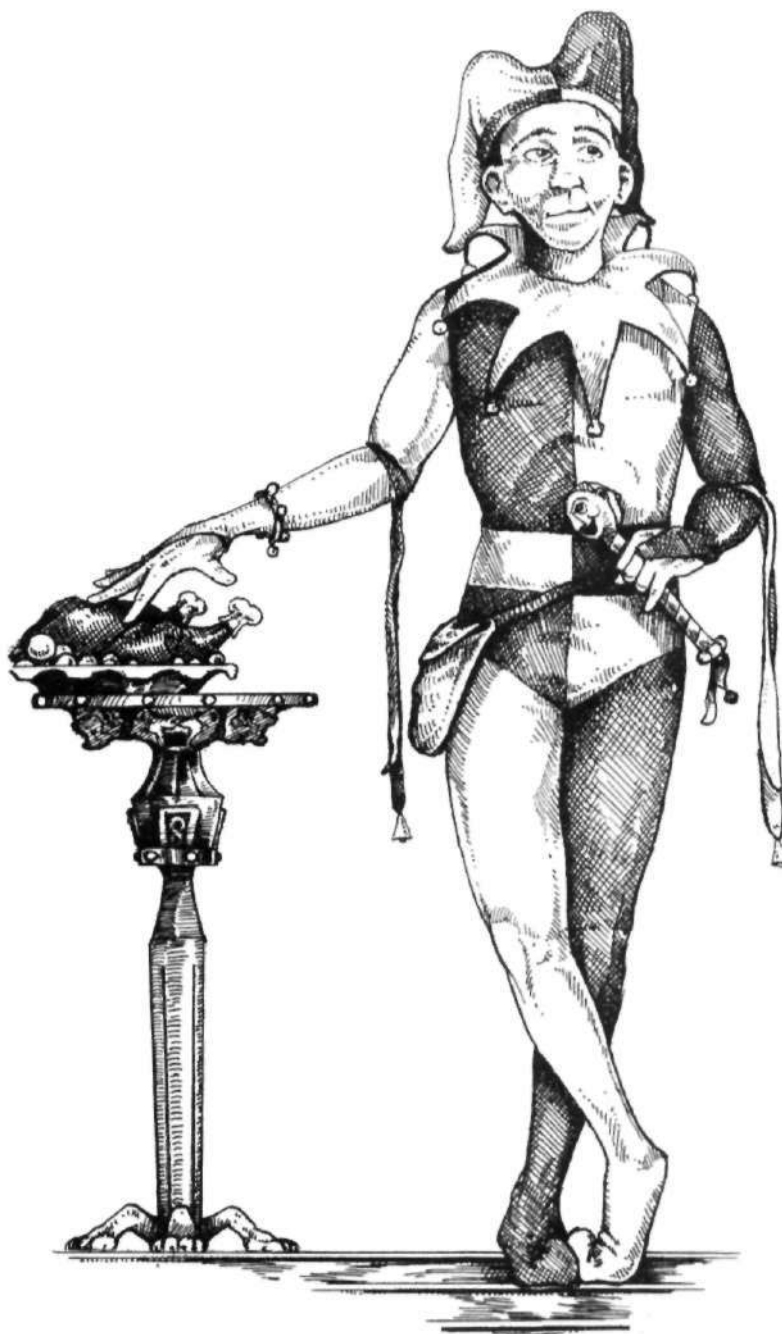
Some foods are always available. Large roasts of meat were favored at court. Blank Mang was another, made of grain boiled in rice, mixed with sugar. Frumenty was similar, but flavored with honey and spices instead. The brewet mentioned in the menu is made of pieces of meat simmered in a cinnamon sauce. Meat tiles were pieces of meat simmered, sauteed, then served in spiced sauce.

Sauces were important because available food storage methods made food either fresh, salted, or rotten. Some were simple, some were elaborate, like the "pounded crayfish tails, almonds, and toasted bread" found on one medieval menu.

Trenchers are used as plates. These are bowls baked out of bread. After a meal they are usually sopping with gravy and are eaten, given to the poor, or thrown to the dogs.

Food is served in big pots placed in the middle of the table. Everyone serves themselves by reaching into the pot and pulling out the food they want, putting it onto a trencher, and eating.

Everyone uses their personal knife to eat. No one uses spoons or forks. Bones are thrown on the floor, to the dogs, when cleaned of meat.



It is always bad manners to fish around for the best parts of the food in the stew, to put back something which you started to eat, or to put your hands into the stew after scratching your hair or body. If you *must* scratch, use a piece of clothing. Passing gas is inevitable, but to be avoided.

## The Jester

Entertainment is important at feasts. At a lord's hall people expect to see acrobats, jugglers, actors, and jesters as well as songs, poems, and readings of epics.





## Making a Feast

*Ordinary Feast:* roll once from List 1-4.

*Elaborate feasts:* add subsequent lists, and multiple rolls per list. This is not meant to be definitive, but rather to provide some quick color for a scenario. Feel free to elaborate, mix and match, and make up your own concoctions along these lines. Remember, "freshwater fish" can be many types of fish, each of which can be a different dish.

### List 1

roll 1d6

1. pastries
2. cameline meat brewet
3. beef marrow fritters
4. eels in thick spicy puree
5. loach in cold green sauce
6. fruit tarts

### List 2

- 1-3. large cuts of roasted meats
- 4-6. large cuts of boiled meats

### List 3

1. saltwater fish, poached
- 2-3. saltwater fish, broiled
- 4-5. freshwater fish, poached

5. freshwater fish, broiled

### List 4

1. broth with bacon
- 2-4. meat tiles
5. capon pasties and crisps
6. bream and eel pasties

### List 5

1. frumenty
2. lampreys in hot sauce
3. fritters
4. jellies
- 5-6. cheeses

### List 6

- 1-3. venison
4. roast bream and darioles
5. sturgeon
6. roasted chicken

### List 7

- 1-2. sweets
3. confections
4. spiced wines
5. dry cake wafers
6. whole dry spices "to help the digestion"

1 day's worth of Superb Feast for 4 pennies.

1 day's worth of Grand Feast for 8 pennies.

1 day's worth of Regal Feast for 16 pennies.

## Suggested Events

Given here are some tables to guide the gamemaster in running a feast. Some feasts will be quite ordinary; others momentous.

### 1. Find the number of possible rolls:

- Local -1
- Small -2
- Medium - 3
- Large Roll -4

### 2. Roll to find events

Note that some events, like entering a drinking contest or taking up the serving wench on her successful Lustful roll, will cancel out all subsequent chances to roll. This is called **LEAVE THE FEAST**

After the meal the household members entertain each other. Harpers play, both professionals and amateurs. Visitors tell news from their travels. Warriors boast of their exploits. Bards sing stories of old times. A cleric might read from the bible, a *Saints Life*, or a story.

## Seating Arrangements

The lord and lady of the household always sit at a table which is at the front of the room, and usually raised above the others. This is the High Table. At it also sit the ranking guests or residents of the household.

Knights and others of similar rank sit at the other tables. Precedence determines exactly where, with the highest ranking individuals sitting closest to the lord.

Seating arrangements are always in pairs, usually with a man and woman sharing a setting. The setting includes shared food pots, and perhaps a shared cup.

A bowl of clean salt is placed on the table, and is available only for persons sitting above it. This is the origin of the term "above the salt," which means privileged.

## A Grand Feast

A truly grand feast follows a pattern of alternating food and entertainment. The nearby example is derived from an actual menu and entertainment schedule from the Middle Ages. It vividly illustrates the difference between modern and medieval available foods and tastes.

## Giving Feasts

### Costs

1£. can purchase:

a *Common Feast* for 350 knights

a *Quality Feast* for 175 knights

a *Superb Feast* for 80 knights

a *Grand Feast* for 40 knights

a *Regal Feast* for 20 knights

Put another way, a knight and his squire can get food for one day at:

1 day's worth of Common Feast for 1 penny.

1 day's worth of Quality Feast for 2 pennies.

### Feast Events Table

1d6 roll result

- |       |  |
|-------|--|
| 1-2   | Another round of food brought out! (Roll Temperate/Indulgent)  |
| 3-6   | Pretty serving girl flirts with you (roll Chaste/Lustful, success at Lustful gets check, and <b>LEAVE THE FEAST</b> .)                               |
| 7     | Boasting contest offered (roll Proud versus d6 opponents, with Traits of 2d6+6 each. All success = Glory total to the total Traits of opponents.)    |
| 8-9   | Someone praises you (roll Modest/Proud)  |
| 10    | Quarrel nearby (roll Just)   |
| 11    | Chance to Sing   |
| 12    | Chance to Orate  |
| 13    | Chance to Play (Instrument)  |
| 14-15 | Lady sitting nearby is watching you (roll Flirt)   |
| 16    | Tale-telling of faeries nearby, roll Faerie Lore   |
| 17    | Hawking argument nearby. Roll Opposed Hawking skill versus opponent (skill = 3d6). Success = 10 Glory.   |
| 18-20 | Drinking Contest, roll Indulgent, and CON-3d6 modifier on d20; If both are successful, get 10 Glory points. All contestants <b>LEAVE THE FEAST</b> . |



## A Grand Feast

### *Before the Meal*

#### **Presentation of the Salt**

Containers of salt are distributed to the tables. The High Table always gets the best salt (usually free of dirt), lower tables get normal salt (mostly clean), while the lowest tables are lucky to get cheap (dirty) salt.

#### **Bread and wine**

The basic staples of life are presented. Bread is freshly baked and colored and flavored red with rose petals, green with parsley, and yellow with saffron.

#### **Preview of the Subtleties**

The food sculptures to be served in Course 12 are wheeled out in carts to be admired.

### *The Feast*

#### **Course One**

*Fruytes Melior.*

plum, quince, apple, and pear with rosemary, basil, and rue in a pastry tart.

Entertainment One: Instrumental music by lutes, viols, *krumphorns*, bells, and drums.

#### **Course Two**

*St John's Urchin*

a whimsical hedgehog sculpture of chopped meat wrapped in carob pastry (called St. John's Bread)

Entertainment Two: Dafyd the Druid

#### **Course Three**

*Almoundyn Eyroun*

Almond omelet with currants, honey, and saffron.

Entertainment Three: juggler with balls and daggers

#### **Course Four**

*Saumon Rosted*

roasted salmon in onion and wine sauce

Entertainment Four: Minstrel's Songs

#### **Course Five**

*Fruytes Royal Rice*

Artichokes filled with blueberry rice

Entertainment Five: Singers of ballads and motets

#### **Course Six**

*Agredouncy*

honey-glazed sliced chicken rolled with mustard, rosemary, and pine nuts.

Entertainment Six: Dancers performing *galliards* (joyous leaping dances) and *pavanes* (slow, stately dances).

#### **Course Seven**

*Astrological Temperament Herb Cake*

Entertainment Seven: Mood music for the Four Humours

#### **Course Eight**

*Astrological Temperament Cheese*

Entertainment Eight: Songs for the Four Temperaments

#### **Course Nine**

*Dukess Wynges*

roasted chicken and pheasant wings

Entertainment Nine:

Sword magic and levitation illusions

#### **Course Ten**

*Elderberry Divination Cakes*

Small crullers with imaginative shapes.

Entertainment Ten

Seasonal Play

#### **Course Eleven**

*Circletes y roundels*

small almond-spice cakes on roundels, platters with words or poems written on them which the guest must sing.

Entertainment Eleven: The Fire Juggler

#### **Course Twelve**

*Parade of the Subtleties.*

ceremonial carving and eating of the sugar and pastry sculptures.

Entertainment Twelve

Musical instruments honoring the season or the special guest.

#### *End of feast*

signalled by *shawms* (a type of oboe with a piercing sound)

- from *Medieval Holidays and Festivals*, by Madeline Palmer Corman.

# Tournaments

Running a tournament is a complicated process. The following tables are provided to give guidelines to run any size of tournament. Many of the steps, such as the presence of a great lord or a famous jousting team, are optional.

### **Preparation**

1. Host
2. Opponent
3. Style
4. Size
5. Special Events

### **The Joust**

1. Determine maximum number of rounds
2. Joust Against Opponents

### **The Melee**

1. Join a Group
2. Determine stakes
3. Players Choose Sides (Home or Visitor)
4. Determine Length of Melee
5. The Opening Charge
6. Melee Rounds
7. Closing Rounds

### **The Challenges**

1. Determine number of challengers available.
2. Fight Challenges

### **Other Events**

### **Conclusion**

1. The Tournament Champion
2. Gain Glory

## Preparation

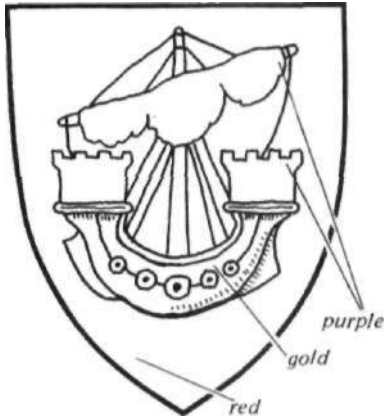
The need to be accomodating makes the following random chart rather colorless. Gamemasters must fill in the appropriate details.

### The Tournament Host

Three facts are needed: the Region and County in which the tournament is held, and the rank of the host.

The Region is the larger geographic division, and later affects Style of Tournament.

Lavaine



The County might also be a kingdom, if it occurs outside of Logres. Inside Logres the County might actually be a Dukedom.

*Tournament Host Table*

UIQ	Host's Rank
01-07	Banneret. Modifier of -3 to Size of Tournament roll.
08-12	Rich landholder*. No modifiers.
13-20	Count, King. Modifier of +10 to Size of Tournament roll.

\*this might be a distant lord who has significant holdings in the area, a rich banneret, the sheriff, a Round Table knight, or just someone returned home with great treasure to spend.

## 2. Opponent

Every tournament has a designated "opponent." The rivalry is usually intended to be good-natured.

*Tournament Opponent Table*

1d20
01-10 neighbor
11-17 distant
18-20 really far away

"Neighbor" indicates that the opponent is from one of the next-door areas of approximately equal size. That is, a banneret's opponent is usually a nearby banneret.

"Distant" means they come from farther away. Thus a "distant opponent" for the Count of Salisbury might be from any county except Salisbury, Dorset, Wessex, Somerset, and Clarence.

"Really Far Away" means that the opponent comes from a Region not in neighbor-contact with the host's Region. Thus an opponent from "really far away" from Logres could not be from Cornwall, Cambria, or Cumbria.

## 3. Style

Several styles of tournament may be encountered. The main difference in tournament types is the types of events which occur.

- Old Style tournament: *bohorth*, melee, challenges, spectacles
- Full Style tournament: joust, melee, challenges
- Classic Style Tournament: joust, melee
- Elegant Style Tournament: joust, pageantry

This table reflects the pattern of culture which migrates outward from its center. Thus only Camelot has the Supreme Tournament, while in the ruder and outlying areas the Old Style is still the height of fashion.

*Modifiers to Style of Tournament Table*

Modifiers are cumulative (thus Camelot also gets an additional +3 for Logres, and +2 for great city, over the +10).

In a city +1
In a great city +2
Camelot +10
Logres +3
Saxon County -3
Cambria +0
Sugales -3
Cumbria -3
in Pennines or Norgales -3
Pictland -6
Cornwall, Brittany +0
France +0
Ireland -6
Leinster +3

*Style of Tournament Table*

d20	Style
01-13	Old Style
14-19	Full
20-23	Classic
24+	Elegant

## 4. Size

Modifiers which may apply were determined above (Host.)

Banneret = -3  
Count = +10

*Tournament Size Table*

d20	Size	Prize Value
1-10	Neighborhood	1£.
11-17	Local	2£.
18-19	Regional	3£.
20	Regal	5£.

The size determines the potential Glory gain for participation in the various events. Glory available is:

<i>Tournament Glory Table</i>				
<i>Glory For</i>	<i>Nei.</i>	<i>hoc.</i>	<i>Kgnl.</i>	<i>Regal</i>
Joust Partic.	5	10	20	30
Joust Winner	50	100	200	300
Winning Melee				
Team members		2	5	1325
Melee Champ	50	100	200	300
Host				

## 5. Special Events

The Tournament Event Table has two purposes. First, it lists all the events which might have a major bearing upon the performance of a knight in a grand melee. Second, it delivers random events which might occur.

First, go down the list and include all the things which are relevant. These might affect character behavior during the melee.

Then roll 1d6 to determine whether another, unexpected, thing has occurred as well. **Roll 1d6:** even = no event, odd = roll on Tournament Event Table

*Tournament Event Table*

1	The host has offered the hand of a younger daughter as prize.
2	A second prize is offered
3	Your personal enemy is present
4	Your lover is here
5	Your lord is here
6	It's a grudge match, both sides plan to fight dirty
7	Visiting side is badly outnumbered
8	Host's side is badly outnumbered
9	A family member is present
10	Another knight serving your lord is present
11	A notorious courtesan has made promises about the winner of the tournament
12-13	A famous Jousting Team is present
14-16	A Famous Knight is present
17	A Mystery Knight is present
18-19	A Great Lord is present
20	Problem feeding horses

## "Famous Jousting Team"

These are standing teams which regularly roam the land to exploit the tournament circuit. Each team has a permanent core of veterans and membership which varies wildly each tournament.



## Famous Jousting Team Table

1d6	Team
1.	Sir Tor's Team
2.	Sir Grindon's Fabled Lancers
3.	The Northumbrian
4.	The Bad Dogs
5.	The Young Count of Flanders
6.	"The Hopelessly Fey"

## A Great Lord

Several famous lords love to make the tournament circuit, and always travel with a powerful retinue.

### Great Lord Table

1d6	Lord
1	King Lak of Estregales
2	Galahaut the Haut Prince
3	The King of 100 Knights
4	Uriens of Gorre
5	Duke of Gloucester
6	Earl Leofgar the Saxon

## Famous Knights

These guys tend to travel in groups. If they are present at your tournament, find the number using this table.

### Number of Famous Knights Table

Local, Small	= 1d6-4
Medium	= 1d6
Large	= 1d6+2

If necessary, use the Famous Knights Table, in the Gamemaster Characters chapter, to determine exactly who is present at this tournament.

## The Joust

The joust is a one-on-one elimination to find the single best joust, who is recognized as Joust Champion. Each participant jousts successive opponents until he loses, and is thus eliminated.

## 1. Determine maximum number of rounds

Local	- 6
Small	- 8
Medium	- 9
Large	- 10

## 2. Joust Against Opponents

**2A. Find Opponent:** Roll 1d6 on *Random Joust Opponent Table* to find the opponent for the first round. Each subsequent roll add 1 to the die result. Thus the second roll is 1d6+1, and the fourth is 1d6+3

### Random Joust Opponent Table

d6	Result	Skill
1	Novice	1d6
2	Poor	1d6+4
3-4	Good	1d6+9
5	Very Good	2d6+8
6	Excellent	1d6+14

**2B. Calculate the Skill:** as shown on the table.

**2C Joust:** The finalists will probably be the Famous knights determined above. Halve the total number available, assuming that they have been eliminated earlier. The remainder gives the number of final rounds dominated by the Famous knights.

**2D. Repeat the procedure:** until your knight is eliminated or has won all rounds. If the latter occurs, he is the Champion of the Joust and takes the Glory for the deed.

## The Melee

The Grand Melee consists of a Opening Charge, subsequent Battle segments, and a Closing. The Grand Melee is fought using the Battle rules in *Pen-dragon*, pages 163-166. These differences exist:

- There is only one Opening Charge
- The Closing Rounds
- There is a Safe Area

Two Safe Areas exist, one for each team, where the knights may go and disarm, receive first aid, get new equipment, eat and drink, and talk with others about how things are going. This is scrupulously honored by all tournament participants.

Urre



Sometimes even women who can bear the gossip and scandal come into the area to watch, look, or help.

## 1. Join a Group

The most important fact to determine is whether or not you are part of a larger group for the Melee. All knights should do so, just because survival and success is more likely for a member of a group than an individual. It is *much* safer to be part of even a haphazard band gathered on the spot than to wander the tournament field alone. Group members will keep together and help each other out, or work together to take any prize. The solitary knight is the most obvious and easiest prize for these bands of hunting knights.

If your lord is present you *must* be within his group. This is, after all, exactly the sort of thing for which you serve. Likewise, any vassals of yours are automatically part of your group.

Is a Famous Jousting Team already present? If so you should join them since they have been created for just this service and are ready to take applicants. They simply require that you have at least 1,000 Glory, and pay 50% of your prizes in return for your temporary membership in their brotherhood. They will pay your ransom or trade one of their prisoners if you are captured.

Two other teams are usually formed at each tournament, called the Host's Company and the Visiting Company (which plans to work for the opponent.) This is a loose amalgamation of everyone who does not join something more specific. It is democratic in nature, and a dull medium at everything. It requires no payment to belong: every man keeps what he gets, and is



Ulfius

## Modifiers



If Arthur is present, -10  
 If Round Table knights are present, -2  
 If a grudge match, +Hate (Enemy) passion  
 If Mordred is present, add +5 to the die roll

## Tournament Stakes Table

\	-7	For Love
8-11		For Ransom Only
10-15		For Equipment Only
16-19		For Ransom and Equipment
20+		For Blood

## Returning from the Tournament

The knight illustrated on the opposite page is the same knight seen on page two. There this knight, in decorated armor, rides his caparisoned Andalusian to the tournament, erect and confident.

Here he returns at the end of the day. His lance is shattered. His shield is hacked. His fancy paper mache helm decorations are smashed. His armor hangs askew. The caparison is ripped. And his head is bandaged.

And with 132 more Glory points.

responsible for his own ransom. Both Leaders are 15 at their Battle skill.

Sharing a Capture: Knights often gang up on a single opponent to take his prisoner. The ransom or other prize is then shared between the victors.

Usually the share is given equally because the victors have made previous arrangements, usually with whatever small group they are with. If people from different small groups share a prize, it is usually divided equally, too. If quarrels exist, the leaders of the small groups judge. If they can't agree, then the leader of the groups' team is asked to decide.

## 2. Determine stakes

Stakes at the tournament vary greatly, depending mostly upon the era in which it is played and the guests present. Five general types are known:

- For Love - the match is to prove the valor and fortitude, but not for material gain. Everyone will keep their starting equipment whether they win or lose the match.
- For Ransom Only - the loser surrenders himself to the victor. He is treated as a prisoner of war, and must pay his ransom to go free, but keeps his own equipment afterwards.
- For Equipment Only - the loser surrenders all of the weapons, horses, and equipment which he was using when defeated.
- For Equipment and Ransom - the loser surrenders, and loses all equipment and must pay his ransom to the victor.
- For Blood - Real edged and pointed weapons are used, *except* for lances, where Jousting lances are used. Stakes are the same as For Ransom, but rather than accepting the payment the victor may kill his defeated opponent.

## 3. Choose Side - Home or Visitor

This is the critical choice of the melee. Leaders make the choice and vassals always follow. Temporary brotherhoods may discuss the matter and vote, or it may have been predetermined.

## 4. Determine Length of Melee

A melee is calculated in 1/2 hour segments. A melee is usually planned to be about 8 hours long, or 16 segments. Naturally it always starts at least an hour late, and so is actually 15-1 d6 segments long. Be warned that it may also end early! Barring that, however, a melee is between 9-14 segments long.

Write down the number of segments anticipated for this tournament.

## 5. The Opening Charge

The Opening Charge is handled exactly as in a Battle. See those rules for more details.

## 6. Melee Rounds

The Melee Rounds are handled exactly as in a Battle. See those rules for more details.

## 7. Closing Rounds

After 8 Rounds the Marshals keep a sharp eye out to make sure everyone is not so tired and/or angry that they hurt or get hurt. The Gamemaster should roll 1d20 each Round after this, where a roll of 19-20 indicates the Marshals have decided to call the tournament to a close.

The trumpets blare the recall, and the melee is over.

# The Challenges

## 1. Determine number of challengers available.

### Tournament Challengers Table

Mad Dax the Sax with his Two-handed Axe  
 Wulfhere the Saxon Bravo  
 Marangor of Gorre  
 Theseus of Greece  
 Valiant of Thule  
 Any Round Table Knight  
 "Sir Bumpkin"  
 "Sir Desperate"  
 "Sir Weaponmaster"  
 "Sir Average"  
 "Sir Cursed Knight"  
 "Sir Hopelessly Fey"  
 The Brown Knight of the Wilds  
 The Dwarf Knight  
 Lord Blimp; SIZ=35.

## 2. Fight Challenges

The gamemaster, or another player designated by the gamemaster, plays the part of the opposed knight for the challenge.

# Other Events

The gamemaster may choose to roleplay out longer events associated with the tournament, especially Feasts, which are detailed elsewhere. In addition, these events may be featured.

## Spectacles

Spectacles are crude forms of entertainment, usually involving animals. Some of those popular include: an armored



knight with knife, versus a bear; a bull versus a bear; a pack of wolves against a pack of dogs; bulls fighting lions; and soon.

### Pageantry

Pageantry includes many grand events to entertain without bloodshed. They include plays; knights in costume performing skits or, simply, showing off some symbolic theme; poetry in popular themes (shepherdess, etc.). Sometimes women participate in the events as well, perhaps as guardians of the castle of love, repelling knights with flowers and fruits rather than weapons.

### Bohort

The bohort is a melee for non-knights. Squires, sergeants, foot men, even armed civilians can all enter into the fray. No horses are required, but are al-

lowed. The fight has no rules, except that you may surrender if conquered, and if you surrender you must pay your ransom to your captor. This is a simple, crude grab-the-money opportunity for poor, desperate fighting men. It is immensely popular with them.

## Conclusion

### 1. The Tournament Champion

The Marshals, host and hostess, special guests, and others discuss who fought the best for the day. The individual may be named right away, or later during the evening's feast.

The Champion receives Glory, and the prize of the tournament.

### 2. Glory

Gamemasters and players consult their notes and discuss events. The gamemaster assigns Glory, according to the guidelines given in *Pendragon*.

## Social Opportunity

If no other roleplaying opportunity presents itself, attending knights get to Roll the following:

Skills: Courtesy, Dance, Recognize, Sing, Heraldry.

Success gets no Glory, but it does get Experience checks.

Traits: Chaste/Lustful, Generous/Selfish, Honest/Dishonest, Just/Arbitrary, Trusting/Suspicious.



# Hunting

## Sequence

### 1. Preparation

#### 2. Search for Prey.

Roll on Typical Prey Table

### 3. Chase!

A. Find Modifiers.

B. Attempt Hunting roll, modified, versus Evasion Roll.

success = you found prey, go to #4.

partial success = you are still on-trail, but slowed. Try #3 again next turn.

failure = Obstacles block your way, go to 4.

fumble = you lost the trail. Go back to 2.

### 4. Overcome the Obstacles.

Roll on Obstacle Table.

Success = continue Chase. Go back to 3.

Failure - lost trail. Go back to 2.

### 5. The Kill

A. Get 1 free attack.

B. Attempt second attack versus its Evasion Roll. If your attack wins, it will turn and fight. If not, it escapes into the woods.

### 1. Preparation

Most preparation for a hunt is in the roleplaying opportunities. Decide whether this is a "social hunt" or not. A social hunt has women, servants, and the attendant delays with it. This increases roleplaying opportunities, but reduces the amount of time for bagging game.

A hunt is divided into segments of about an hour in length. A single day allows up to 6 segments in winter, 8 in spring and autumn, and 10 in summer.

A social hunt reduces the number of available hours by 1d6, no matter what season it is. However, the women almost never go out in winter, and rarely in spring and autumn.

During this hunting segment the hunters engage in many activities: mostly searching for tracks, finding the best way through the brush, listening for sounds of the chase, and so on. Tracks and trails are fairly easily found, and pursued with the help of dogs and peasants.

**Leaders and Followers:** Some knights may not have much faith in their Hunting ability. They can choose to just follow someone else. The followers will not get to make a Hunting roll, but then they will not mislead the others, either, and will probably arrive on site for the kill.

**Gamemaster Preparation:** Draw about six parallel lines on a piece of paper. Put a marker for each participating knight on the center line. This marks the spot where they begin. Each time someone fails a Hunting roll, they fall one line behind. This way you can keep track to see when the laggards catch up with the quarry.

## 2. Search for Prey.

Finding game is not difficult in these wild forests - it is a matter of finding the right prey.

A. Make an unmodified Hunting roll. Success indicates a trail was found.

B. Roll on the Typical Prey Table to discover what kind of prey.

### Typical Prey Table

d20	creature (Evasion)
01	Bear (7)
02-04	Boar (10)
05	Bull (5)
06-10	Red Deer (15)
11-17	Fallow Deer (18)
18-19	Wolf (10)
20	Special. Roll again on Special Creature Table







### Hunt Special Creature Table

01-02	Giant (5)
03	Griffin (30*)
04	Hippogriff (30*)
05-07	Lion (10)
08	Manticore(10)
09-11	Panther (15)
12	Lesser Unicorn (25)
13-14	Greater Unicorn (15)
15	Worm (7)
16	Wyvern (30*)
17-20	Yale (10)

\*flying creatures are extremely difficult to track.

## 3. Chase!

The track is found, the dogs are loosed, and the horses spurred onward to thunder through the woods in pursuit. Each hunter must rely upon his own skill to keep on the track to the end.

### 3A. Find Modifiers.

Apply these modifiers to the creature's Evasion number. The result gives the Difficulty Factor which is subtracted from

	Hunting	Terrain	Modifiers
Mod.	Terrain		
+5	Your Home County		
+7	Prey is wounded		
+4	Clear Ground, wastes		
+2	Populated Forest		
0	Forest		
-3	Dense Forest		
-5	It is raining		
-10	It is raining heavily		
-15	It is snowing		
+5	Light snow is on the ground		
-8	Heavy snow is on the ground		
-3	Hilly		
K5	Populated*		
-20	Grail Wastelands		
t	Mountainous		
t	Marsh		

\*Populated areas are never the site of a hunt for wild animals, but they may be pursued into such terrain in their panic.

t Hunting cannot be performed in these types of area.

### 3B. Track

Attempt Hunting Roll, modified, versus the animal's Evasion Roll.

## King Arthur Goes Hunting

*In the days of King Arthur, as the book tells us, an adventure occurred by the dark waters of Tarn Wadling. Arthur, renowned conqueror, with his duke and lords who dwelled there, had arrived at Carlisle to hunt a herd of deer unsighted for a long time. They rode into a deep valley one day and drove the hinds, well concealed among the trees, into the open moors beside the streams, the kind of hunting allowed during this season.*

*All of the hunters were superbly dressed, both the King, the Queen, and their companions. Best of all, Sir Gawaine in green, led Queen Guenever, their apparel glittering, flashing with ribbons and faced with silk. Those who read about it also learn their clothing dazzled with rubies. Dame Guenever's blue hood, covering her head, was lined with fur and laced with the most precious gems. Her short coat, proof against rain, in truth, was embroidered with sapphires. She rode on a white mule, and her saddle, covered with silk, was as elegant as her dress. Everyone in the party was attired in the same wondrous manner.*

*And so, glistening in jewels, she and Sir Gawaine on a white charger from Burgundy,*

*rode along the paths until they came to a tarn. They continued along its shores and in a vale they dismounted under a laurel tree.*

*At the same time King Arthur and his earls were riding hard. Arthur assigned hunting stations, and each of the lords with a bow and arrows and blood hounds settled down in their stations beneath the trees at the foot of a bank. Here these lords waited for any hinds that were barren during this season while they listened for the sound of the hunting horns and quieted the hounds. Then they loosed the hounds which made their kill.*

*With fresh hounds they followed after the herd and pursed their quest through the valleys and along fast-moving streams they had not seen before. The hunters hallooed through the woods and glens, their grey-hounds giving the deer no rest. They charted wild boars, which was the boars' undoing. Finally, the King, eagerly following the chase with his sergeant-at-arms, blew on his horn to assemble the hounds, and the nobles joined their sovereign in the forest, happy to be together.*

— from *The Adventures at Tarn Wadling* by ??



#### Hunting Versus Evasion Results Table

critical, or success = you found prey, go to #4.

partial success = you are still on-trail, but slowed. Try #3 again next turn.

failure = Obstacles block your way, go to 4.

fumble = you lost the trail. Go back to 2.

## 4. Overcome the Obstacles.

Hunters who failed their Hunting roll were delayed by an obstacle. If the hunter can overcome this obstacle he is still on the trail. If not, he is out of the hunt.

### 4A. Find Obstacle

#### Obstacles Table

- 01-02 O ops! Wrong animal! Roll again on Prey Table, +5 to the roll.
- 03-04 Jump a fallen tree: Horsemanship roll.
- 05-06 Jump a stream: Horsemanship roll.
- 07-08 Birds flushed underfoot: Horsemanship roll.
- 09-10 Strange noise scares horse: Horsemanship roll.
- 11-12 Thick brush: Horse's DEX roll.
- 13-14 Men shouting somewhere: Awareness roll.
- 15-16 Hidden ditch: Awareness roll.
- 17-18 Dogs baying: Awareness.
- 19-20 A horn blast: Awareness roll.

### 4B. overcome obstacle.

Use the appropriate roll, as shown on the Table, to overcome the obstacle.

#### Overcome Obstacles Results Table

Success = continue Chase. Go back to 3. You are still on the trail.

Failure = lost trail. Go back to 2. You are out of the hunt.

## 5. The Kill

### A. Get 1 free attack.

You have drawn close enough to use the weapon of your choice against an unprepared beast, unopposed.

### B. Second Attack

If it lives, the hunter may attempt a second attack while it tries to escape. Thus it is your weapon roll versus its Evasion Roll.

#### Weapon Versus Evasion Results Table

Critical Success = double damage, it will keep fighting

Success = it keeps fighting

Partial Success • it escapes

Failure = it escapes

Fumble = it escapes

# Exploring the Wilderness

The Hunting skill includes wilderness survival skills and tracking, and so is also used to determine success in exploring unknown territory.

Most wilderness is forested, and so much of *Pendragon* involves riding through woods. Some of it is through familiar, safe terrain, like hunting in the local forest. Some of it, like the King's Road from York to Carlisle, is unfamiliar, but probably safe. But a lot is also unknown, and probably unsafe.

This section deals with travelling procedures through such regions.

We assume several conventions to be true: the knights are riding, or leading horses, in an unknown and dangerous place and taking necessary precautions as befit trained soldiers. They are taking time to hunt as necessary and opportunistic, and to feed and water their horses.

The knights must follow some sort of trail. It might be a fine, well maintained Roman road, a pair of wheel ruts, a muddy foot path, or a deer track. Without something to indicate a direction, no movement can be made. The knights might spend time wandering around, but ultimately returning to their original place through choice or chance.

All roads except the paved King Roads are seasonal. Winter snow and rains regularly wash away trails, and the fierce wilds can obscure a wagon road with impassable brush in a couple of years.

## Sequence

### 1. Decide on Method

Two possible methods can be used: a group decision, or a single leader.

Group decisions: All the knights go out to look around, then return after a short time and report what they found. Everyone decides which way to go, and they travel for a short distance, then repeat. This is the usual method of travel.

All participants attempt their Hunting roll. Some make it, some don't. They talk it over, make a decision, and go on. Probably the best way, or at least probably the way that is most like the way that they all *want* to take.

The rate of travel this way is X miles per day.

In general, no experience checks are given for this method.

Lead everyone decides to follow the (presumably) best Hunter. He uses his skills and moves along, with the rest following and keeping watch.

The leader alone makes a Hunting roll. Whether successful or not, the decision is made, and everyone goes his way. The value of this is that the group moves much faster, getting two turns per day for wilderness movement instead of one.

The problem, of course, is that a single error can lead the group far astray, in entirely the wrong direction, perhaps into another story!

### 2. Find Modifiers

Some modifiers may apply to the search. These are added or subtracted from the Hunting skill.

### The Bear and Bull

Spectacles were an important part of tournament entertainment. Every class of people were given their own type of show. Both upper and lower classes enjoyed the bull and bear fight, which was quite traditional.



#### Searching Terrain Modifiers

Use all modifiers from the Hunting Terrain Modifiers Table, plus:

You were here before, +3 per day searching

You are trying to get back to yesterday's camp, +5

You are following a seasonal road +3

#### Exploration Results Table

Critical, Success = You move ahead up to 3 miles

Failure = You end up where you began, +3 next roll

Fumble = Lost, go to the Lost In the Woods section, or attempt to find your way back to the starting position

probably based on the significant event of the day, even if it was just a stream or a bear.

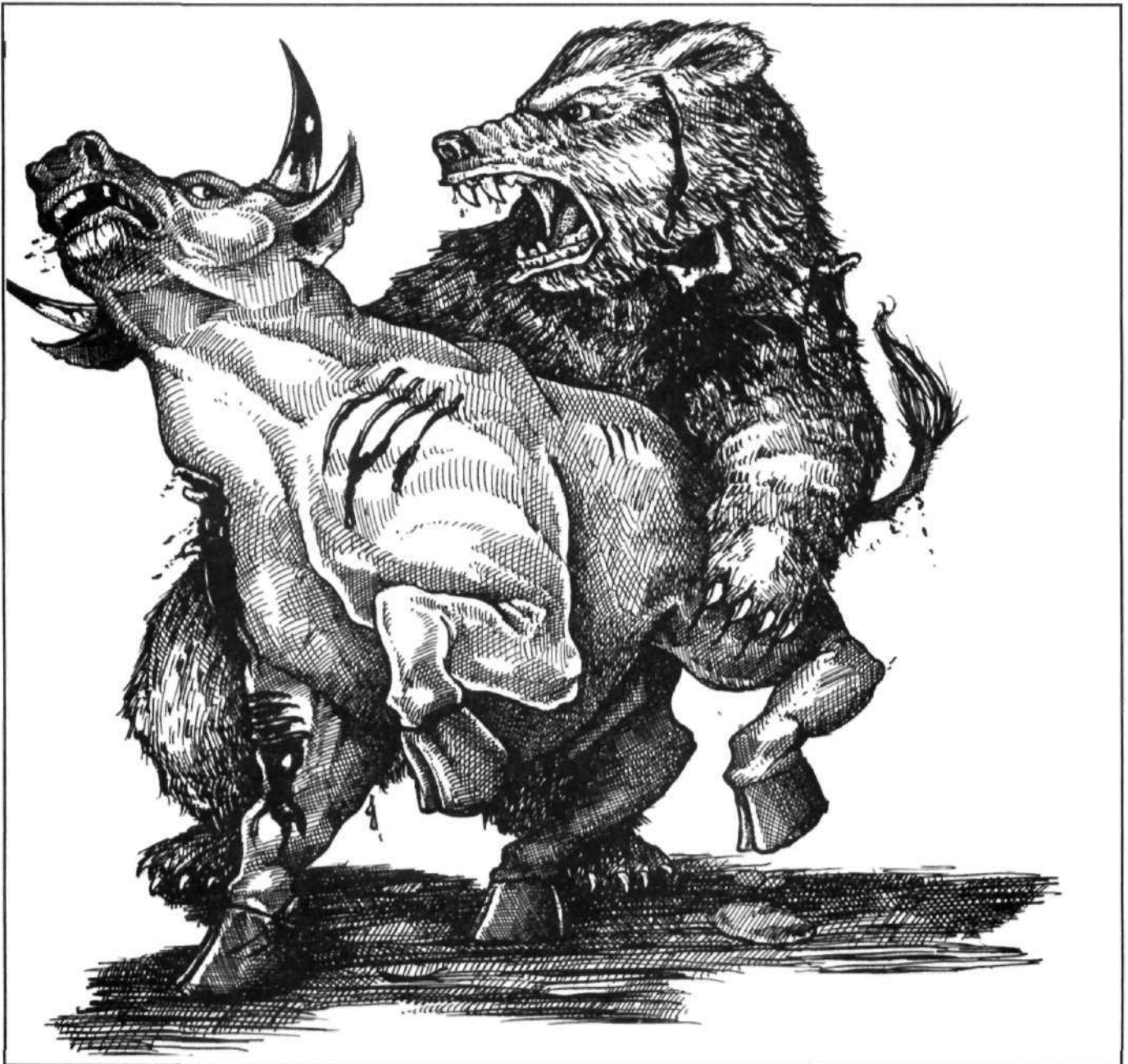
Just mark the places you went. Nothing elaborate is needed, but it is your responsibility to keep track of where you have been, not the gamemaster's. At the end of the adventure try to locate it on the large Player's Map, and write it in there. •

### 3. Search

Roll each day or (with a Leader) half-day to find the results of the day's endeavors.

### Keeping Maps

Keep a map. Most of the time knights will be moving along a path, and can mark the landmark of a day's travel,





# Magic and Faerie

*Magic has a myriad of forms, and all are mysterious to knights.*

**N**O FORMAL RULES are given for working magic in *Pen-dragon* or *Knights Adventurous*. All magic is in the hands of the gamemaster, who alone determines the effects of magic and its success or failure. Furthermore, no player characters may work magic without gamemaster approval.

Why is this? Remember that magic in myth and literature is capricious and irrational, an art rather than a science. Attempts to rationalize such magic always end in controversy. So hard and fast rules would cause more misunderstandings than simply permitting the gamemaster free reign. If you feel that your gamemaster is not handling magic correctly, take a turn as gamemaster yourself!

Nothing can substitute for a knowledge of the literature. A trip to your local library is advised for all gamemasters.

## What Is Magic?

Magic is any activity which produces results in the material world, but draws its energies from the peoples or powers from the Other Side. Creatures of the Other Side, whether faeries or angels, are magical by nature and have almost unlimited ability in their particular types, but human beings are less conductive and more limited. The practitioner determines what form the results take by the type of magic practiced, and the strength or duration of the result is limited by their own ability to conduct the magical energy. Most humans are incapable of performing magic, and those few who can are usually capable of petty magic, at best. Others, by binding themselves to sacred methodologies and ways of life, attain competence with certain types.

## Christian Magic

Magic is recognized by the Church as a reality, unquestioned. Two types of magic are acknowledged: Church magic and that done by sorcerers.

The exact nature of the magic in your campaign will depend upon your gamemaster. In the sixth century the Church had not yet condemned sorcery and witchcraft, and especially in rural areas recognized them as useful crafts. Such a view may not pertain to your game if more feudal attitudes are used. The Church tightened its grip on peoples' common lives more and more through the Middle Ages, until finally the old crafts were condemned and, eventually feared. In 1484 Pope Innocent VIII ran out of heretics to kill, and issued his Inquisition Bull which condemned witchcraft and resulted in the terrible misogynist frenzy called The Burning, wherein millions of innocent women were tortured and killed.

This article addresses Church magic, as performed by priests and monks and exceptionally holy people. The examples are all taken from tales of the saints.

Christians do not work spells. Prayers suffice, or set rituals such as the Sacraments, blessings, and such regular jobs as exorcisms. Rather than trying to shape events, the Christians pray to God or a saint who gets the job done in the most appropriate way.

## Healings

Curing the ill and hurt is always a primary function of magic, and saints have no shortage of it. Results are usually effected by prayer. Often a saint will become proficient at curing one or another disease.

## Miracles

Miracles are the most common manifestation of Christian magic. Miracles are notable for their subtlety: they usually do not have an immediate affect like blasting an enemy to cinders. Instead they are more likely to come about as a

result of some natural phenomenon which is exaggerated to bring the desired effect. Thus, if a miracle is granted to save a city from attack the enemy is likely to contract dysentery, learn of a revolt back home, or be driven off by a horde of mice eating their food. A miraculous healing might be instantaneous, such as the time when Sir Percivale and Ector were healed by the Holy Grail, or simply bring someone back from near death to heal normally. Some are grandiose, such as the ability of the Holy Grail to feed a multitude. Some miracles seem insignificant, like when Joseph of Arimathea stuck his staff into the ground and it sprouted into a tree.

## Heathen Magic

Heathen magic is marked by its amorality and savagery. It relates directly to the wild powers of nature which are capricious and dangerous. Thus although they can release terrible horrors from the darkness, the practitioners are as likely to suffer as those for whom the thing is called to punish.

## Headhunting

The head contains the soul and essence of a heathen warrior, and victors love to take the heads of their foes and preserve them, hanging them over the doorway as a sign of their triumph. As long as the heads are kept the souls of the slain cannot harm the killer, and they will be his slaves in the afterlife.

## Sacrifices

Sacrifices of the heathen are always of natural things, especially grain and animals. The wicked among them still promote human sacrifices, usually bound into great wicker statues which are burned.

## Weather

Heathen magic asks for simple effects to achieve ends. Most often it is apparent in the effects upon the weather, which seems to shape itself according to the



## SIR URRE IS CURSED

This quotation suggests a possible basis for many terrible dooms. Player characters may also have heard of this or similar curses during their travels.

*So it happened in Spain there was an earl's son, his name was Alphagus, and at a great tournament in Spain this Sir Utre, knight of Hungary, and Sir Alphagus of Spain encountered together for very envy; and so either undertook other to the utterance. And by fortune Sir Utre slew Sir Alphagus, the earl's son of Spain, but this knight that was slain had given Sir Utre, or ever he was slain, seven great wounds, three on the head and four on his body and upon his left hand. And this Sir Alphagus had a mother, the which was a great sorceress; and she, for the despite of her son's death, wrought by her subtle crafts that Sir Utre should never be whole, but ever his wounds should one time fester and another time bleed, so that he should never be whole until the best knight of the world had searched his wounds: and thus she made her avault, wherethrough it was known that Sir Utre should never be whole.*

— Malory XIX, 10

needs of the worshipers. Thus when the Picts crawl from their shadows they are accompanied by dark storms and wild rains. When they have cause to celebrate the air is clear and clean, with a cool wind.

## Pagan Magic

Pagan magic is usually the abrupt intrusion of magical force into the world. It tends to be spectacular and unnatural.

### Glamour

Glamour is the creation of a temporary reality. It is commonly mistranslated as "illusion," which makes it seem unreal to the modern mind. But fire produced by Glamour will burn, and water will drown. When Morgan le Fay turns herself and her followers into stone plinths to escape Arthur's pursuing army, they are real stones. The pursuers could not recognize them because they no longer existed as people, just as stone.

Glamour is often used to trick enemies. The elaborate castles which exist alone in the wilderness are products of glamour.

Glamour is also used by Celtic Christian priests. The best-known example is when Saint Cadoc tricked King Arthur by paying off his fine in red and white cattle which turned back into straw after Arthur accepted the payment.

### Raising the Dead

Pagan resurrection is difficult, and usually results in a living being who can not speak. The curse of perpetual silence is the result of having been dead. The rituals to perform this are difficult, and can be worked only by those who are initiates of the deepest secrets of life and death.

Dame Lynette, in the "Story of Gar-eth Beaumains," is one such individual. She even resurrects her warrior several times after he has been chopped to bits. Note that she also uses a grail-like cup to hold the resurrection ointment.

### Shapeshifting

Some people can change their physical form and temporarily become something else. Many examples can be found in Celtic legend where we find people turning into salmon, otters, wrens, ea-

gles, various deer, a hen, mice, sows or boars, serpents or dragons, and other animals. In Arthurian legend Uther Pendragon changed to the form of his rival, Duke Gorlois. Merlin is a great shapeshifter, though most forms are human disguises including that of an old man, a woman, a boy, and a girl.

## Seasonal Heathen and Pagan Rites

The magic of the seasonal rites is to ensure the health and prosperity of the inhabitants through fostering a friendly relationship with the earth which provides sustenance. The rituals are to help the process of fertility. In planting season everyone prays and works for a good planting, in midsummer for a good growth, in autumn they give thanks for the harvest, and in midwinter pray that the food lasts until spring. These have few spectacular effects and primarily provide a colorful background and roleplaying opportunity.

### Divination

Divination is the skill of telling the future. Various means may be used, including reading the entrails of animals, scrying by gazing into water or a flame, or asking spirits.

Fortune telling in a game is a risky business. To accurately foretell the future restricts player freedom to nothing, while telling the wrong future is ridiculous. At best, divination in *Pendragon* should be restricted to Merlin's prophecies about the greater realm, which will inevitably come true since they will engage only the gamemaster characters; or vague and ambiguous messages, as were, in fact, most usually delivered.

### Other Gods' Magic

Gods may temporarily lend their assistance to particularly devout worshipers, usually priests or priestesses. This assistance always reproduces the effect which the god has in the world. Thus Gwynn ap Nudd might help track down an evasive animal, or send one of his war hounds to help corner a quarry, but always will offer help appropriate to a hunt. The Goddess is most likely to help with healing, finding food, or anything having to do with fertility.





## Druidic Magic

The druids are capable of performing any Pagan or Heathen magic, and have some skills particular to themselves.

### Lampoon

The lampoon is also called a "satire." It is a type of verse which, if sung by a qualified bard or druid, will reveal the weakness which disqualifies a lord or chieftain for his leadership role. Among

the old Celts the leaders were not hereditary, and had to be in perfect physical condition. They also had to fulfil obligations of hospitality and leadership to keep their positions.

### Geas

A *geas* is an obligation which is placed upon a person, usually in return for some supernatural power. As long as the *geas* is fulfilled, the power cannot be broken. But breaking a *geas* loses not only the power, but also the favor of the

## Goblins Assail a Knight

Faeries are unpredictable, and even small ones can be extremely dangerous if provoked. This knight, lost in the woods, was rashly provoked into speaking hostile words against his hosts, who took the opportunity and attacked him to take his armor. Although several goblins have paid the price, the issue is not yet settled.



forces of life, and the breaker of a geas always dies soon afterwards.

## Petty Magic

Petty magic is available to many people who are not, in other ways, qualified to work magic. It is a simple manipulation of the life forces to meet some small objective. It is usually something to enhance a skill which is already present.

Common petty spells include both good and bad effects. Some good ones include: enhance beer, kill rat, clean wounds, reduce fever. Some bad ones include: stitch in the side, flatulence, spoil food, headache, and stumble.

Potions are a special kind of petty magic which can be used by people other than the person who makes them. Thus they are, in effect, "portable spells," and as such are extremely valuable to anyone who possess them. Details on the most common potions are given in the chapter on *Women*.

## Wotanic Magic

The magic of the savage worshippers of Wotan are all bent towards war and destruction. The most common one is the effect of becoming a berserker: a grant of magical armor which protects and a killing frenzy which destroys.

## Diabolic Magic

Magic from the Devil is available to the fools who pledge their soul to eternal damnation for the benefit of great power in this world. Some diabolic magic found in Arthurian stories include the Knight of the Dragon's shield, which bears a frightening face that breathes fire on opponents; a black horse which can run over land or water at the speed of the wind; and murderous weapons which always strike their opponents.

## Necromancy

Necromancy is magic using the forces or powers of the dead. It includes resurrecting corpses to life, or more often a parody of life. It also includes summoning them to learn of hidden events, lost objects, or secrets of the future. It is always very dangerous since it requires a reversal of the natural flow of Life Force.

# FAERIE

THE STORIES OF KING ARTHUR are full of magic. It pervades them so strongly that we often perceive the people and places with a dream-like clarity. For the original audience as well as us, the harsh feudal reality can be tolerated when balanced with the fantasy of the Other Side.

Gamemasters should have either an understanding of Arthurian Magic or a skill at glib verbiage to obfuscate clarity. This section attempts to supply some of both by giving some answers that a druid might give.

### What Is Magic Anyway?

To Pagans, magic is the manipulation of the Life Force in the real world. The Life Force flows from the Cauldron of the Goddess, transforms itself by passing from material into spiritual energy, then flows from the Firebolt of the Creator, and transforms itself from the spiritual into the material. Magic is real at the moment that the transformations occur. A magician can manifest magic in the real world by temporarily strengthening or altering the innate Life Force of his environment.

For instance, Merlin the Magician once transformed King Uther into the semblance of Duke Gorlois. It was done as follows: King Uther is the receptacle of his own life force. Merlin called upon the ancient powers to revitalize and increase Uther's Life Force which was then shaped by Merlin's extraordinary skills.

Roman Christians do not believe this, having been taught that the physical world is inert matter. To them, magic comes only from the spiritual world, either through divine, saintly, or diabolic intervention.

### What Is the Other World?

Celtic peoples firmly believe that an individual is determined by his soul, an insubstantial component of their total being. This soul lives on after death and may be reincarnated by being born again. The place where souls go when they are not alive is called many things, such as the Land of Youth, the Land Under the Sea, all of which are included in the Other World of *Pendragon*. Thus, to start with, the Other World is the place where living people do not go.

The Other World is a name for the collective images of the non-physical world. It includes everything which might be imagined: living nightmares, dream landscapes, realms of the gods, the land of the dead, the residence of the unborn, abode of demons and monsters, and resting place of archetypal entities.

The Other Side includes: Faerie, or the Land of Fays; Annwn, a land of the dead ruled over by Gwynn ap Nudd, the Dark Hunter; Caer Sidi, the Turning Castle; the Castle of Bones; the Castle of the Holy Grail; Castle of the Black Hermit; and many others.

### Why Is It Important If We Can't Get There?

The fact is that people *can* get there. Magicians intentionally go there, either through magic which allows them to temporarily leave their mortal bodies, or by finding or making enchanted "gateways" into it. These are magic places which inherently have characteristics of the Other Side. These gateways are sometimes discovered by ordinary people who wander in by accident.

Furthermore, as the Enchantment of Britain continues to grow, the Other Side flows out into the real world. Magic places expand their borders, and magical beings seek adventure in Arthur's realm. Normal people do not want to go into the Other Side because of its effects, but skilled knights are more likely to survive, and many adventures are brushes with the supernatural.

### What Is the Other World Like?

First, remember that it is not our world. It is the Other World. It is different from ours in many ways. Our perceptions and sensitivities are attuned to our world, and when they encounter the Other World our understandings are so divergent from normal that they seem paradoxical. Thus we find that in Faerie:

1. *TIME IS DIFFERENT.* The laws of time are so alien that humans who experience a stay there always experience either temporal compression or expansion (but not both). Thus one time a man might visit Faerie and, while there, get married and raise a son, then return to find one day passed on earth. Alternately, someone may be in the Other





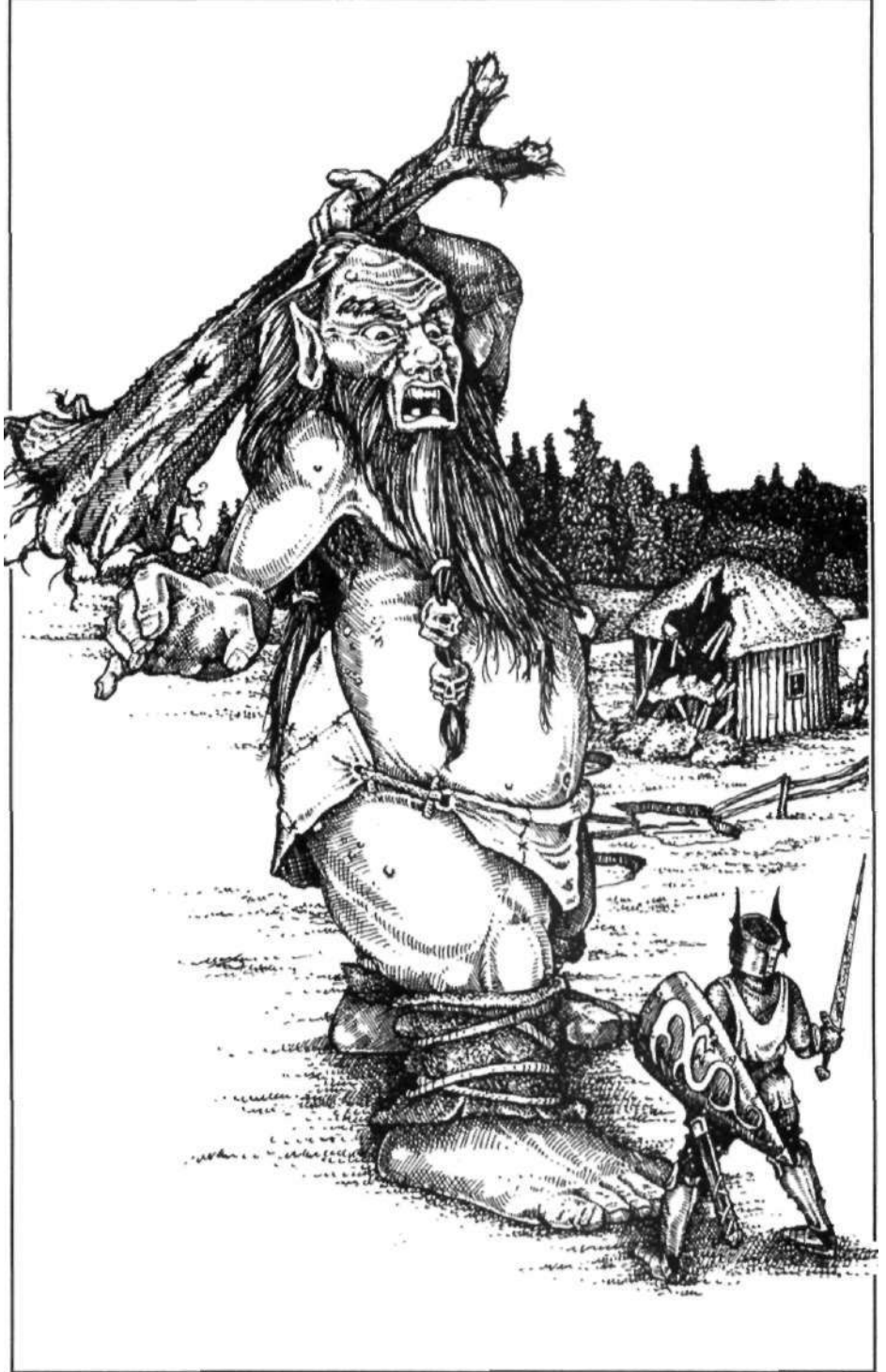
Side for a few days and return to an earth which is many years older. In other cases an observer may witness the centuries-spanning growth of an oak tree within moments.

2. *SPACE IS DIFFERENT*, It is both far and near. It is impossible to find your way there, yet it can be found in a nearby grove, river, or desert. One time you may take forever to reach a site, while another time it takes only minutes. Sometimes it seems as if a place can not be seen unless it wants itself to be seen. A single space may change itself to be another place, without the observer ever moving.

3. *THE DENIZENS ARE DIFFERENT* The residents are not human, even though they do many things the same way people do. Their morality and sense of priorities are different from humans'. Although they are rarely benevolent they are never truly evil. All the same they are usually either good or bad, not neutral. Their actions and motivations are not always understandable to human beings. Their exercise of friendship, goodness, hostility, and terror are not human, but to humans those emotions seem similar enough that people cannot properly judge things in the Faerie realm with any certainty.

4. *IT IS SPECTACULAR*. Many unique places exist, usually dwarfing any earthly setting in comparison. Wealth, abundance and plenty are limitless. Natural beauty is supernatural. And in the dark places the fear, hatred, and terror are unlimited.

5. *THE IMPOSSIBLE OCCURS*. Maybe one person is in two places at once, or two beings are in one body at once. Animals speak. Beings may change their shape. Perhaps foreign consciousness or perceptions are temporarily imposed upon visitors. The dead may be met.



## Crossing Over

Some sort of delineator always marks the passage into the Other Side. Common among them are:

- a bridge or ford
- a blinding fog
- unnatural darkness
- a na«Q?icrf» hv Vinat

## Meeting Faeries

Her\$ are accounts of what knights should expect upon meeting faeries. This is given as the common knowledge of ordinary knights. Pagans, or people familiar with magic, may know more.

## The Giant

Not all faeries are small and smart. Some giants are big, stupid, and slow, but can kill a knight with a single blow.



## The Seelie Court

Seelie means "blessed." These are the good faeries, who commonly travel in troops.

The seelie court is usually discovered by following sounds of distant music. The light is pale, like moonlight, and comes from no discernable source. Voices become clear as you draw closer. Dancers and entertainers are sighted, and servants dressed in green coats and red caps. The crowd includes many faerie types, some dancing to the elegant music and others laughing, drinking, and dancing jigs to more riotous flutes.

Ladies and gentle men among them always greet visitors happily, and invite them, then lead them to the seat of the king or queen, who is always at the center of the festivities. The nobility among them wear white, silver, and gold flowing clothing. They always appear to be unguarded, but horrifying giants appear immediately if they are threatened. The nobles are always courteous and polite, and curious.

Visitors are encouraged to eat, drink, and dance. They will always find something to tempt them to stay. Never do this unless you wish to spend eternity in their company! To eat or drink

with the faeries is to subject yourself to their time.

Never offend these nobles! Nor be slavish and afraid, for they hold cowards in contempt. They often dictate, but hold only the power which their visitors let them hold, for they will always be courteous to those who were invited to join their gathering. If they cannot dictate, they will always negotiate, and love to haggle. Be cautious in making agreements: they follow the letter of the agreement, and are skilled at making little promises contain big surprises.

## The Unseelie Court

The unseelie court is a court in name only, for these malicious creatures are almost always found by themselves.

Bad faeries are ugly and sullen, never making much attempt to conceal their innate hostility and bad intentions. Their humor and temper are as ugly as their face, and they must not be ignored or else they may cast an elf bolt at your unprotected back.

If surprised, these things are always hostile and engage quickly in combat if they can not flee. If they willingly reveal themselves it is because they have a need, and so can always be negotiated with. Sometimes they can be found by accident but do not attack, which usually indicates that they have something already planned against the visitor, they have some hidden need for the visitor, or they are curious.

## Diminutive Faeries

Tiny beings, the size of small birds and large insects, can be found. They love flowers and things of beauty. Despite their size they can be very troublesome with their quarrels, and they love to tease travellers by pinching horses, making strange or alluring sounds from nearby, and slipping into their dreams at night.

If you find these beings around you, turn around and go back where you came from. They are a warning of greater dangers, because they are most commonly found on the outskirts of some larger faerie gathering or a gateway into the Other Side. If you must remain, try to ignore these little beings. Though a great nuisance, they are relatively harmless, even if enraged.

## Giants

Several types of giants are known, perhaps belonging to different tribes. Common giants are not much bigger than a huge Saxon, and they are always too large to ride a horse. Larger sizes are known, ranging up to the truly monstrous giant capable of stamping a village flat.

Dispatch giants quickly, and run away from the ones which are too large. Not all can be killed, and even some of the small ones are capable of slaying a man with a single blow. They are not easy foes, and not to be toyed with. They are, however, usually stupid and slow.

## The Wild Hunt

The Wild Hunt is a dangerous gathering of malevolent spirits and ghosts which can be encountered in almost any wilderness. It is audible first as a distant howling and blowing of horns, then louder as hoof beats of terrible horses, and finally the moans and cries of men can be heard. The host itself may change from time to time, sometimes being led by Heme the Hunter, at others by Gwynn ap Nudd, and perhaps even by Wotan, the Saxon god of the dead. It might ignore men on the ground, might try to irritate without harm, or may attack with the desire to carry off everyone. The Hunt is utterly unpredictable, and should be avoided by everyone if possible. •

### MAGICAL SITES

Magical sites share many traits, characteristics, and special effects. Most magic castles have one or two of these things, rarely more. This list is not exhaustive.

- invisible walls which imprison people
- mechanized contrivances which always work, especially spring-loaded drawbridges and porticullus
- uncommonly handsome and beautiful residents
- lion guardians chained by the gate
- unique monster guardians
- giant copper bulls which bellow
- dwarf servants, who are invariably evil
- unavoidable tasks for visiting strangers, usually quite unpleasant
- impossible tasks, often destined for a prophesied knight to achieve





# Designer's Notes

by Greg Stafford

MOST OF *KNIGHTS ADVENTUROUS* was originally included in the third edition of *Pendragon*. It was cut simply because of size and cost considerations. If I had included this material in a single book, it would cost someone over \$40 to start to play. So I decided to cut down the options in *Pendragon* to closely follow those of literature and history. Then, in the second book, expand to all kinds of speculative Arthurian exploration.

Players of *Pendragon* have a unique chance to interact with myth and legend. Joseph Campbell keeps saying that modern people must find a way to interact with mythology, and find their own private mythology to help them through life. Unfortunately, he doesn't quite tell us *how* to do this. I have found a few ways that I can interact with myth, but I am convinced that my particular explorations are not always appropriate for other people—not everyone, for instance, needs to fast for days in the desert to interact with mythology; or to go a work shop on exploring Men's Mythology. But I have found one method to interact with myth: *Pendragon*.

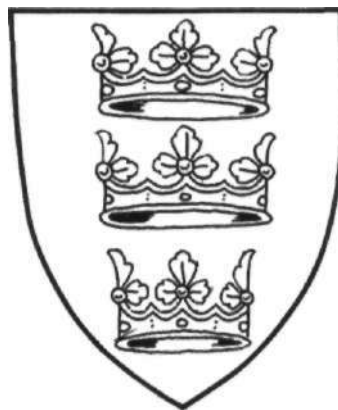
The activities of knights in this *Pendragon* supplement, *Knights Adventurous*, gives players a chance to explore their own reactions to some of the great legendary events which we need to experience to be whole people. With this roleplaying game we can explore, without any danger to ourselves or others, events far beyond our mundane capacities.

And the activities in *Pendragon* are important for two reasons: 1. They are part of our hard wiring; and 2. They are the ancestors of our own culture.

By "hard wiring," I mean something which is so ancient within us, maybe genetically, certainly socially, that we do it automatically. I am saying that playing *Pendragon* lets players do something important for themselves. I am saying that for 90,000 years their ancestors told stories, and interacted with them. Our last couple grandpas might not have done this, but the other 3500 or so did.

By cultural ancestors, I mean that the activities which are important in *Pendragon* and the ancestors to those which are important today. The Arthurian belief in the superiority of the noble class is not prevalent in American today, but it has been replaced by a belief in the superiority of Western (usually American) culture. Other aspects bear scrutinizing: the *fine amor* is fun during play, but the inequality exhibited in them would be labelled as dysfunctional today, a typical co-dependency.

But for better or worse, and sometimes because it *is* better or worse, most people have a need to experience these simple parts of our selves. Joseph Campbell calls it experiencing mythology-



For years I searched for ways to do what Campbell has said. One of the most fruitful has been an annual conference where prominent poets, storytellers, martial artists, and wilderness experts, and psychologists gather to share their knowledge and experience. Recently Robert Moor helped me to verbalize the importance of this interaction: "If you don't interact consciously with these archetypes, they interact unconsciously with you. If you have never experienced the Warrior, for instance, then you end up with a Lieutenant Calley, not a real warrior."

Robert Moor is about to release his book called *Warrior, Magician, Lover, King* in which he defines the human subconscious in terms of an interrelationship between four archetypes. These are, he says, our hard wiring. We

all have desires and potentials to be all of those things, and if we can experience them all then, somehow, mythically, our life can get better.

I was gratified to see that *Knights Adventurous* addresses the issues which Robert brought forth. In fact, *Knights Adventurous* is the first game which provides appropriate rules for Lords and Lovers as well as the more common Warrior and Magician types.

The Warrior issue is important today, when political leaders operate from the basic primate point of view. This is the same mind set which operates in *Pendragon*, but instead of sending your son to war you send your surrogate instead. Nonetheless, some of the lessons learned even by the most Chivalric knight are lessons on what *not* to do.

The magician issue is addressed differently in *Pendragon* than most games. I keep saying that *Pendragon* and *Knights Adventurous* "are a knight's game," not a magician's game. In fact, the usual type of magic-user which we are used in roleplaying games to is a specialist. The way to get magic in *Pendragon* and *Knights Adventurous* is to act correctly, and from that (and other subtle rules) magic can enter the character's life.

The Lord's point of view is inherent in the basic family rules where a character takes the role of a father in a patriarchal society. This is the basic model of being a king, which is extended to be a lord of a manor, perhaps even more. The point is to realize your knight is in a position of authority, and should exercise it occasionally.

One quarter of self-generated campaign play comes from people playing the Lover aspect. It includes all activities from casual flirting to experiencing Lust or Chastity, and even deeper into having a family and/or having a courtly affair. Plan to spend a fair amount of time at court this way.

The game is, to me, a vehicle for exploring the Arthurian legend and, through that, our own psyches. For most of my life I have sought ways to interact with the mythical realm, and I always wanted my games to be a vehicle for your imaginations. •



# Character Generation Synopsis

## 1. Region

*Regional Table*

<i>d20</i>	<i>region</i>	<i>Go to Page</i>
01-09	Logres	23,24
10-11	Cambria	32
12-13	Cumbria	35
14-15	The North	37
16	Cornwall	40
17	Brittany	41
18	Western Isles	43
19	France	47
20	Gaul	50

## 2. Lands

### A. Find, and write in:

*Homeland*

*Culture*

*Religion*

*Father's Class*

*Liege Lord*

*Current Home*

*Son Number = 1d6*

*Father's Survival Table*

<i>d20</i>	<i>roll</i>	<i>result</i>
01-13	Father living	
14-17	Father deceased	
18-19	Father alive, but bedridden	
20	Father missing for 2d6 years	

## 3. Peoples

Select:

*Name, Father's Name*

### Find, and Write Down:

*Trait Modifiers*

*Directed Trait (if any)*

*Passions (if any)*

*Starting Skills*

*Inherited Glory*

*Starting Equipment*

**Roll for:**

*Luck Table Benefits*

## 4. Traits

### A. Underline Appropriate Traits.

*Religious Virtues Table*

Christian: Chaste, Forgiving, Merciful, Modest, Temperate  
 Pagan: Lustful, Energetic, Generous, Honest, Proud  
 Wotanic: Generous, Proud, Worldly, Indulgent, Reckless  
 Judaism: Chaste, Energetic, Just, Prudent, Temperate

### B. Add for Father's Class

See page 14-15.

### C. Find Values

**Designated Method:** Assign 20 points to each pair of traits; OR: Make one 16-point trait; others = 10 plus modifiers.

**Random Method:** Roll for Values: 3d6 for left-hand column.

**Apply Modifiers:** maximum = 19 regardless of modifiers

**Determine Opposite Trait:** equals 20 minus left-hand value. 20.

**Augment:** divide 6 points

### D. Check for Bonuses

*Religious Bonus Table*

Qualification: All underlined Traits equal to 16 or more.

<i>religion</i>	<i>bonus</i>
Christian	+6 to Total Hit Points
Pagan	+2 to Healing Rate
Wotanic	+1d6 Damage
Judaic	+3 Hit Points, 1 Healing Rate

*Chivalrous Bonus Table*

Qualification: 80 points in all Traits with a dot.

Bonus = +3 to natural armor

## 5. Passions

### A. Note Modifiers

### B. Find Values

Limitations: upper limit = 18, and lower limit = 3.

**Designated Method:** points may not be greater than 18 or less than 3.

**Random Method:** roll value below, plus modifiers.

**Roll for values:** (+ modifiers)

*Loyalty (lord) = 2d6+6*

*Love (family) = 2d6+6-son number.*

*Daughters = 2d6+6*

*Hospitality = 3d6*

*Honor = 2d6+3,*

## 6. Statistics

### A. Find Cultural Modifiers

*Cultural Modifiers Table*

<i>culture</i>	<i>modifier</i>
Cymric	+3 CON
Irish	+3 CON
Picts	-3SIZ,+3DEX,-3APP
Romans	+1 DEX, +2 APP
Saxons	+3 SIZ, -3 DEX, +3 STR
French	+1 DEX, +1 STR, +1 CON
Occitanian	+1 DEX,+1 CON,+1 APP

### B. Determine Value

1. Add Cultural Values

2. Determine Statistic Values

**Designated Method:** Apply cultural modifiers, from below. Distribute 60 points.

**Random Method:** 2d6+6 for SIZ, and 3d6 for each of DEX, STR, CON, and APP. Then apply the cultural modifiers below.

**Limitations:**

**Maximum:** No statistic can have a starting value greater than the maximum possible for a character of that culture, accounting for dice rolls and cultural modifiers (i.e. 15-21, depending on culture and statistic). Thus maximums are 18 plus or minus the cultural modifier:



for example, the maximum APP for a Pict is  $18 - 3 = 15$ , while for a Roman it would be  $18 + 2 = 20$ .

**Minimum:** Minimums are 8 for SIZ and 5 for the others (note that any statistic at 3 indicates that the character is bedridden; any value at 0 indicates death. See *Pendragon* for more information.)

**Adjust Statistics:** Minimums are in force even with the random method. If, after accounting for cultural modifications, any statistic has a value of less than 5, then make the value 5. Thus not even a Pict can have a starting APP value of 1-4, nor can a Saxon character have a starting DEX value of 1-4.

Players using the Designated Method (above) may not alter their characters' statistics using this rule.

## Derived Statistics

**Total Hit Points** = CON + SIZ

**Unconscious** = Total Hit points /4

**Movement Rate** = (STR + DEX) /10

**Damage** = (SIZ+ STR)/6

**Healing Rate** = (CON + STR )/10

## Distinctive Features

*Distinctive Features Table*

APP value	number of features
5-6	3
7-9	2
10-12	1
13-16	2
17+	3

Roll 1d6 for each distinctive feature indicated above, referring to the Distinctive Features Detail Table on page 13.

## 7. Skills

You already have the Starting Cultural Skills written down. Find the Family Characteristic, and write it on the back.

*Family Characteristic Table*

d20	characteristic
1-2	+5 Horsemanship
3	+10 Singing
4-7	+5 Awareness
8	+5 Hunting
9	+10 Dancing
10	+5 First Aid
11	+10 Flirting
12	+10 Recognize
13	+5 Intrigue
14	+10 Swimming
15	+10 Orate
16	+15 Play (all instruments)
17	+15 Compose
18	+10 Heraldry
19	+15 Hawking
20	+10 Gaming

## Father's Class Tables

See page 14-15.

**Limitations:** No 0-point skill may be augmented, except for weapons skills. No skill value may be raised above 15 by Father's Class points *unless* the

points are a bonus awarded to a specific skill.

## 8. Previous Experience

1. Distribute 1d6 points among the character's skills and combat skills as desired, except that no skill with a beginning value of 0 may be augmented except weapon skills, and no skill may be raised above 15.

Or...

2. Add one point to any personality trait or passion, or one point to any skill at 15 or higher, up to a maximum of 19 for traits and 20 for passions and skills.

Or...

3. Add one point to a physical statistic. No statistic can be raised to a value greater than the theoretical maximum possible for a character of that culture (see Step Three above). Also, SIZ may not be increased after age 21.

## 9. Qualify for a Career Class

Page 15-16. •

# The Winter Phase

This is a synopsis, and renumbering, of pages "The Winter Phase," page 109-114. This and all page references are to the *Pendragon* book.

### 1: Perform Solo (optional)

Your Own Land. Page 174

Vassal Service. Page 175.

Romance. Page 176.

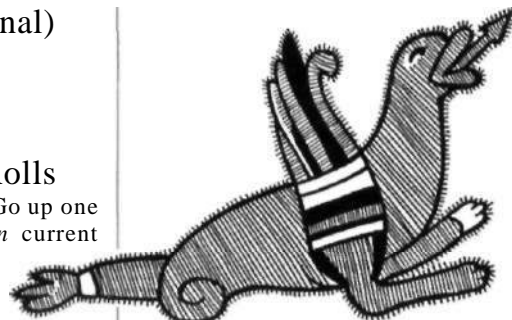
### 2: Experience Check Rolls

For all check marks, roll d20. Go up one point for each roll *greater than* current point value.

### 3: Aging

For all characters 35 years or older.

Roll 2d6 on Aging Table.



*Aging Table*

2d6	Statistics Affected
2	4
3	3
4	2
5	1
6-8	0
9	1
10	2
11	3
12	4

*Statistics Affected* shows the number of d6s to roll on the Statistics Lost Table below.



## Statistics Lost Table

US	result
1	SIZ
2	DEX
3	STR
4	CON
5	APF
6	no loss

## 4: Economics

All knights without income, whose players are bothering with these rules, check page 110 for details.

**Impoverished Knights:** -15 to Horse Survival and Child Survival; no children born; -1 to armor; make CON roll, where failure equals 1 lost CON point.

**Poor Knights:** -3 to Horse Survival and Child Survival, cumulative each poor year.

**Ordinary Knights:** No effects.

**Rich Knights:** No modifier to Horse Survival; +1 to Child Survival; +3 to Childbirth; +3 to Child Survival (no children die); +5 to Childbirth Table.

## 5: Stable

### Horse Survival Table

d20	result
1-2	Horse dies, breaks a leg, loses its wind, etc.
3-20	Horse is healthy

## 6: Marriage (optional)

**Marriage Below Character's Class:** roll of Loyalty (Lord), where success equals permission boon to wed. Dowry of 1d6 Libra and 10 Glory.

**Marriage Within Character's Class:** roll Courtesy once each winter where success equals either 1. a roll on the Random Marriage Table; or 2. wait a year, and get +1 to eventual Random Marriage Table roll.

### Random Marriage Table

d20	dowry	Glory
1-4	no holding, 1d3+6 goods	10
5-7	1 manor, 1d6 goods	25
8-17	1 manor, 1d6+3 goods	50
18-19	2 manors, 1d6+6 goods	100
20	2 manors, 2d6+6 goods	250

## 7. Children

### Childbirth Table

d20	result
1-10	No birth
11	Mother and child die at childbirth
12	Mother dies in childbirth, child lives*
13-19	child born*
20	Twins born*

\*Roll 1d6 for each child born, where an odd number = female, and even = male.

## Child Survival

### Child Survival Table

d20	result
1-2	Child dies
3-10	Child is sick, but lives
11-20	Child lives

## 8: Family Events

### Family Events Table

1-2	death in family*
3-7	marriage in family*
8-12	birth in family
13-15	missing, may be lost
16-18	no event
19-20	scandal in family**

\* Indicates roll on Family Member Table (below) to find person affected. If the result is ridiculous, like your mother remarrying when your father is still alive, just ignore it as a silly or nasty rumor and reroll.

+ Indicates a roll on the scandal table, below.

### Family Member Table

&10	person
1-3	Father
4-6	Mother
7-11	Brother
12-15	Sister
16	Uncle
17	Aunt
18	Grandfather (even on d6) or Grandmother (odd on d6)
19-20	Cousin

### Scandal Table

d20	result
1	insulted their lord
2-3	cheated at a tournament
4	badly in debt
5-7	adultery accusations
8	kidnap accusation
9-10	horse stealing accusation
11-16	messy love affair almost proved

17	murder rumored
18	heresy rumored
19	necromancy rumored
20	roll again, rerolling 20s, but this time the event is <i>proved true!</i>

## 9: Training

You have a choice of three things to do:

**Change a Personality Trait, Statistic, or Passion:** One trait, statistic, or passion value may be changed by one point.

Restrictions: Traits cannot be increased over 19. Passions cannot be increased over 20. No statistic can be raised higher than its maximum cultural value, which is usually 15, 18, or 21; and SIZ may not be increased after age 21, and no statistics may be increased after age 35.

**Train Skills:** Get 1d6 skill points.

Restrictions: Skill can be trained only up to 15.

**Train a Skill Up to 20:** You may increase one skill by one point

Restriction: maximum value of 20.

## 10: Glory

**From Play:** written in the "Glory This Game" box on the character sheet.

**From Solo Scenarios:** If done.

**From One-Time Honors:** being knighted, appointed to Round Table, marriage to an heiress.

**Conspicuous Consumption:** For last year: Rich knight = 10 Glory; Superlative knight = 15; Tournament sponsorship see page 61.

**Annual Glory:** Vassal knights get 6 points for each manor (or, 1 Glory per £. of regular income); all Traits or Passions of 16 or more get points equal to their value; Chivalrous (80 points in marked Traits) = 100 points; Religious (16 or more in underlined Traits) = 100 points.

## 11: Glory Bonus

If the 1000-point threshold has been passed, add Bonus Point (see page 113, 62).

## 12. Squire

Increase squire's Age by 1; add 1d6 points to his listed skills. •



# Sources

The material in this book is based upon the opinions of experts in their respective fields. For readers who are curious about the genesis of certain articles, or wish to disagree with the conclusions thereof, we hope you will peruse the following sources first.

Davis, R.H.C. *The Medieval Warhorse*. Thames and Hudson, 1989.

A concise and readable book on this complex subject, especially useful to follow the way that names for horses did not change, but the animals themselves did.

Gies, Frances and Joseph. *Women in the Middle Ages*. Barnes & Noble Books, 1978.

Accounts of the typical lives of women of most social classes, each centered upon an individual. Presented with considerable documentation, it is an enjoyable read.

Gregory of Tours. *The History of the Franks*. Penguin, 1974.

An eye-witness account of the Merovingian kings of France during the sixth century, the historic date for the *Pendragon* campaign. It makes France of the Hundred Years War look civilized and peaceful.

Hill, Margot Hamilton and Bucknell, Peter. *Evolution of Fashion, Pattern and Cut 1066-1930*. Drama Books, date?

Just what the title describes, and the source of the illustrations done by Carohne for this book.

Grehan, Ira. *Irish Family Names*. Johnston & Bacon, Cassell & Collier Macmillan Publishers Ltd. 1970.

This full color map lists all the major Irish families and clans in their geographic locations.

Kelly, Amy. *Eleanor of Aquitaine and the Four Kings*. Harvard University Press, 1950.

An entertaining account of this most favorite queen, and the colorful, unpredictable, and dangerous realm of the Angevin Kings.

Knight, Gareth. *The Secret Tradition in Arthurian Legend*. The Aquarian Press, 1983.

A revelation of the relationship between esoterica of the Western Tradition of magic, and its secrets as revealed in Arthurian legend. It explains the grand scheme created by Merlin and Viviane.

Livingstone, E.A., editor. *The Concise Oxford Dictionary of the Christian Church*. Oxford University Press, 1977.

A handy source to find out the basic facts about the religion of the Middle Ages.

Mac Niocaill, Gearoid. *Ireland Before the Vikings*. Gill and Macmillan.

A concise and detailed book about Ireland during the historical period of the *Pendragon*, with more information than you probably care to know.

Madaule, Jacques. *The Albigensian Crusade*. Trans. by Barbara Wall. Fordham University Press, 1967.

A clear and precise background for the Occitanian culture, culminating with its conquest by the French during the "crusade" against the heretic Cathars.

Markale, Jean. *King Arthur, King of Kings*. Gordon and Cremonesi, 1976.

A sometimes rambling, but always entertaining account of the Celtic resurgence in Britain. Extremely useful to get a flavor of the historical origins of the *Pendragon* Cymri.

Matthews, Caitlin and John. *The Western Way. Vol 1*. Penguin Books, 1985.

An excellent starting point of the meaning behind the myths and legends of the Celts. In general, anything by the Matthews is probably valuable.

McMillan, Ann. "Men's Weapons, Women's War: The Nine Female Worthies, 1400-1640," in *Medievalia*, Vol 5, 1979.

My source for information on the Nine Female Worthies.

Morris, John. *The Age of Arthur*. Charles Scribner's Sons, 1973.

This massive compilation of information contains great amounts of informa-

tion on the situation in Britain from 350 to 650. It includes the best compilation of information on the Picts I have found, as well as excellent information on Saxons, Cymri, and Romans. Many of its conclusions are quite fantastic and non-historical, but provide great ideas for a fantasy campaign.

Pisan, Christine de. *The Treasure of the City of Ladies*. Penguin Books, 1985.

A book written by the best-known woman writer of the Middle Ages. It is a book of advice for practical women in traditional roles, invaluable for anyone who wants to see a candid, first-hand account of such a woman.

Russell, Jeffrey B. *A History of Witchcraft*. Thames and Hudson, 1980.

Perhaps the best study of medieval witchcraft as a religion.

Speed, John. *The Counties of Britain*. Introduction by Nigel Nicolson, commentary by Alasdair Hawkyard. Thames and Hudson, 1989.

This book is a reproduction of an atlas compiled in Tudor times - that is, after the Middle Ages. The centuries changed the land little enough to make this invaluable for a gamemaster seeking manor names, forest or clearing locations, or general background about the weather, notable district crafts, or even the local building materials.

Squire, Charles. *Celtic Myth and Legend*. Newcastle Publishing Co, Inc., 1975

An excellent introduction to Celtic myth and legend.

Tuchman, Barbara W. *A Distant Mirror*. Ballantine Books, 1978.

A very readable account of the Middle Ages, centered on one of the great French noble houses of the 14th century, but including copious details about the Middle Ages which can add color and depth to your campaign. If you read one book about the Middle Ages to get a feel for the era, try this one, a former best seller. •



# Pendragon

KING ARTHUR

Player .....

## Personal Data

Name .....

Homeland .....

Culture ..... Religion .....

Father's Name .....

Father's Class ..... Daughter Number .....

Lord .....

Current Class .....

Current Home ..... Age ... Year Born .....

## Personality Traits

Chivalry Bonus [•] (total = 80+) .....

Religious Bonus (underlined traits all 16+) .....

- |                                      |   |                                     |
|--------------------------------------|---|-------------------------------------|
| <input type="checkbox"/> Chaste      | / | <input type="checkbox"/> Lustful    |
| • <input type="checkbox"/> Energetic | / | <input type="checkbox"/> Lazy       |
| <input type="checkbox"/> Forgiving   | / | <input type="checkbox"/> Vengeful   |
| • <input type="checkbox"/> Generous  | / | <input type="checkbox"/> Selfish    |
| <input type="checkbox"/> Honest      | / | <input type="checkbox"/> Deceitful  |
| • <input type="checkbox"/> Just      | / | <input type="checkbox"/> Arbitrary  |
| • <input type="checkbox"/> Merciful  | / | <input type="checkbox"/> Cruel      |
| • <input type="checkbox"/> Modest    | / | <input type="checkbox"/> Proud      |
| <input type="checkbox"/> Pious       | / | <input type="checkbox"/> Worldly    |
| <input type="checkbox"/> Prudent     | / | <input type="checkbox"/> Reckless   |
| <input type="checkbox"/> Temperate   | / | <input type="checkbox"/> Indulgent  |
| <input type="checkbox"/> Trusting    | / | <input type="checkbox"/> Suspicious |
| • <input type="checkbox"/> Valorous  | / | <input type="checkbox"/> Cowardly   |

Directed Trait ..... ☐

Directed Trait ..... ☐

## Passions

Loyalty (lord) ..... ☐

Love (family) ..... ☐

Hospitality ..... ☐

Honor ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Equipment Carried

Clothing [..... Librum value] .....

☐ Personal Gear [on horse #.....] .....

☐ Travel Gear [on horse #.....] .....

.....

.....

.....

.....

.....

.....

.....

.....

## Statistics

SIZ ..... (Knockdown)

DEX .....

STR .....

CON ..... (Major Wound)

APP .....

Damage ((STR+SIZ)/6) ..... d6

Healing Rate ((STR+CON)/10) ....

Movement Rate ((STR+DEX)/10) ...

Total Hit Points (SIZ+CON) .....

Unconscious (HP/4) .....

## Distinctive Features

.....

.....

.....

.....

## Skills

Awareness ..... ☐

Boating ..... ☐

Chirurgery ..... ☐

Compose ..... ☐

Courtesy ..... ☐

Dancing ..... ☐

Faerie Lore ..... ☐

First Aid ..... ☐

Flirting ..... ☐

Folk Lore ..... ☐

Gaming ..... ☐

Hawking ..... ☐

Heraldry ..... ☐

Hunting ..... ☐

Industry ..... ☐

Intrigue ..... ☐

Orate ..... ☐

Play (.....) ..... ☐

Read (.....) ..... ☐

Recognize ..... ☐

Religion (.....) ..... ☐

Romance ..... ☐

Singing ..... ☐

Stewardship ..... ☐

Swimming ..... ☐

Tourney ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Servant

Name .....

Age .....

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

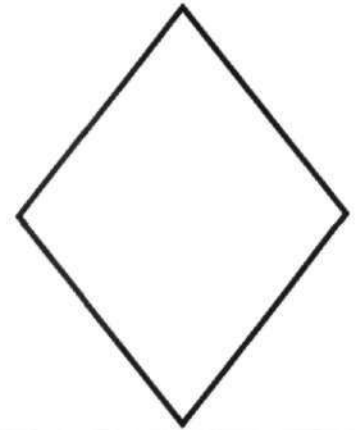
..... ☐

..... ☐

..... ☐

## Glory

Glory This Game



## Current Hit Points

Wounds .....

.....

☐ Chirurgery Needed

## Combat Skills

Battle ..... ☐

Horsemanship ..... ☐

## Weapon Skills

Dagger ..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

..... ☐

## Women's Gift

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

## Horses

Best Horse (#1) .....

Type .....

Damage ..... Move .....

Armor ..... HP .....

SIZ .... CON ... DEX ....

Breed ..... Attack Skill .....

## Other Horses

Own Riding (#2) ..... CON .....

Squire's (#3) ..... CON .....

(#4) ..... CON .....

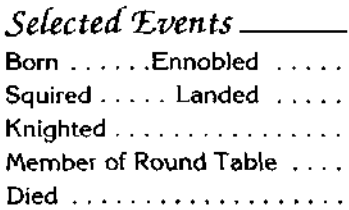
(#5) ..... CON .....

.....

.....

.....

.....



Equipment at Home \_\_\_\_\_

Denarii . . . . .  
Libra . . . . .

Army \_\_\_\_\_

Old Knights	.....
Middle-Aged Knights	.....
Young Knights	.....
Total Family Knights	.....
Vassal Knights	.....
Other Lineage Men	.....
Levy	.....

Year Wed . . . . . Spouse Name . . . . . Family Characteristic . . . . .  
Will . . . . .  
Children To Reach Majority . . . . .  
. . . . .  
. . . . .

History \_\_\_\_\_ Glory \_\_\_\_\_

Copyright © 1990 by Chaossium Inc. Permission granted to copy for personal use only.



Spread Arthur's Chivalry to the rest of Britain, Ireland, and the Continent, meeting knights from strange lands and cultures. Attend Arthur's court to learn the latest intrigue. Match arms with warrior women, aspire to the Order of the Golden Apple or brave the exotic lands of Faerie.

# Knights Adventurous



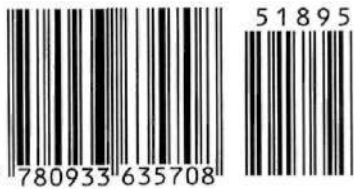
## WHAT IS PENDRAGON?

With **Pendragon** you and your friends can play games of heroic adventure. One player, the gamemaster, presents the story. Everyone else creates knight-characters — the heroes of the tale. Each player verbally responds to the gamemaster's plot and villains and describes how his or her character reacts. You can face the same dangers and monsters that Arthur and Lancelot encountered, but this time you decide your knight's actions!



**KNIGHTS ADVENTUROUS** expands and amplifies many topics introduced in the basic *Pendragon* rulesbook, and is a valuable aid to both the players and the gamemaster. **CHARACTER GENERATION** greatly expands the options of player-knights. **LANDS AND PEOPLES** describes France, Ireland, and various regions of Britain revealing rulers, vassals, armies, and interesting features. Covers

the Cymri, French, Occitanians, Irish, Picts, Romans, and Saxons. **KNIGHTS** introduces new classes and noble ambitions. Various organizations include the Queen's Knights, Knights of the Grail Temple, and Order of the Golden Apple. **WOMEN** details roles, ambitions, and character-generation. **RELIGION** Christianity, Paganism, Wotanism, and Judaism are all described. **WEALTH** provides many ways of spending money including feasts, stables, different horse breeds; fashions in clothing, and additional types of armor. **GRAND EVENTS** describes visiting court, hosting a tournament, and the hunt. **MAGIC & FAIRIE** discusses faerie in Britain, discusses religion and faerie, magic use, and muses about King Arthur and the Faerie War.



0990-2707CH18.95  
ISBN 0-933635-70-2



PENDRAGON—#2707

PENDRAGON® is Chaosium Inc.'s trademarked fantasy roleplaying game based on the legends of King Arthur.



This game is only one of many fine books, board-games, roleplaying games and game supplements published by Chaosium Inc. For a free catalog of Chaosium books and games, write to:

**Chaosium Inc.**  
950-A 56th Street  
Oakland, CA 94608