



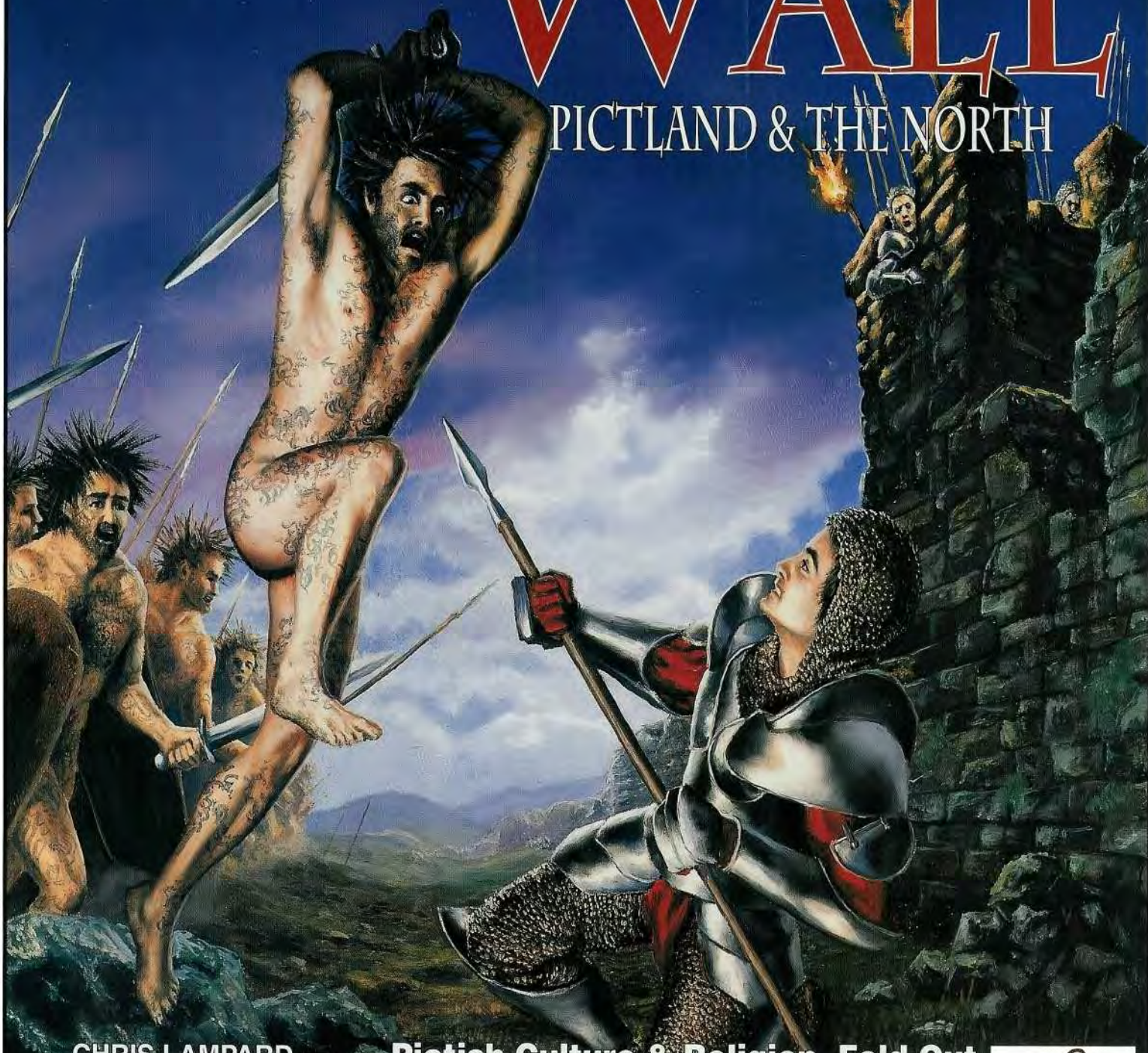
**Pendragon**

RolePlaying Adventure

2717

# BEYOND THE WALL

PICTLAND & THE NORTH



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RODERICK ROBERTSON,  
TOM ROGAN, ERIC ROWE,  
DAVE WILLIAMS**

with King, Swekel, Midgette

**Pictish Culture & Religion, Fold-Out  
Map of Caledonia, Gazetteer of  
Places, Shamanism in Pendragon,  
A Pictish Campaign & Adventures**

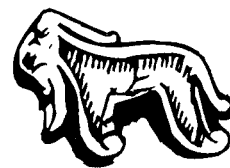
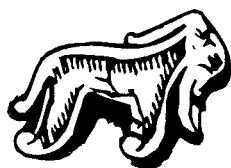




# Beyond the Wall

*Pictland and The North in the Age of King Arthur*

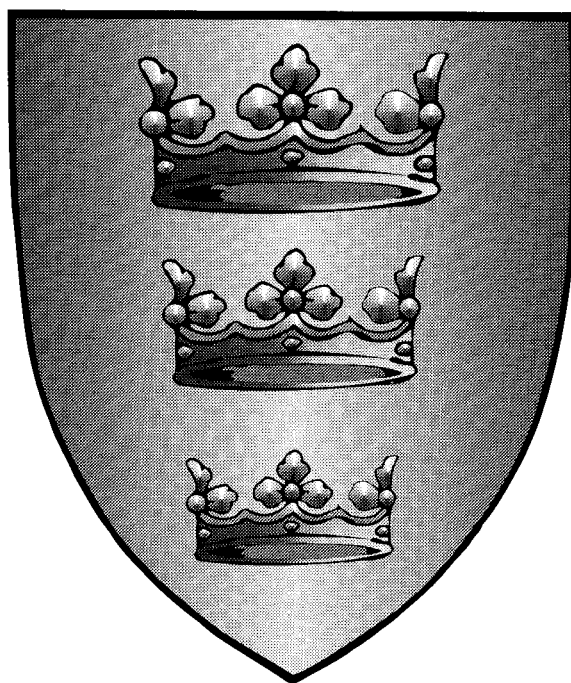
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REWARD US WITH HONORS AND LANDS;

LET US WIN GLORY FOR OUR KING, WHO WILL

AND THE DEVIL TAKE THE HINDERMOST!



\* KING ARTHUR PENDRAGON \*

# BEYOND THE WALL

by

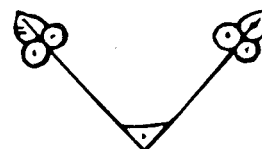
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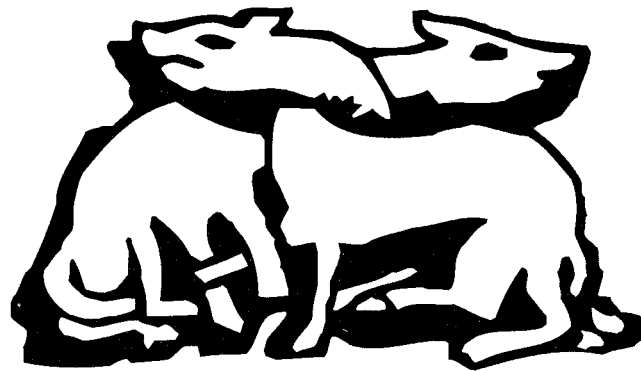
## Who Did What

**B***eyond the Wall* is a compilation of several people's efforts. The book in its originality was written by Tom Rogan, Chris Lampard, and Dave Williams. Additional material was created by Roderick Robertson and Eric Rowe. By chapter, their contributions are:

**Rogan, Lampard, and Williams:** Common Knowledge, Gamemaster Information, Caledonian Tribes, Religion, The Places.

**Robertson:** Spirits, A Pictish Campaign, Short Adventures

**Rowe:** The Adventure of the Treacherous Pict, Modular Battle System.



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For Arthur and Glory

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# INTRODUCTION

*What this book contains*



BEYOND THE WALL contains much information of interest to the *Pendragon* player and gamemaster. It is a sourcebook for the lands beyond Hadrian's wall, detailing both the feudal kingdoms and the lands of the tribal Picts.

The first chapter, "Common Knowledge," contains information that average Logres knight would know about the lands to the north, including the kingdoms and general geography. The "Gamemaster Information" chapter gives more detailed information about the people and kingdoms.

The third chapter discusses religion among the northerners. It covers the Celtic Christian church, but more significantly, explains the Heathen religious beliefs in general, and focuses on the practices of the Picts. Also here is a Heathen calendar showing to which seasons the different animal and plant spirits are associated.

The next chapter, "Spirits," introduces shamanism to *Pendragon*. A new shamanic magical tradition is explained, as are numerous spirits and totem animals. A new magical Talent for shamans, "Spiral Walking" is explained.

"Caledonian Tribes" gives more information about how the Picts live. It contains a map of the Pictish tribal territories.

The "Places" chapter provides an alphabetical gazetteer of the places on the large, fold-out map of Caledonia. The map itself can be found at the back of the book. Also included in this chapter is the explanation of the key on the large map.

The chapter titled "A Pictish Campaign" covers generating a heathen Pictish character, either a warrior or a shaman. Also included here is a series of adventures designed for heathen Picts.

"Short Adventures" contains three short form adventures that can be run for either Pictish characters or visiting knights from the south.

"The Adventure of the Treacherous Pict" is a long adventure designed for southern knights visiting in the north. In it they accompany a young Christian priest as he travels to Strangorre, and then aid the king of Strangorre against invading Picts.

The Simplified Battle System near the end of the book streamlines the longer system provided in the *Pendragon* rules. It is provided specifically for use with "The Adventure of the Treacherous Pict," but can also be used to run any battle.

A bibliography of sources follows the simplified battle system.







# COMMON KNOWLEDGE

*Player information about Caledonia*



HEREIN IS EXPLAINED what knights from Logres know about Caledonia. Players should note that the information reflects the prejudices and opinions of the average Logres landholder. This snobbish attitude is not that of a Chivalrous knight and these

sentiments are not condoned by King Arthur. Also, much of Caledonia is rarely visited by Logres knights. Thus, some of this information may be hearsay, out of date or just plain wrong.

Additional information about Caledonia has already been given in the "Lands" chapter of *Pendragon*, starting on page 86. This chapter adds to that information, and any differences are superseded by this data.



## GEOGRAPHY

THE LAND north of Hadrian's Wall has been known as Caledonia since Roman times. It is surrounded on the east by the North Sea, on the north by the Icelandic Sea and on the west by the North Channel. It is a wild land — full of adventure.

### Settlements

People live in cities, towns, hillforts, villages and hamlets. Cities are much rarer than in Logres. Towns are usually in the lowlands and are often clustered around a castle for

protection. Hillforts are much more widespread than elsewhere in Britain. Though most are long abandoned, many are still occupied and in effect form small towns — especially for the wild Picts. Villages cluster around the towns in farming areas. Hamlets are the seasonally used huts in the hills and Highlands. They are the homes of the tribes who herd their animals in the high pasture land in summer. They are always small as the lands cannot support many.

### Castles

Castles are not as widespread as they are in Logres. They are mostly found in the south of the region and few are impressive or modern. Most are flimsy motte and baileys. Even these, though, are better than the hillforts which serve as defenses for many, especially the Picts. The Picts have hardly a castle to their name. They also use strange towers, called brochs, which are cold, cramped and cheerless.

### Settled Areas

These are almost the same as those found throughout Britain. Towns and villages throughout the lowlands are surrounded by ploughed fields. The earth is less fertile than that of Logres and the crops grow thin and sickly. In the Highlands, settlements are clustered in the river valleys but their fields are smaller and poorer still.

### Forests

Vast, thick forests cover Caledonia. The greatest single forest is the massive Caledonian Forest. It is extremely



dense and virtually impassable to knights, who would struggle to even walk their horses through. Like the forests in Logres, the heartlands of the forests are within the demesne of Faerie. Unless one wants to provoke a confrontation with the denizens of the Otherworld they should be avoided.

## Valleys

The hills and mountain ranges have many valleys winding through them. These sheltered valleys (known locally as Glens or Straths) provide the best living conditions in a harsh landscape. It is in such valleys that the sparse Highland population can be found. These valleys provide the easiest and safest route into and through the hills and mountains.

## Lochs

Hundreds of fresh-water lakes exist in the North of Britain. In addition the west coast is cut across by numerous fjords. These lochs, as they are called by the locals, are teeming with fish and other wildlife and serve as a natural supply of food for the settlements which cluster around them.

Many of the lochs house vicious sea serpents who have a taste for human flesh. Others are within the influence of Faerie and tales abound of strange water horses drowning unwitting travelers.

## Hills and Mountains

Caledonia is a land of hills and mountains. Pine-covered hills, rolling heather-clad moorland and (in the north) jagged, snow-capped mountains are the dominant features of the Caledonian landscape. Some of the gentler ranges can be safely negotiated, but it is a brave (or foolhardy) knight who ventures into the hills unguided. The ground can turn rugged and treacherous very quickly, making a horse and armor a hindrance rather than helpful. The weather can change in an instant with mist, rain and snow coming from nowhere to make conditions uncomfortable or dangerous. Also, in the Highlands, the rugged land provides cover for savage Picts who delight in ambushing knights struggling over the terrain.

In the Highlands the main mountain range, called Drum Alban by the Picts, is an impenetrable barrier. It prevents any travel from east to west, or vice versa, save

along the Great Glen and a few other glens known only to locals.



## FEUDAL LANDS

**O**NLY FOUR FEUDAL KINGDOMS exist in Caledonia. In these lands a knight can be confident that the people follow most of the normal customs found in Logres. Thus their lords swear fealty to other lords and the kingdoms are all allies or vassals to King Arthur. However, even in these lands differences to Logres are marked. Only Dalriada is Christian. In the other lands most of the people are Pagan. The land is, for the most part, wilder and the commoner's life is harsher. Cattle and sheep herding is the main type of farming; little of the land is arable, so few towns or cities exist.

### Dalriada

Ruler: King Conall.

Culture/Religion: Irish/Christian.

Vassal of: Duke Galahaut of the Long Isles.

Army: About 50 knights, 200 soldiers and countless inferior Irish soldiers.

This fierce, warlike kingdom has only been in existence since the turn of the century. Dalriada has expanded rapidly and taken lands from Strangorre, the Highland Picts and the Iardomnan. Under Duke Galahaut's influence the people are embracing Chivalry and Feudalism, and supporters of the Pendragon are made welcome. Other Cymric knights are treated more coldly but with hospitality.

Employment is always available for mercenary knights in Dalriada. They are always fighting somebody: the Highland Picts, Escoce or Strangorre. They would probably fight each other if they ran out of enemies.

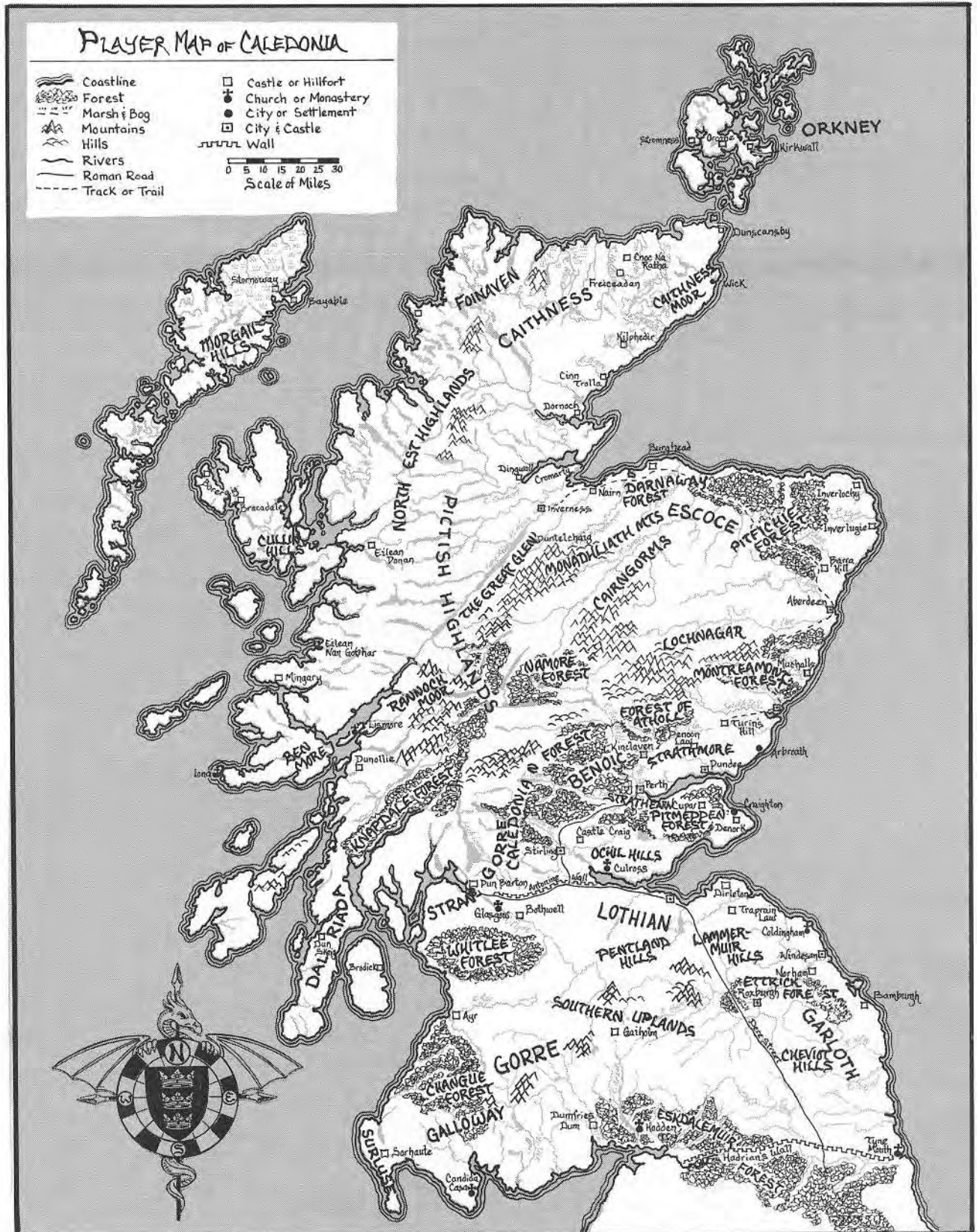
### Garloth

Ruler: Queen Elaine.

Culture/Religion: Cymric/Pagan.

Vassal of: King Arthur Pendragon.

Army: Around 100 knights, some soldiers.







This kingdom is the one that will seem most familiar to knights from Logres. Though Pagan, the kingdom is at least feudal and relatively civilized. Castles are plentiful here, including several with impressive modern designs. Windesan is a fine, if small, city and well worth a visit.

Garloth is prosperous and safe. Relations with its neighbors are good. Lately the kingdom has been suffering due to weak leadership. Its ruler is King Arthur's half-sister Elaine, who is not up to the task of running the country. Elaine's husband, Nentres, was killed fighting against Arthur at the Battle of Terrabel. After his victory Arthur confiscated a large part of Garloth and took their son Galascin into his wardship. To this day Arthur owns much of Garloth. Many knights are his vassals rather than Queen Elaine's. This causes some resentment, especially among the families of the dispossessed. Galascin remains at Arthur's court. He is trying to impress the High King enough to be given control of at least part of the kingdom.

## Lothian

Ruler: Stewards of the Pendragon.

Culture/Religion: Cymric/Pagan.

Vassal of: King Arthur Pendragon.

Army: Up to 150 knights and twice as many soldiers.

Lothian was a rich and important kingdom among the realms of King Lot. After his death, King Arthur refused to hand such a powerful kingdom straight to any man. He made a number of those he could trust stewards of the kingdom until he could find a suitable person to be king. Currently there are three stewards.

Baron Coel of Stirling is a fine and popular man. He guards the dangerous northern border where the Caledonian Forest provides cover for raiding Picts from the Highlands. A brave and valiant man, he is steadfastly loyal to King Arthur.

Lady Eleri is the ruler of the Castle of Maidens. Many are surprised that King Arthur has kept faith in her. She is after all in charge of the college of priestesses which has schooled both Margawse and Morgan Le Fay. Despite the deeds of those two, Lady Eleri is still considered loyal, by King Arthur at least.

Baron Marchlew of Dirleton controls the east of Lothian. While ostensibly loyal, many think that he acts in his own best interests at the expense of Lothian, and thus the Pendragon. He is jealous of Baron Coel's popularity and many believe that he plots against him, even to the extent of bribing some Highland Picts to attack Stirling. Nothing has ever been proven, but Baron Marchlew's

standing in Lothian and Camelot suffers from the rumors nonetheless.

As a whole, the people of Lothian get on well with the Picts. This trust dates back to King Lot's reign. It is not shared by those living north of the Antonine Wall (in the Stirling area), at least not as far as the Highland Picts are concerned.

## Strangorre

Ruler: King Brangore.

Culture/Religion: Cymric/Pagan.

Vassal of: King Uriens of Gorre.

Army: Over 50 knights, slightly more soldiers.

This is one of the client kingdoms of Gorre. Strangorre is unfortunate in that it borders the Irish of Dalriada, the Picts of the Highlands and the Caledonian Forest. Traditionally the Picts were the greatest threat, but lately the hated Irish invaders have been causing all the problems. There is currently a lull in the fighting, but Strangorre is always on guard and expecting more trouble from Dalriada.

The impressive city and fortress of Alclud, which towers above the surrounding land, is a sight well worth seeing.



## THE TRIBAL LANDS

**A** PART FROM those relatively normal feudal lands, the kingdoms of Caledonia follow an older, less sophisticated way of life. In most, the civilizing influence of Chivalry and Romance is unknown. The people live in a way which has remained unchanged for hundreds of years. Life is bleak, harsh and dangerous. Commoners do not farm. Instead they herd cattle and sheep from pasture to pasture.

A few kingdoms are at least beginning to accept and adopt the ways of Feudalism and Chivalry. It is no surprise that these kingdoms (Gorre, Surluse and Benoic) are all vassals to King Arthur, whose civilizing influence is changing them for the better.



## Benoic

Ruler: Duke Ansirius.

Culture/Religion: Pict/Christian.

Vassal of: King Arthur Pendragon.

Army: About 30 knights and many warriors.

Benoic is the most civilized Pictish land. Even so it is nowhere near the standards of Logres. Fortunately the Duke has a number of knights who uphold Chivalry and are familiar enough with the courts of Logres to offer visiting knights acceptable fare. Dundee, Perth and Kinclaven are the most hospitable. In the rest of the kingdom the people are poor and unfamiliar with the civilized ways of Logres.

The most populous parts of Benoic are in the Earn and Tay valleys. Many small villages and towns thrive along the banks of these great rivers, which provide a convenient means of travel, if a knight is willing to chance traveling in a flimsy looking skin boat. The coast is also well populated and reasonably civilized, but as one moves into the Highlands the dwellings become sparser, more barbaric and less friendly.

The people of Benoic were converted to Christianity many years ago by St. Ninian. Christianity is still widely practiced. However, it is said that many of the Picts still resort to their old, dark magic when the missionaries' backs are turned!

## Caithness

Ruler: King Drust.

Culture/Religion: Pict/Heathen.

Vassal of: Queen Margawse of the Orkneys.

Army: Up to 25 knights, endless warriors and creatures of Faerie.

Caithness is the kingdom on the most northerly tip of Britain. To reach it a knight would be wise to travel by boat, as the overland route through Benoic and Escoce is both long and hazardous. This alone puts most people off. The Picts are particularly savage, scratching out a desperate existence on bleak and hostile moors. The king is a weak man, firmly controlled by his liege, Queen Margawse.

Although the king has knighted some of his warriors, they are still savages. The ways of Chivalry are completely unknown to them. In their favor, the people of Caithness are brave warriors, as has been shown by their relentless raiding of the much stronger kingdom of Escoce.

## Escoce

Ruler: King Carados.

Culture/Religion: Pict/Heathen.

Vassal of: No one.

Army: Around 75 knights, 300 soldiers and countless warriors.

Escoce is a large but sparsely populated land. The Picts that inhabit it are wild savages who cannot be trusted. They fought against King Arthur in the early days of his reign and still raid the lands of loyal vassals of the Pendragon. King Carados attributes this to the activities of the Highland clans. To his credit he has instigated the order of knighthood amongst his most loyal followers. A few of these men follow the ways of Chivalry and Romance.

Inverness, the only city in Escoce, is small but relatively civilized. Knights from Logres receive at least a cordial welcome there. It is where Escoce's chivalrous knights will most likely be found. They say that the King's wife has a magical stone which wisely answers any question asked of it! Beyond the city the land is wild and dangerous to travel. The people are poor and unprincipled and a knight with all his trappings may prove too tempting a prize for them.

## Gorre

Ruler: King Uriens/"King" Bagdemagus.

Culture/Religion: Cymric/Pagan.

Vassal of: King Arthur Pendragon.

Army: Large, 300 knights many soldiers and warriors.

This is the most powerful kingdom in Caledonia. It is a wild rugged land. Large areas are completely deserted. Because of the harsh landscape, Feudalism has been slow to spread here. Many people still live in the old uncouth tribal manner. Southwest Gorre, the area known as Galloway, is the best place to visit. It is most civilized, with numerous castles, and is nearly as good as Logres. Also in Galloway is the famous Candida Casa monastery with the tomb of St. Ninian, a popular place of pilgrimage for Christian knights.

Further north much of Gorre is wild hill and moorland. Travel on horseback is difficult once the main routes are left behind. Though wild, and slightly backward, Gorre has produced some fine knights, including several Round Table members. Notable among these is King Uriens himself. He is rarely in Gorre, preferring to reside at Arthur's court. His nephew, Bagdemagus, looks after the kingdom for him in his absence.



## Orkneys

Ruler: Queen Margawse.

Culture/Religion: Pict/Heathen.

Vassal of: No one.

Army: Possibly 100 knights, many fierce warriors and countless creatures of Faerie.

Orkney is the most northerly land in Caledonia. It is made up of many small, inhospitable islands, of which only a handful have a population. The Picts of this land are wild and uncivilized. They have never even heard of Feudalism, let alone Chivalry! Queen Margawse has ruled the isles alone ever since the death of her husband King Lot. She does not extend a warm welcome to visitors and it is said that she practices dark magic in her island stronghold of Orcanie.

The isle's most famous sons are the Orkney Clan, lead by Sir Gawaine and his brothers. These knights are now loyal vassals of the Pendragon. They rarely, if ever, return to their home — and who can blame them.

## Out Isles

Ruler: King of the Dragon

Culture/Religion: Attecotti/Heathen.

Vassal of: No one.

Army: Hundreds of wild warriors.

The Out Isles are a bleak and desolate place to live. The land offers little opportunity for agriculture. Life for the population is tough. However, this does not excuse the extreme savageness of the population, the Attecotti. They are renowned along the west coast of Caledonia as fierce, ruthless marauders. No coastal settlement is safe from their sea-borne raids, and if defeated the settlers can expect no mercy from these terrible fiends.

Any knight fool enough to visit the Out Isles will at best be imprisoned and ransomed by the King of the Dragon. It is more likely that he will never be heard from again.

## Pictish Highlands

Ruler: Many minor Chieftains.

Culture/Religion: Pict/Heathen.

Vassal of: No one.

Army: Uncountable wild warriors.

These rugged, inhospitable mountains are the home of uncountable numbers of wild, savage Picts. They show no trace of the civilizing influence to be found in Benoic or,

to a lesser extent, Escoce. Rarely a month goes by without them mounting a raid on neighboring lands, and when they are not fighting outside the Highlands they are warring amongst themselves.

A horse is a liability in the Highlands, and wise knights avoid the region. Any knight who dares to go there must not only be constantly on his guard against attack, but must also be ready to sleep rough and gather his own food, as the Picts do not offer hospitality to foreigners.

## Surluse

Ruler: Gerallt, Castellan of Sorhaute Castle.

Culture/Religion: Irish/Christian.

Vassal of: Duke Galahaut of the Long Isles.

Army: About 30 knights and 100 soldiers. Plenty of inferior Irish warriors.

This tiny kingdom is full of Irish people living in their primitive tribal fashion. They even have the cheek to make cattle raids into their mighty neighbor Gorre! Small, isolated and insignificant, it would be pointless going there if it were not for Sorhaute Castle. This is one of the favored residences of Lancelot's close friend Duke Galahaut. Those loyal to the Pendragon will be treated properly here. Indeed the generosity of their hospitality is famous. Sorhaute also has the advantage of having a port from which one can obtain passage to just about anywhere.

## The Western Coast

Ruler: Various Minor Chieftains.

Culture/Religion: Irish/Pagan.

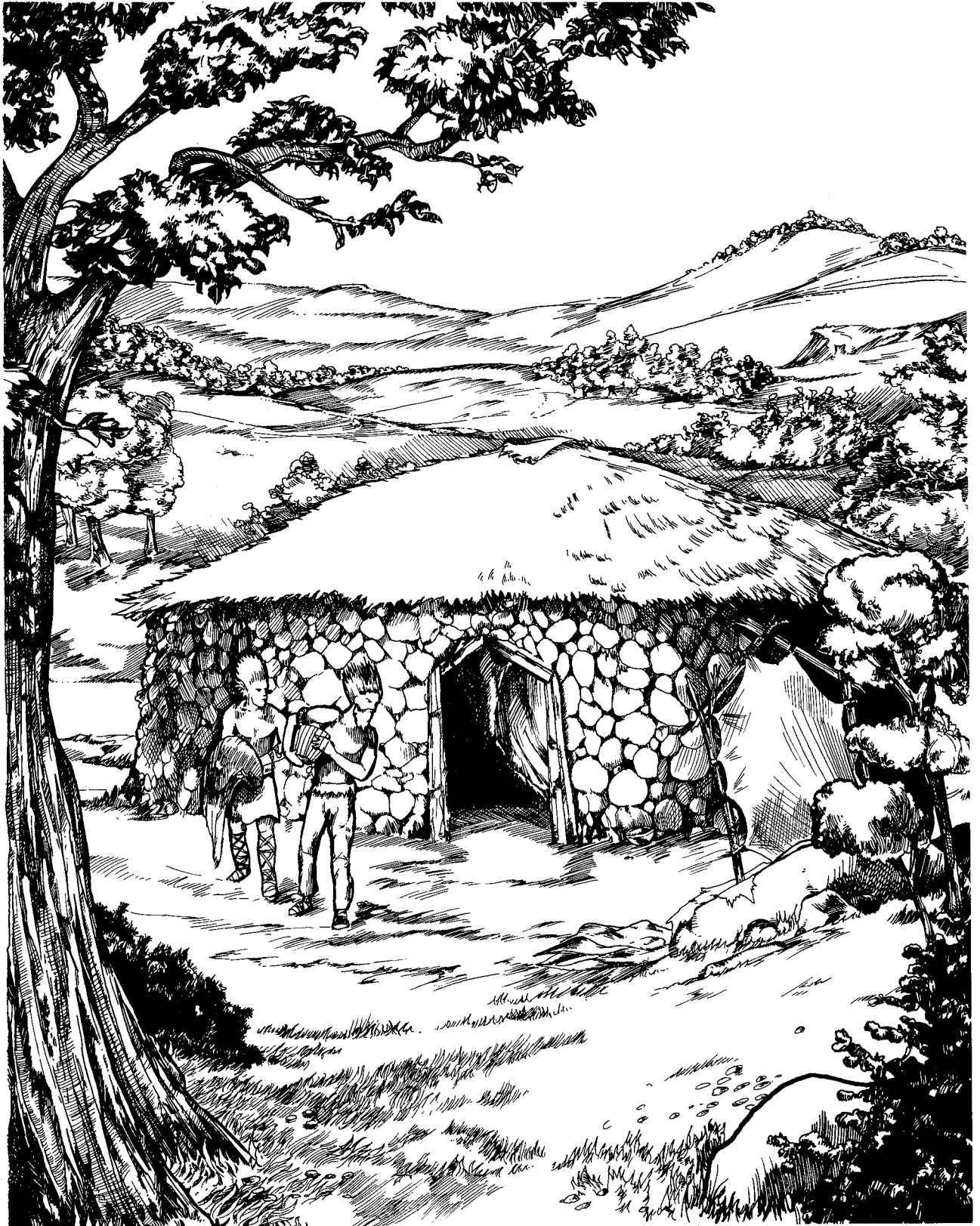
Vassal of: No one.

Army: A few warrior bands.

The people of Dalriada were not the first Irish folk to come to Caledonia. For centuries a trickle of settlers have crossed the seas to settle the isles and bays of the west coast. When the Dalriadans arrived these people either joined them or moved further north, where they still hold land independent of Dalriada. They are called the Iardomnan and live in duns — sturdy stone forts that house a small village. They have no central authority. Each dun has its own ruler. However, when the situation demands it the duns form alliances to resist the raids of the Picts or the Attecotti.

A knight who visits this coast will find the people hospitable and friendly, but living in very uncivilized conditions.







# GAMEMASTER INFORMATION

*Special information about Caledonia*



ETAILED GAMEMASTER information in this chapter allows player knights to go anywhere in Caledonia. It expands upon the information given in the "Common Knowledge" chapter. Physically, Caledonia divides into four re-

gions: the Highlands (subdivided by the Great Glen into the northwestern Highlands and the Grampians), the Northeast, the Central Lowlands and the Southern Uplands.

## The Highlands

The Highlands are the wildest country in the whole of Britain. Vast tracts of uninhabitable mountains and moorland, broken by steep-sided valleys and sea lochs, make up almost the whole of this region. The western Highland coast is cut across by countless long, narrow sea lochs. The mainland slopes steeply into the sea and is fronted by groups and chains of islands. Virtually the whole coastline is rocky, with steep cliffs towering above the sea, although there are some strips of lower ground in the bays.

In the less mountainous regions, the Highlands in the west are predominantly heather moorland. There are few trees along the coast, except in sheltered bays where small forests of birch, oak and pine exist. In the east, heath and moorland are interspersed with more frequent pine forests.

The watershed in the Highlands is mostly within a few miles of the west coast. Consequently, the rivers flowing west out of the Highlands into the Icelandic Sea are short, whereas those which flow east are much longer. Of these the Spey, Don, Dee and Tay rivers are the greatest.

The population of the Highlands is extremely small and scattered. The region has no mineral riches so the population is principally agricultural and is, therefore, concentrated upon the limited cultivatable areas. This land is only productive enough for the people to exist at subsistence level. Those living by the ocean can improve their lot by fishing. Most of the population is clustered around the west coast. The chief lines of communication between the settlements are by water.

The Highland population tends to easily outgrow the limited resources of the region. It is for this reason that the Picts of these lands are so inclined to raiding as a means of supplementing these resources. This frequent fighting also has the effect of keeping the population down to a sustainable size.

## The Northeast

In the south of this region (east and southeast of the Moray Firth) the principal rivers — Spey, Deveron, Ythan, Don and Dee — drain long valleys separated by extended spurs of the Highland mountains. The hills sink into wide valleys sloping gently to the North Sea. Numerous small bays provide shelter for shipping.

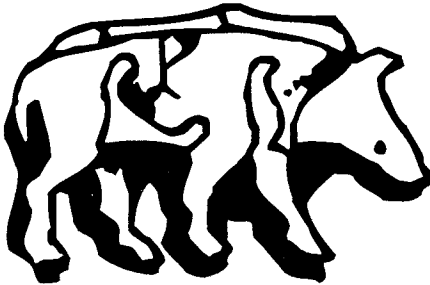
To the north, the coastline is broken by the Firths of Moray, Cromarty and Dornoch. Beyond these the coastal lowlands reduce to a narrow strip before broadening to include Caithness. Caithness is a wide, rolling moor which terminates in a range of imposing cliffs lining virtually the whole coast.



Much of the region is fertile land which supports a fairly large agricultural population. Moorland and pasture is mixed with woodland and areas of arable land. The denser areas of population are around the coast where there are sizable towns and even a small city — Inverness. It is from these coastal towns that the Picts have launched their seaborne raids as far south as Malahaut. These raids have made them feared since pre-Roman times.

## The Central Lowlands

The Central Lowlands are a belt of flat, mostly wooded land broken only by isolated hills and crags. Three important river valleys make up much of this region. The Forth and Tay rivers flow eastwards out of the Highlands to the North Sea. The River Clyde flows northwest out of the Southern Uplands into the North Channel.



This region is the most fertile in Caledonia and has a sizable population. Woodland dominates much of the region; the famous Caledonian Forest is especially thick where the Tay and Forth rivers flow out of the Highlands. Enough open land exists to support a large agricultural population and even a few cities. Much of the woodland has been cut back so that even more of the area can be settled.

## The Southern Uplands

The land rises sharply out of the Central Lowlands into a belt of hilly ground. Much lower than the Highlands, the region is dominated by smooth rolling moorland interrupted by many river valleys. Only the very highest places are as bleak and rugged as the Highlands. Elsewhere, the smooth hills form excellent pasture land for sheep farming, whilst many of the river valleys, especially those of the Tweed, Nith, and Tyne, are farmed for crops. In the north of the region, the high ground extends to the sea where high cliffs flank the coast. To the south the ground sinks more gradually to lowland around the coast.

The region is capable of supporting a fairly large population. It is much denser than the Highlands. The

population generally clusters in the river valleys and on the lower ground by the coasts.



## CLIMATE

**T**HE CLIMATE of Caledonia varies, but it is mostly harsher than that of Logres. On the west coast the climate is relatively warm, wet and windy. On the east coast the climate is much less extreme and generally much better than anywhere else in Caledonia, except for the extreme west coast and islands. Rainfall is frequent throughout the region. The winters are usually severe in Caledonia, except again on the west coast and islands. In the Highlands the winter is treacherous. In some regions of the Highlands the snow does not melt even in summer.



## POPULATION

**A**S SO MUCH of Caledonia is wild and inhospitable, the population is relatively sparse. Only in the Central Lowlands, in the valleys of the Clyde, Forth and especially the Tay River, does the population density rival southern Logres. Another small area of dense population exists around Inverness and the Moray Firth.

Elsewhere are small clusters of population around the coasts, rivers and lochs. The Irish are colonizing the west coast and islands, causing the population to increase in this area, especially around Arran, Bute and the Kintyre peninsula.

Much of the Highland region is so bleak that even in summer huge areas are completely free of human habitation. The Picts use the more accessible areas as summer pasture, so the land is not completely empty all year round. Such seasonal land use is much more widespread in the more hospitable Southern Uplands.





## POLITICS

**C**ALEDONIAN POLITICS are of two types: feudal and tribal. Many of the tribal kingdoms are slowly adapting to feudalism. Likewise many of the feudal lands remain closer to their tribal origins than any in Logres. This is largely accounted for by the fact that Caledonia was never Romanised. Even in those areas where the Romans maintained a long presence the people never adopted their ways as they did in Logres. When the Romans left the people continued as if the invaders had never been there.

The map "Caledonian Politics" shows the current state of political affairs. Named on the map are all the kingdoms having more than one commote or clan. Note that some areas (in the Highlands mainly) are so wild that they are never occupied by any clan.

Feudal Caledonia includes Garloth, Lothian, Strangorre and Dalriada.

Tribal kingdoms include Gorre, Surluse, Benoic, Escoce, Caithness and Orkney. Of these Gorre, Surluse and Benoic are most civilized. There feudalism is slowly replacing the old tribal politics.

### Benoic

Ruler: Duchess Yst and Duke Ansirius.

Culture/Religion: Pict/Christian.

Vassal of: King Arthur Pendragon.

Army: 30 knights, 300 soldiers and numerous warriors.

Duchess Yst and Duke Ansirius were among the few northern leaders who did not join the rebellion against Arthur in the early years of his reign. This and the fact that they are the only Christian leaders in the region have meant that at times relations between Benoic and its neighbors have been strained. Despite this Benoic is a rich and stable kingdom. Ansirius is so devout that he regularly makes the long pilgrimage to Jerusalem; indeed he is affectionately called Ansirius the Pilgrim.

The kingdom of Benoic is made up of many clans, including the Fife, the Fortrenn, the Circinn and the Tathol. Although Ansirius' ancestors were Cymric, Duchess Yst is of old Pictish blood and hence fit to rule. Christianity was brought to the Picts of Benoic (and in particular those of the Circinn clan) in about 400, by St. Ninian.

Yst is also the chieftain of the Circinn clan, who have traditionally been the most devout Christians. This is less true today than it used to be but it is still a source of great pride for the Circinn people.

Benoic is most densely populated in the south around the Tay valley from the coast to the borders of the Caledonian Forest.

### Caithness

Ruler: Queen Alst and King Drust.

Culture/Religion: Pict/Heathen.

Vassal of: Queen Margawse of the Orkneys.

Army: 25 knights, numerous warriors and creatures of faerie.

Caithness is the northernmost part of mainland Britain. It is a bleak land of rolling moors. The region is sparsely populated with only a handful of hillforts, but many brochs. The clans of Caithness are constantly involved in petty border wars with Escoce. Caithness relies upon the threat of Queen Margawse and her magic to keep the numerically superior armies of Escoce from mounting a more sustained attack.

### Dalriada

Ruler: King Conall mac Comgaill (early), King Aedan mac Gabhrain (late).

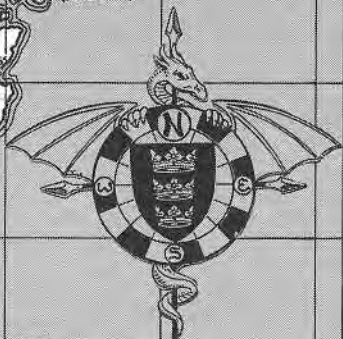
Culture/Religion: Irish/Christian.

Vassal of: Duke Galahaut of the Long Isles.

Army: 30 knights, 75 soldiers and 200 warriors (early). 100 knights, 250 soldiers and 500 warriors (late).

Navy: 10 Warships, 200 sailors.

Dalriada is one of the many lands which together form Duke Galahaut's kingdom of the Long Isles. However, owing to the fact that the Duke's territories are so extensive and that he spends so much time at Arthur's court, Dalriada is largely self-governed. Under the rule of King Conall, the kingdom is at a low ebb. Dalriada is a young kingdom struggling to establish itself (Fergus mac Erc only conquered Argyll as recently as 503). Much of the territory that Dalriada now covers was won from Strangorre; consequently relations between these kingdoms are hostile. Dalriada has intimidated Strangorre to such an extent that a major attack is unlikely. The real threat is from the Picts. Escoce has repeatedly attacked Dalriada over the last several years. In addition, Escoce actively encourages a number of Highland tribes to attack and harass the Dalriadans. Things are so severe that King Conall had to sue for peace on very unfavorable terms; as a result Dalriada is





little more than a client kingdom of Escoce. Very few people outside the region know how Dalriada is faring; the leaders are careful to hide its weakness and few outsiders visit the Picts to find it out from them.

The turning point for the kingdom comes with the death of Conall and the succession of Aedan mac Gabhrain at the insistence of St. Columcille. Gamemasters should insert this event whenever it best suits their campaign. The new king swiftly proves extremely able. Under him the fortunes of Dalriada take an almost miraculous turn for the better. The kingdom is soon extracted from the clutches of Escoce. Within a few years it becomes one of the most powerful in Caledonia.

## Escoce

Ruler: Queen Husticc and King Carados.

Culture/Religion: Pict/Heathen.

Vassal of: No one.

Army: 75 knights, 300 soldiers, many warriors.

Escoce is a large land composed of many clans. The Queen can trace her blood line directly back to Cruidne, the first Pict. She and her husband, King Carados, were active rebels against Arthur in the early days of his reign. Now their court grows civilized and many of their kin and loyal followers are becoming knights and embracing Chivalry. Beyond the royal court, most of the people are still wild Heathens living a harsh existence close to nature, where survival is the foremost concern.

The King and Queen hold shaky alliances with several clans of the neighboring Highland Picts. Despite this, raiding of Escoce by the Highland clans is still a common occurrence. Escoce constantly wars with the Irish of Dalriada and the Picts of Caithness and Orkney. The Queen would like to add Caithness to her realm, but Margawse is too big a threat for her to invade.

Most of the population of Escoce lives in the Great Glen and along the northeast coast.

## Garloth

Ruler: Queen Elaine.

Culture/Religion: Cymric/Pagan.

Vassal of: King Arthur Pendragon.

Army: 50 knights, 100 soldiers.

Garloth is the homeland of the Votadini tribe. Under the weak rule of Queen Elaine, feudalism is being replaced by the old tribal politics of the commottes and cantrefs. The strongest of the cantrefs is lead by Baron

Outigern, who claims a blood line to the famous King Cunedda who went south in 455 to drive the Irish from Gomeret. Outigern has proved himself time and again in battle and has come to be Queen Elaine's closest advisor. To all intents and purposes Outigern is now in control of the kingdom but he is very loyal to Queen Elaine and protects her interests.

The people have hated the Saxons ever since they attacked the southern district of Garloth while King Nentres (Elaine's late husband) and his army were away fighting against Arthur at Bedegraine.

## Gorre

Ruler: King Uriens/"King" Bagdemagus.

Culture/Religion: Cymric/Pagan.

Vassal of: King Arthur Pendragon.

Army: 300 knights, 500 soldiers.

This is the most powerful kingdom in Caledonia. Its influence extends to Strangorre and Cambenet (in Cumbria), who both pay tribute. However, much of the land is very wild and sparsely populated and the region has been slow to adapt to new customs and regimes. Gorre is only partially feudalized; most of the people stick steadfastly to the old tribal way of life. As well as being old-fashioned (some knights from Logres would say uncivilized), the people of Gorre are renowned for being hardy and warlike. Such a kingdom needs a strong and able leader. King Uriens spends so much time at Arthur's court that he is infrequently in Gorre. The same is true of his son, Sir Yvaine. In their absence Uriens' nephew Bagdemagus has taken over the day-to-day running of the country. Bagdemagus is himself a Knight of the Round Table and was famed as an errant knight in his youth. Lately he has been content to accept the responsibilities placed upon him by his uncle. He is a strong ruler and fulfills his role of Steward well; indeed he is referred to by the people of Gorre as King Bagdemagus. It is largely thanks to his efforts that the ideals of Chivalry and Feudalism are spreading in Gorre, albeit slowly.

Gorre incorporates Galloway, which is the most civilized part of the kingdom.

## Lothian

Ruler: Stewards of the Pendragon.

Culture/Religion: Cymric/Pagan.

Vassal of: King Arthur Pendragon.

Army: 150 knights, 300 soldiers.



The Manau Goddodin are the indigenous Cymric tribe of the kingdom of Lothian. Since the death of King Lot, bickering between the cantrefs of the tribe has led to instability in the kingdom. A great deal is at stake as Lothian is potentially one of the most powerful kingdoms in Caledonia. Without a strong central rule the kingdom won't maintain its unity. The best hope lies with Baron Coel, a staunch supporter of King Arthur and all he stands for. He won fame recently when he successfully defended Lothian's northern border against Pictish incursions.

## Orkneys

Ruler: Queen Margawse.

Culture/Religion: Pict/Heathen.

Vassal of: No one.

Army: 100 knights, many fierce warriors and creatures of Faerie.

This is the land of the Northern Isles. Caithness is a vassal land of the Orkneys. 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 in Britain. It is now the realm of Queen Margawse, who rules the people through fear and magic. The Isles are greatly feared by the other peoples of Caledonia as a place of dark magic and terrible faerie creatures. They say that many of the brochs house faerie creatures ready to answer the Queen's beck and call.

## Out Isles

Ruler: King of the Dragon

Culture/Religion: Attecotti/Heathen.

Vassal of: No one.

Army: Hundreds of wild warriors.

The Attecotti dwell on the flat and desolate Out Isles. Legends say that they were the original inhabitants of mainland Caledonia, but were driven out by the Picts. Culturally, they are similar to the Picts, but far more savage. The Attecotti make the seas around the Out Isles a dangerous place to sail. They prey upon shipping, plundering and looting any vessel that cannot out-run them. Along the west coast of Caledonia, watches are kept for the sails of the Attecotti, for they gather into large raiding parties to attack the coastal communities. They are a brutal and heartless people who slaughter or enslave whole villages, stealing the livestock and burning all that they cannot take. Even the north coast of Ireland is not safe from such raids. Their king has nothing but scorn and hatred for the Pendragon. Any knight foolish enough to





visit his court will surely be captured for ransom, or worse still, put to the sword!

## Pictish Highlands

Ruler: Many minor Clan Chieftains.

Culture/Religion: Pict/Heathen.

Vassal of: No one.

Army: Uncountable wild warriors.

The Highlands are a region of rugged, inaccessible and inhospitable hills and mountains. They are home to many clans of wandering, fierce Picts. Only the names of a few clans are known to outsiders, the remainder stay undiscovered and unknown. The Picts of the Highlands raid the surrounding kingdoms, driven not only by anger, but also by necessity: life is harsh in the hills, and the livestock and supplies taken in these raids are often crucial to the survival of the hill people.

Knights wisely avoid these places, where a horse is more of a hindrance than a help. However, a few trails exist into the Highlands and exemplary knights might brave the horrors of the region to spread the ideals of Arthur and seek adventure.

## Strangorre

Ruler: King Brangore.

Culture/Religion: Cymric/Pagan.

Vassal of: King Uriens of Gorre.

Army: 70 knights, 100 soldiers.

This kingdom is based upon the old lands of the Damnonii tribe. Strangorre is one of the vassal kingdoms of King Uriens of Gorre. This has been vital to Strangorre's survival of late. Without the added protection, this kingdom would probably have been overrun by Dalriada. Since the Dalriadan leader Fergus mac Erc first landed on the British mainland, in Argyll in 503, they have expanded their lands at every opportunity. The Irish settlers still raid Strangorre regularly and the people of this kingdom fear that soon the raids will stop and a serious attempt at invasion will follow. The people of Strangorre call their Irish neighbors "Scots," which is a local word meaning "plunderer" or "raider." This name for the Dalriadans is now catching on elsewhere in Britain.

King Arthur is too distant a figure for the people of Strangorre to look for help. To them King Uriens is the great protector.

## Surluse

Ruler: Gerallt, Castellan of Sorhaute Castle.

Culture/Religion: Irish/Christian.

Vassal of: Duke Galahaut of the Long Isles.

Army: 25 knights and 100 soldiers.

Surluse is a testament to the fact that the Irish have been settling on the west coast of Caledonia long before Fergus mac Erc led his famed assault on Argyll. Now part of Duke Galahaut's kingdom of the Long Isles, Surluse is a tiny land dwarfed by the might of its only neighbor, Gorre. Nevertheless Surluse sticks steadfastly and proudly to its ancient Irish ways. This extends to them even having the audacity to mount regular cattle raids into Gorre itself. Gorre can not retaliate too strongly as this could cause a major war between the kingdoms of Duke Galahaut and King Uriens — two of the most powerful and loyal of King Arthur's subjects.

Surluse is another region where Chivalry and Feudalism are only just starting to take hold among the nobility.

## The Western Isles

Ruler: Various Minor Chieftains.

Culture/Religion: Irish/Pagan.

Vassal of: No one.

Army: A few warrior bands.

Among the western coast and isles of Caledonia are scattered the settlements of independent Irish migrants. Their ancestors first came here several centuries ago and built the duns to protect themselves. It is in these same communities that the people still live. The tribes sometimes unite to fight off the raids of the Highland Picts and the vicious Attecotti. Ultimately the King of Dalriada would like to add these lands to his kingdom. However, some of the people wish to maintain their independence. Although there are no hostilities at the moment, they may be willing to fight to do so.

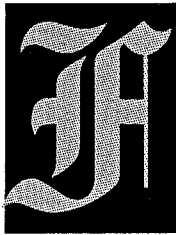
The people are known as the Iardomnan by the Dalriadans.





# CALEDONIAN TRIBES

*The people of Caledonia*



FEUDALISM IS NOT YET widespread in Caledonia. Even where it exists, it is a much more recent development than in Logres. While this may be expected of the Picts and the Irish, some find it surprising that many

of the Cymric people live at a more primitive level than those of Logres. The tribal culture still predominates in large areas of Gorre, for example. This is a result of the harshness of the terrain and also because the land was never conquered by the Romans in the way Logres was. Even the land between the walls never really became part of the Empire; people never adopted the civilized ways of the occupiers.

## The Cymric Tribes

The tribal lifestyle of the Cymric people is exactly the same as that shown for Cambria in *Savage Mountains*. That book should be consulted for more details. Briefly, society consists of four types of people: princes, free men, bondsmen and slaves. The basic social organization among the tribe is the bro (the extended family group) who live on common land called the tref. These trefs are then organized into other larger groups, called commotes, and greater still the cantref which is generally the equivalent of a dukedom or small kingdom. Commotes and cantrefs are ruled over by a tribal chieftain.

Even in areas which are now feudal the old tribal ways are not forgotten. In areas like Lothian and Garloth, which lack a powerful feudal leader, people look to the old tribal leaders for leadership and guidance. For this reason the map showing the tribal lands also shows which tribes occupy the feudal areas.



## THE PICTS

TO THE NORTH of the Antonine wall live a people who call themselves the Albani, and their land Alban. The Irish call them Cruithnii but the Romans dubbed them Picti, the Painted Men, and it is as Picts that they have become known. Theirs is the land that Rome could never conquer. They are the daughters and sons of Cruidne, who led them here from afar. These people are feared by their neighbors as fierce warriors. Indeed it was only through Saxon aid that Vortigern could prevent the Picts, lead by Drust son of the Queen of the Maeatae, from invading Logres five generations ago. Since then encroaching Cymri and Irish have driven them north. Despite their fierceness, anyone who trades with them soon learns to respect them as artists and craftsmen.

Many times in the early years of Arthur's reign, Pictish warriors gathered against him in battle. Only recently have Logres and the Picts established a less hostile relationship. Even now only Benoic has sworn allegiance to the Pendragon and the other kingdoms and clans are proud of their independence.

The people tend to be less civilized than the Cymri of Logres. They live in an inhospitable land. Only in the halls of the High Queens and Kings can adventurous knights expect to find living standards comparable to those in Logres. Chivalry is practiced by an elite and enlightened few; the majority of the population are wild Heathens living in tune with nature.



## Pict Society

The society of the Picts is similar to other tribal nations in many respects. Their day to day life differs little from that of the Cymri of the Cambrian Mountains and other uncivilized people. However, their culture is unique in Britain because in Pictland women are held in higher esteem than men. Inheritance passes from mother to daughter, with a son being considered only if there are no female kin. More importantly, women rule the Picts at all levels. Pictish men are as proud and able as men in other cultures, but alongside them the women enjoy equal or higher status. Hence women hunt and fight as well as men, and the men can cook, sew and forage as well as women. This is not to say that there is no specialization. Any individual will only fill one of the roles traditional to tribal life. This matriarchal arrangement is often confusing to visitors from other lands. Great care must be taken to ensure that the proper respect is shown to the women of this land!

The Picts are well versed in their own history. They can trace their ancestors right back to the first Picts who traveled to the land with Cruidne. These ancestors can be contacted by the tribal Fiosaiche. They often give advice and insight in times of need. Many Pictish families have another spiritual guardian, the gruagach, a faerie being which cares for their herds or even the young children. In

return the people leave him or her small gifts of food and drink.

The clans of Pictland are similar in many ways to the tribes of the Cymri. They were formed by the leaders of the first Picts, each being given a portion of the land by Cruidne. To this day they are named after the Pict that founded them and are ruled by her direct ancestors, known as the Cruith, which means "The Chosen of Cruidne." Cruidne taught these rulers the lore of arbitration, politics, leadership, nobility and warfare, which are still passed from generation to generation today. The cruith are not all of equal standing. The most important rules over the whole clan, while her direct relations oversee the hillforts and their attendant populations. The more distant relations of the chieftain fulfill minor roles, most often ruling over a town or village. Some of them are masters of crafts such as stone masonry, carving, jewelry making, building, smithing or horse breeding. The cruith command the commoners through a mixture of tradition and diplomacy. However, the common folk often disagree with the rulings. They crowd the hall of the cruith, arguing and bickering over the wrongs of their neighbors, calling upon the cruith for judgment and making alliances and bargains to better their lot. It is with the cruith that visiting knights will meet and interact. They are proud of their position, but are not haughty, showing respect where it is due.

## CLAN SAMHLADHS

**EVERY CLAN** has many ties to the Faerie realms of the Otherworld. All have a powerful guardian spirit called the Samhladh (Sau-lu). The Samhladh gives the clan its distinctive "Slogan." This "Cry of the Faerie Host" is the gathering word of the clan and is also used as a watch word or war cry on the battlefield. The Samhladh is intertwined with the clan in myth and legend, and is always ready to aid them. Individual members of the clan may call upon other creatures for aid, but it is the clan Samhladh that dominates the clan's spiritual existence. A list of the clan Samhladhs, and the time of year when their power is at its zenith, are given below. The format is: *Clan; Samhladh; Ritual Time.*

### Benoic

Circinn; Horse; Samhain.

Fib; Goose; Winter Solstice.

Fortrenn; Bear; Lughnasadh.

Vevicones; Wolf; Winter Solstice.

### Caithness

Cait; Wild Cat; Samhain.

Cornovii; Hare; Spring Equinox.

Smertae; Dog; Spring Equinox.

### Escoce

Ce; Boar; Samhain.

Decantae; Bull; Summer Solstice.

Fife; Badger; Winter Solstice.

Lugi; Raven; Winter Solstice.

Taezali; Blackbird; Imbolc.

### Orkney

Orchadians; Golden Eagle; Summer Solstice.

### Pictish Highlands

Cat; Wild Cat; Summer Solstice.

Catonacae; Salmon; Winter Solstice.

Caledonii; Hawk; Beltaine.

Creones; Badger; Winter Solstice.

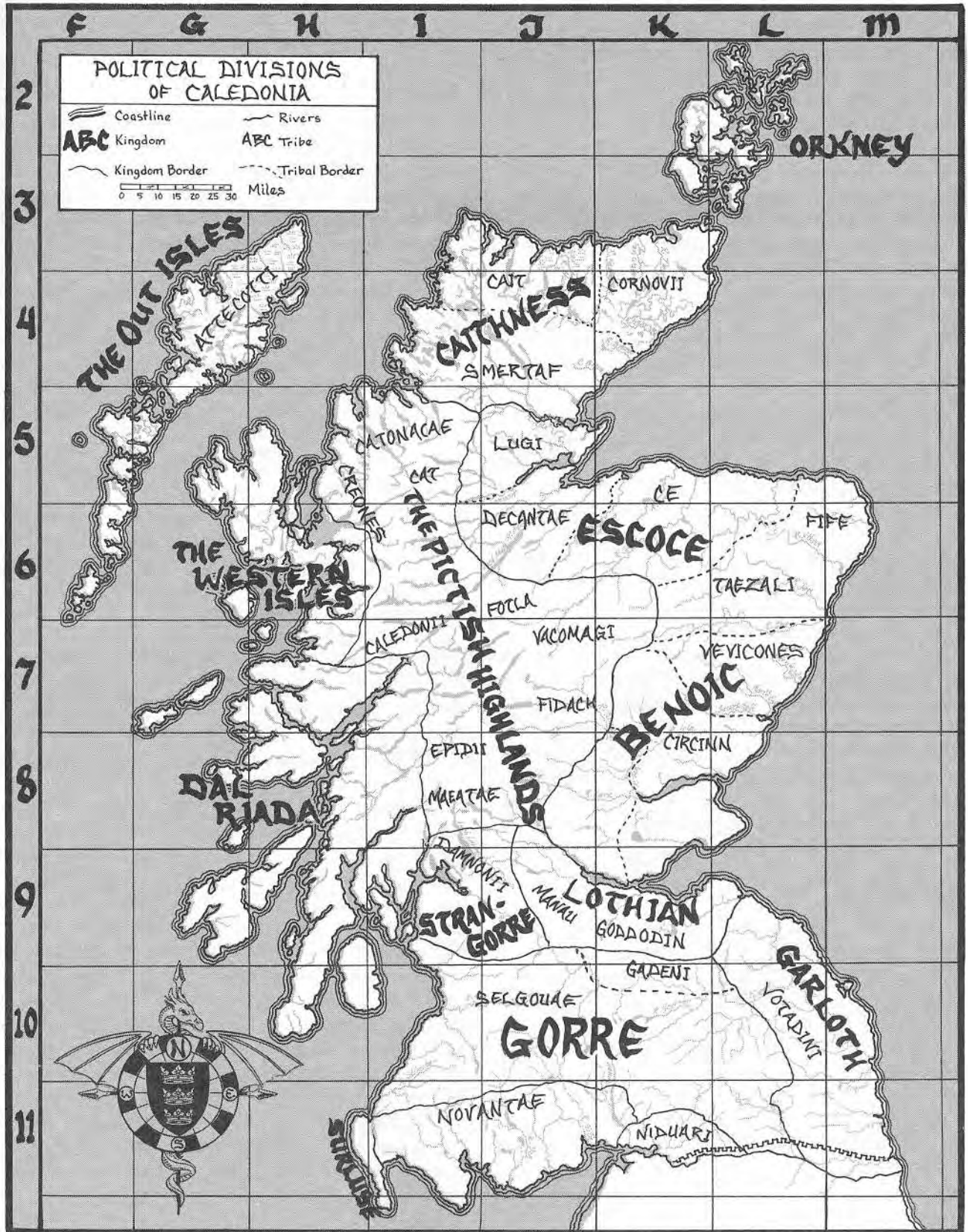
Epidii; Ram; Spring Equinox.

Fotla; Stag; Samhain.

Fidach; Osprey; Autumn Equinox.

Maeatae; Bear; Lughnasadh.

Vacomagi; Reindeer; Winter Solstice.





### **Childhood Initiation**

Each year when the totem's power is approaching its peak, all the children of the clan who have come of age (around fourteen) gather at the clan's holy center. Under the guidance of the clan Fiosaiches they spend three days in meditation and spiritual exploration. During this time they cross to the Otherworld for the first time. There they meet, and are tested by, the Samhladh (see page 37). It teaches them the Slugh-Ghairn ("Slogan"). During this Otherworld initiation, the young Pict may also have strange encounters and visions that will affect him or her in later life. At the end of the three days the whole clan gathers at the sacred place to dance the Dance of Nine Days. During this great festival the newly initiated adults receive the first of many tattoos and are welcomed into the clan as fully fledged Picts.

During the Dance of the Nine Days the clan Fiosaiches literally dance non-stop the whole time. Each of the days represents one of the branches of the Sacred Tree of Life. As each day passes the Fiosaiches transcend to a higher spiritual state where great wisdom can be gained. The other Picts join in the dance at times that they feel are appropriate, perhaps to gain some insight into the spirit, or just for pleasure. For them though the Dance of Nine Days is not only a religious festival but also a great social event. As the festival comes to an end, the people slowly disperse and return to their lands. At this time the Fiosaiches, with the help of Otherworldly advice, may select some of the newly Awakened adults to follow the path of the Fiosaiche. These individuals must decide whether to leave the safety and comfort of their families to travel the physical and spiritual land with the Fiosaich, or to stay at home. Those that do go with the Fiosaich must train for many years and face great dangers, but ultimately will be privy to many secrets.

### **Clan Meetings**

At the festival, and other clan gatherings, the Picts have a unique way of calling for silence. There are three sacred chains, made of white bronze, silver and gold. When the bronze chain is shaken, silence will fall to allow any adult to speak. However, much chatter usually accompanies the individual's speech. When the silver chain is shaken a deeper hush falls, for it means that one of the cruith, or a fiosaiche is to speak on some matter of importance. Few would dare to speak when the silver chain has been shaken for if disturbed, the cruith speaking will surely bare a grudge, and no one would willingly cross a fiosaiche. Finally, when the gold chain is shaken, absolute silence falls. Not a soul stirs, for now the King or Queen of the

clan speaks, to tell of a new proclamation, a declaration of war or other important news.

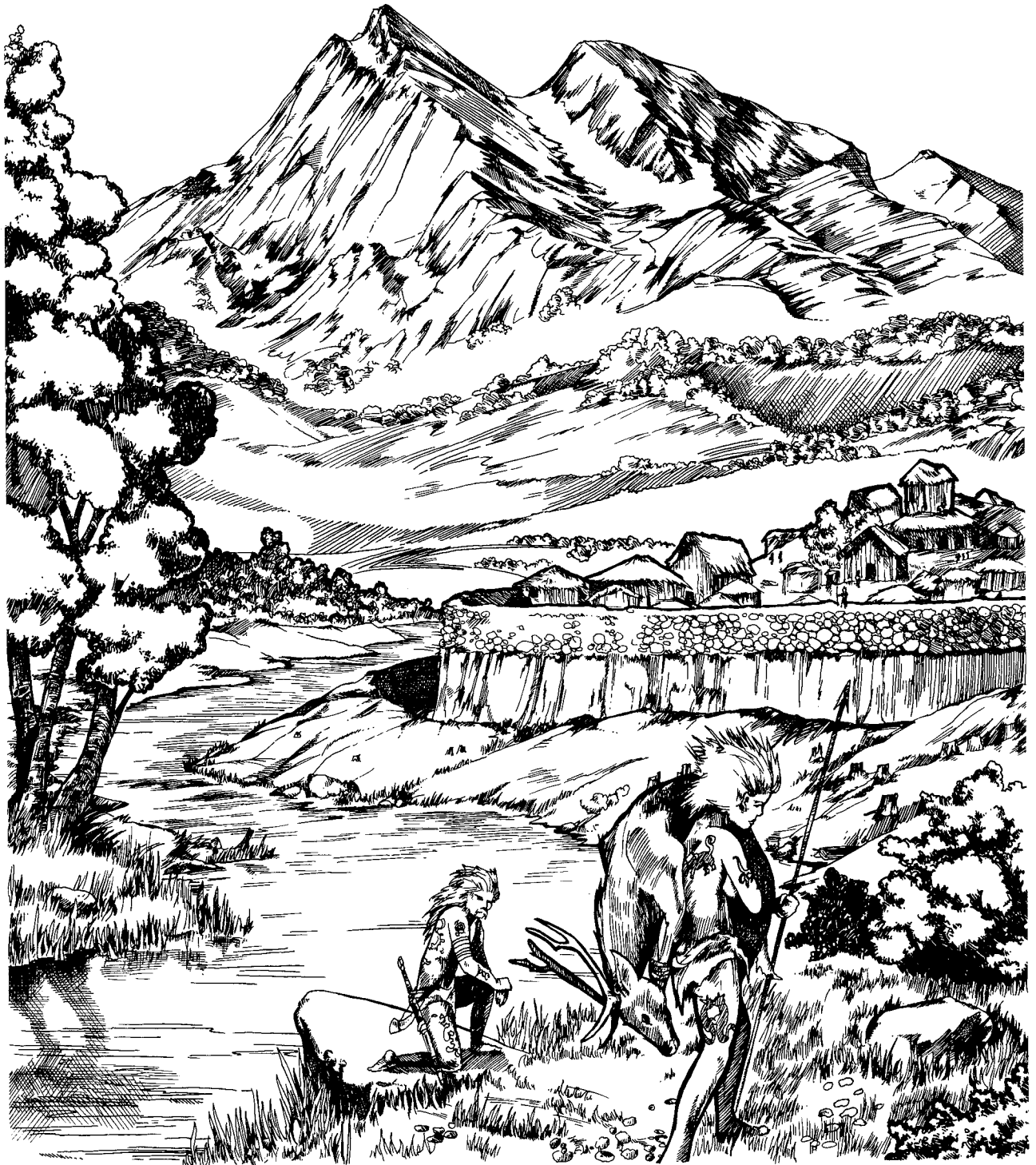
### **Raiding**

In the Highlands there is little unity between clans. Pacts are made and broken, and feuds can run for years. However, survival in the bleak Highlands often forges an alliance between several clans, who will band together to raid Dalriada, Strangorre, Lothian or the more civilized Pictish lands of Benoic, Caithness and Escoce. These raiders travel by both land and sea. Wherever they go these large warrior bands are greatly feared. The warriors remember earlier raids and recall how they were once the rulers of all Alban, before the invaders drove them to the Highlands. The old legends are spoken, and great figures from the past invoked. Their passions are raised until at last they burst forth from the Highlands, screaming, naked, tattooed savages!

### **The Four Realms**

In other regions the clans have formed into four Realms: Escoce, Caithness, Benoic and Orkney. Caithness and Escoce are ruled by a High Queen and her husband the King. Orkney has only Queen Margawse, who has not taken a new husband since the death of King Lot. Benoic is a vassal of the Pendragon and the rulers are Duke An-sirius and Duchess Yst. Each realm, except the Orkneys, is made up of several clans. The clan to which the ruler of the realm belongs is of higher standing than the others. In Escoce, the King and Queen are members of the Decantae clan. In Benoic the Duke and Duchess are members of the Circinn clan. King Drust and Queen Alst of Caithness are members of the Cait clan. The realms were forged in the distant past and the clans are bound to the realm by tradition and legend. This does not mean that they are always unfailingly loyal to the sovereign. A great deal of scheming goes on and in some cases the clans even raid one another. At the Courts of the rulers of Benoic and Escoce Chivalry and Feudalism are beginning to take hold. In these centers knights from Logres may meet Pictish knights. In Escoce, King Carados has sworn an oath of loyalty to his vassals. He has only fifty knights, and they are mainly his kin and most loyal followers. In Benoic, knighthood is more widespread. Duchess Yst is a vassal of the Pendragon and her husband is famed for his Christianity. Although many of the knights of Benoic are the kin or loyal retainers of the Duke and Duchess, the order of knighthood is gradually spreading to the previously less civilized clans. With the growing numbers of knights the seeds of Feudalism are being sown. Although Queen Mar-









gawse and her vassals, the King and Queen of Caithness, have knights, they are not upholders of Chivalry, and Feudalism is not practiced.

## Language and Symbolism

The Picts speak a unique language that is a mixture of Gaelic and Cymric. Like the Celtic peoples they have a strong oral tradition. The storytellers pass the legends and knowledge of the people from generation to generation. This language has no written form. However, the Picts



also communicate through symbols and drawings. These range from abstract shapes, such as the z-rod and triple disc, to images of boars, stags and mystical creatures. Each symbol has many meanings and

ideas associated with it, which are enhanced and changed by the presence of other symbols beside it. The ability to understand the meaning of the symbols is learned by all Picts as part of their upbringing — not by formal tuition, but by observing the significance of each symbol in their physical and spiritual universe. This means that they are largely indecipherable to foreigners. The symbols are inscribed in many mediums. Large cloths and wooden poles are inscribed to celebrate festivals and important family events, such as a marriage or birth. The symbols carved on the great standing stones dotting the landscape of Pictland mark boundaries, burial sites and religious places.

## Tattoos

The Picts also use the symbols to decorate themselves. Picts are covered in tattoos which identify them and place them in society. The first tattoos are given to the individual upon initiation into adulthood; as he or she grows older the number of tattoos increases. These markings show the legends of the individual's ancestors and depict the Samhladh of the clan, along with any other Spirits to which the individual is tied. Events that the individual has taken part in may be portrayed. Battles, raids, hunts and festivals are common themes, as are spiritual journeys to the Otherworld. On some occasions a Pict will have need to call upon spiritual powers with which he or she is not deeply associated. At such times the appropriate symbols

are painted onto his or her body with a blue paint, called woad. This practice may be needed for a battle or raid, if the individual does not have any warrior totems, or perhaps for a special hunt. Other situations might arise if an unexpected dilemma strikes the family or individual. On a brighter note, a spirit might be called upon to bless a marriage, or perhaps to help in the composition of a ballad. See the Spirits chapter, beginning on page 36.

## Read (Glyphs)

Heathens can use the Read (Glyphs) skill to read the tattoos on a person's body. a Successful roll will determine the person's Samhladh, and thus will give clues as to the possible behavior of the person. A person with the aggressive Badger Samhladh will most likely attack, and will never surrender, while one with the peaceful Salmon Samhladh will be more inclined to negotiate. Tattoos can be read when the person is about 5 feet away. A Critical Read (Glyphs) roll will allow a character to determine Ysbryd or other special tattoos, at least as long as they are not covered by clothing.

To conclude, the symbols, whatever their medium, are an important part of the Pictish culture. They help the Picts to maintain their intimate relationship with nature, and their own legends and history. Many of the new generation of Pictish knights who embrace Chivalry are moving away from such Heathen practices. Tattoos are of far less importance to them than to older generations. Many refuse to be tattooed on exposed parts of the body, and choose not to paint themselves before battle. This is frowned upon by their elders, but makes them more comfortable in the courts of Logres. The heraldic arms of these Pictish knights are derived from the shields which they bore before knighthood, as all the Picts paint or dye their shields with personal and clan totemistic motifs.

## Religion

Except for Benoic, the people of all the Pictish kingdoms have until recently practiced Heathenism. Details of Heathenism are to be found in the religion chapter, starting on page 28. The people of Benoic were converted to Christianity by St. Ninian, who traveled the country and preached the Gospels tirelessly. Gradually the people accepted the Christians' God, but maintained many of their old beliefs as well. Now in Benoic, the two religions exist side by side; the old rituals are still practiced and Picts still travel to the Otherworld. But nearly all are baptized and believe in the One God. Of late Christian missionaries have started work to convert the other Picts of Caledonia



as well. They are never attacked even though they regularly travel to Escoce or deep into the Highlands. The Picts are most respectful to them (a fact which surprises many). The missionaries are having a good deal of success and are baptizing increasing numbers of people.

## The Lifestyle of the Picts

The Picts live at one with the land. Their day to day survival is more intimately linked to nature than that of any other people in Britain. In the craggy Highlands this makes them a semi-nomadic people. They travel with their herds of sheep and cattle into the higher regions for the summer pastures, but shelter in the deep wooded valleys in the harsh winter months. The fertile coastal plains of Escoce and Benoic are dotted with communities of farmers and fisher people in among the thick, virgin forest. Further north, Caithness has some good farmland. In these more hospitable areas it is easier to eke out an existence. With less time dedicated to surviving, it is possible for the crafts to thrive. In both Benoic and Escoce, Pictish craftsmen create exquisitely inscribed ornaments and jewelry of wood, stone and silver. In Benoic, fine and sturdy horses are bred.

Many Picts live in hillforts which are constructed by encircling the top of a hill or a rocky peninsular with wide stone walls and ditches. These hill top forts are primarily well defended villages. They are crowded with huts, cattle pens, sheds and all the other paraphernalia of village life. They are ruled by the most important cruith, who live in large round halls set apart from the rest of the village. Craftspeople and traders, as well as farmers, live in a hill fort. There is always a semi-permanent market place. In some places the village spills outside the existing walls, and is protected by hastily constructed earth ramparts, which eventually become permanent and may even be replaced by stone. There are also settlements with no fortifications. Many small villages are located on the major

ivers, as well as small coastal towns. Craftspeople work here to provide the finished goods the farmers cannot make themselves. Markets are held in the towns at regular intervals. On these days the Picts gather from the surrounding villages and homesteads to barter and socialize. The towns are ruled by one of the lesser cruith.

In the Highlands the people live in wheelhouses — circular houses of wood shored up with peat. In the lowlands the houses are in small clearings. They are made of stone scavenged from older buildings, or from wood, and roofed with thatch. Arranged around the inside of either sort are many storage rooms and chambers. At the center is a hearth around which the entire family gathers to eat and talk. Around the hearth the people sleep, sharing the warmth of the dying fire. In such a place any knight lost within the dense forest, or wandering the bleak Highlands, will have to seek shelter if a hill fort cannot be found.

Travel within Pictland is always slow. There are few roads and trade trails. Mostly the Picts travel by river and sea. They are expert sailors and can navigate their wood and skin curraghs deep inland along the rivers. These vessels are often too small for knightly travel, although along the coast and broader rivers travel is possible on larger curraghs.

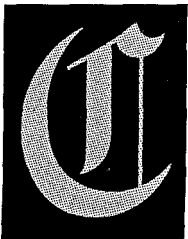
Contrary to the popular notion in Logres, the Picts wear clothes other than loin cloths. Their garb is made of flax, hides and wool, and although rough, it is warm and sturdy. As with all things Pictish, their clothes are painted, dyed and embroidered with symbols and drawings.

Worthy of mention here is Pictish heather beer (sometimes called Pictish ale). This ale is brewed throughout Pictland, and although the flavor varies from clan to clan, it could never be confused with the ale brewed in other parts of Britain. The means of making the ale is such a closely guarded secret that the Picts are willing to die rather than reveal it. All that is known is that heather flowers are one of the ingredients.



# RELIGION

## *Sacred life in Caledonia*



CALEDONIA HAS THREE religious types: Christianity, Heathenism and Paganism. The later two are not synonymous but are in fact separate religions. Paganism, more hierarchical and philosophical, is the religion

of the farming people, while Heathenism is the more animistic, tribal-based religion of the pre-agricultural hunter-gatherers and herding people.

The religious mix can be very localized, even changing from town to town, and is heavily dependent on the extent to which the Christians are active in an area at any particular time. The intense activity of the Celtic Christian Church is constantly changing the religious mix of the region.

Paganism is explored in detail in *Pendragon*. Heathenism is discussed in depth below. Firstly however, the following section concentrates on the Celtic Christian Church in Caledonia.



## THE CELTIC CHRISTIAN CHURCH

**S**T. NINIAN established the first monastery in Caledonia as long ago as the end of the fourth century.

Candida Casa, on the south coast of Gorre, was the base from which he set forth to spread the Word of God to the Picts. These missions met with a good measure of success. He traveled tirelessly up and down the country

establishing churches and baptizing people — Pict and Cymri alike. On his way north he founded churches at Glasgow (near Alclud) and Stirling and then crossed into the Pictish kingdom of Benoic. It was here that he enjoyed his greatest and most lasting success. Among the many people he baptized here were a number of the leaders of the Circinn Clan — the ruling family of Benoic. With the backing of such influential people Christianity has flourished in Benoic and is now the dominant religion. St. Ninian traveled so widely that he founded churches in Escoce and even as far north as the Orkney Islands.

Many turbulent years followed St. Ninian's death. Most of the churches he founded have been abandoned and now lie in ruins. The legacy he has left, however, is a great one. Christianity has flourished in Benoic, and Candida Casa remains one of the most important monasteries in Britain. In addition, St. Ninian had shown that those who preached the Gospels have no reason to fear the Picts, regardless of their deservedly fierce reputation.

Despite success in the Battles of Alclud and Loch Lomond, King Arthur realized that the Picts could still pose a threat to the peace of his kingdom. To this end he sent Sir Griflet on a campaign through the hostile Pictish lands in 521. The harsh terrain suited the guerrilla tactics of the Picts and the campaign was unsuccessful. At this point Arthur changed his tactics and decided to try to convert rather than conquer the Picts. Knowing they would be opposed to the concepts of Chivalry and Feudalism, he is hoping that the ideals of Christianity will curb their hostile nature. He has appealed to the Church to send missionaries to Caledonia and especially to the Pictish regions. His appeal is being answered by some of the more adventurous and dedicated members of the Irish Church, who are the major driving force behind Celtic Christianity in Caledonia.



## Celtic and Irish Christianity

Irish monks are prominent throughout Caledonia, working closely with the native clergy to spread the Faith across the region. In religious terms there are no fundamental differences between Irish and Celtic Christians; any differences are of temperament rather than belief. Thus for the purposes of this section no distinction is made between the two. Both are included within the term "Celtic Christian." It is worth mentioning some of the more important aspects of Celtic Christianity here. *Pen-dragon* should be consulted for further information on the various forms of Christianity.

There are a great number of differences between Roman and Celtic Christianity. Many of these are obscure and incomprehensible to those outside of Church politics — such as the row over how to figure the date for Easter. Some differences, though, go beyond politics and are fundamental differences of belief. It is these differences which make the Celtic Church the more suitable to spread the Gospel in Caledonia.

The Celtic Church is not based on the organization of parish and diocese like that of Rome, but on monasteries. Established monasteries are often associated with a particular tribe or clan. Celtic bishops have much less power than their Roman counterparts, to the extent that they rank below abbots. The Celtic Church has no strict hierarchy — individuals are free to follow their calling in their own way without undue interference from a central authority as often happens in the Roman Church.

The Celtic Church encourages a spartan, sometimes self-punishing lifestyle, believing such ascetic behavior to be an aid to inner sanctity. Although monastic life is ideal for some monks, many find it too easy-going. For long spells they leave the monastery to dwell in caves and on islands as hermits. Alternatively they abandon the monastery to "Journey for God," traveling throughout Caledonia unimpeded by worldly possessions and preaching Christ's Gospels to anyone they meet.

Finally, one other aspect of Celtic Christianity is worthy of note. It is a much gentler form of Christianity than that of the Roman Church. It places emphasis on the great goodness of God and the benefits of Christianity in this world and the next. The Roman Church is much more dogmatic and concentrates on spreading the message of the "Hellfire and damnation" awaiting non-Christians upon their death. The Celtic Church also holds women in much higher regard than the Roman Church. Because of the mingling of druidic beliefs with early Celtic Christianity, women are respected and allowed within its ranks in a

way more reminiscent of Pagan custom than of the Roman Church, which teaches that women are bad because (through Eve) they were responsible for tempting man into Original Sin. By contrast, the attitude of the Celtic church toward women makes Christianity more acceptable to Pagans and is especially useful when dealing with the Picts, whose culture places great importance upon women. Indeed some older monasteries, like Candida Casa, house both men and women.

The gentler and more practical nature of the Celtic Church is best expressed in an instruction issued recently by an Irish synod to its followers. It states, "If we find the judgments of the pagan (or the heathen), taught to them by their better nature, to be good and not displeasing to God, we shall keep them." This approach is at present evident in Caledonia. Many of the Christian churches, monasteries and holy places are being founded on sites of Pagan and Heathen importance. The idea is to let the people absorb the concept of Christianity gradually. Then, once they have grown accustomed to the idea of One God and his only son, they will worship Him alone rather than as one of their many gods. In this way the monks try to win the support of the druids and Pictish Fiosaiches rather than ostracizing them. Sacred Heathen and Pagan sites are not shunned or destroyed but utilized. For example, a common tactic is to take over a spring or a well that is an important Pagan or Heathen site, to bless it and then to allow worship to continue at the now holy well.

In this way Christianity is being spread throughout Caledonia. Many who consider themselves Heathen or Pagan will attend a Christian mass as well as their own ceremonies. Similarly (especially in Benoit where Celtic Christianity has been established longer than elsewhere in Caledonia), Christians still have customs and beliefs which date back to pre-Christian times.

## The Celtic Monastery

Monasteries must combine the ascetic desire for solitude with the need to be close to potential converts. In Caledonia many monasteries are located on the coasts or on islands, especially those off the west coast. These are ideally situated since much travel around Caledonia is best accomplished by boat.

The monastic communities are less formal and the living conditions are more bracing and vigorous than those of a diocesan priest.

The education provided is of an exceptionally high standard when compared to that of any monastery in western Europe. Established monasteries attract students (irre-



spective of their religious ambitions) from far and wide. Students are taught Latin, Greek and Hebrew. Most monasteries have impressively stocked libraries containing the works of classical Greek and Latin authors as well as Christian literature.

The monk's life within the monastery is divided into three parts: solitary prayer and worship; scholarship — the copying of manuscripts is an important part of monastic life; and active work for the community. They live in individual beehive cells (reflecting the ascetic desire is for solitude even within the monastic community), which are clustered around a small church. Also within the settlement is a refectory (dining hall), the library and a scriptorium where manuscripts are copied and lessons taught. There may also be a workshop, a forge, barns, a kiln, a mill and a guest house. The buildings are usually of wood and wattle. Stone is only used when suitable timber is unavailable. The settlement is enclosed within earthen ramparts, outside of which are the cultivated and pasture lands which supply the largely self-supporting monastery.

The highest authority within the monastery is the abbot. Abbots are chosen by the community and not imposed by outside intervention. Sometimes a bishop may live within the monastery, but his functions are different from, and of less importance than the abbot's. The bishop's most important function is the ordaining of deacons and priests for churches being founded in the region. The abbot is also a priest, but more too. He is responsible for performing all church ceremonies (which are conducted in Greek as opposed to the Latin used by the Roman Church). Regardless of rank, all members of the community live the same life and have no wealth or luxuries. Any money given to the monastery is immediately given to the poor. Monks and nuns wear simple habits of coarse, unbleached wool. Their food is plain and they drink only milk and water. In addition they endure frequent periods of fasting. Visiting knights are assured of a warm welcome and are offered accommodation and any food available. The monks are hospitable and join their guests to eat, even if they arrive during a period of fasting, but they return to their fast with increased severity once the visitors have departed.

## Important Christians in Caledonia

Caledonia is currently the home of a number of important missionaries. It is the practice of the Celtic Church to designate all its teachers and missionaries as Saints. Nev-

ertheless the following people are among those in Caledonia who truly deserve the title.

### **St. Kentigern**

St. Kentigern, a native of Caledonia, is renowned for his good works and his enthusiasm for all aspects of Christianity. The extent of his asceticism is legendary. His mother's family was one of the most powerful in Lothian, but she was expelled due to her unwillingness to divulge his father's name. She brought the young Kentigern to the monastery at Culross in Benoic, where he was raised as a Child of God by the abbot St. Servanus. His special prowess was soon evident and he is reputed to have performed several miracles while still a child. He left Culross as a young man and re-established a monastery on the site founded by St. Ninian at Glasgow. Soon after this he left Caledonia and settled in Menevia, the monastery of St. Dewi the Archbishop.

He returned to Caledonia after hearing of King Arthur's request. To mark his return he founded a monastery at Hoddom in Gorre. He is Abbot of both Glasgow and Hoddom but spends much of his time traveling the country to spread the Faith. Being Cymric he tends to spend most of his time in the Cymric kingdoms, but he has made occasional trips as far north as Escoce.

### **St. Columcille**

St. Columcille is an extraordinary man who surpasses all the other Christians currently active in Caledonia. Born in Ailech, Ireland as a prince of the royal line of Ui Neil, Columcille could well have been High King had he not chosen the Church. At the monastery in Moville he studied under the great scholar St. Finbar and showed exceptional talent. Also as a young man he went to study poetry with the famous bard Gemman. Upon being ordained a priest at Clonard he traveled across Ireland for many years and founded several monasteries.

While staying with his old teacher Finbar he copied a rare book of the Gospels without permission. Finbar discovered this and demanded that he return the copy. Columcille refused and the matter was brought before the High King. He found against Columcille ruling, "to every cow its calf and to every book its copy." This decision provoked a feud which had been brewing for some time between the High King and Columcille's clan. The clan rose up and defeated the High King in battle. Columcille swiftly repented of his part in the upheaval and, as penance, chose "the white martyrdom of exile." At the age of forty-two Columcille and his followers sailed for Caledonia to win as many souls for Christ as had been slain in the





battle. He chose to live among his kinsmen in Dalriada. After spending some time with King Conall in Dunadd, he founded his monastery on the small island of Iona.

Columcille is a tall man with a loud, melodious voice and a seemingly boundless supply of energy. He is astute and determined with a warm, generous personality. His occasional flashes of Irish temper only serve to make him seem more human. Under his guidance Iona has swiftly grown to a position of great importance. In addition, he and his followers have founded several other monasteries in the region. He also shows his great organizational and political skills in his role as King Conall's chief advisor. It is thanks to Columcille that Dalriada is fighting back from the brink of extinction. He is currently thought to be planning a mission to Inverness. His avowed intention is to break the chains that bind Dalriada to Escoce and to convert the King and Queen to Christianity.

It is plain to all who meet him that Columcille carries God's favor. Tales of his miracles are almost commonplace. He has powers of prophesy, healing and second-sight, among others. Whenever possible he retreats to the island of Hinba, where it is said he is visited by angels. Many devout Christians who have seen him celebrate the mass claim to have seen a blazing, luminous globe of fire burning over his head, evidence of Columcille's true sanctity.

### St. Moluag

St. Moluag is a Cruithni — an Irish Pict. He was a monk in the monastery at Bangor in Dal Ariade until he learned that the abbot, St. Comgall, was planning a mission to the Picts in eastern Caledonia. Moluag persuaded Comgall to let him go instead. He has founded a monastery in a strategic position on the island of Lismore in Dalriada. Most of his work is carried out in Escoce which is easily reached through the Great Glen. He has gained permission from King Carados to pursue his work and has founded several churches in the region. His Pictish ancestry has made it easier for him to be accepted by the people, but despite his best efforts, he has been unable to convert any of the ruling classes of Escoce.

Moluag is a very quiet, mild-mannered man, but his demeanor hides a fierce determination. He is single minded in pursuit of his goals. Surprisingly he and St. Columcille do not get on well. A great rivalry exists between them, with each determined to outstrip the other in their service to God. This stems from the fact that Columcille also wanted the island of Lismore for his base. When Moluag was first making for Lismore, Columcille, who is a better sailor, overtook him and was about to land first when Moluag pulled out his knife and cut off the little





finger of his left hand. He threw the finger ashore, shouting "My flesh and blood have first possession of the island and I bless it in the name of the Lord." (Pochin Mould, 101.) Columcille had to settle for Iona and the two have been rivals ever since.

### St. Donnan

St. Donnan, like Moluag, is a Cruithni from Dal Ariade. Between periods at Candida Casa and Iona he traveled widely in Gorre, Dalriada and especially Surluse. Although still young, he has recently founded a thriving monastery on Eigg, despite the fact that

this island is dangerously close to the Attecotti of the Out Isles. Indeed St. Columcille has warned that he and his companions will be martyred if they stay on Eigg.

Donnan is rather headstrong and zealous, claiming it is God's Will that he should spread the Word wherever it is most needed. To this end he now spends much of his time in Escoce, the Highlands and even Caithness, where he has been well received — much to the annoyance of Queen Margawse of the Orkneys. He is reputed to have even dared risk a journey to the dreaded Out Isles. He is so intent on doing God's work that he seems oblivious to danger.



## HEATHENISM

**H**EATHENISM IS the oldest belief in the land; it is the root of Paganism. Heathenism is a spiritual practice, not an organized religion. It is practiced by individuals working independently, or informally allied for mutual support. There is no hierarchical structure.

## THE HEATHEN CALENDAR

**T**HE HEATHEN CALENDAR is created from the ceaseless movement of the great annual seasons, and their relationship to other smaller cycles. It shows the positions and influences of all things. The calendar is divided into four principle parts, the beginning of each corresponding to one of the festivals. These are:

- **Imbolc** (around 1st February) is when ewes give lamb. Winter eases, and new life comes with the spring. It is a time to perform augury for the coming seasons.
- **Beltaine** (around 1st May) begins summer. At this time major gateways to other worlds open and travel to other realms is easy. It is a time for coming to full strength and realizing desires.
- **Lughnasadh** (around 1st August) starts the time of harvest and tribal gatherings. At this fire festival responsibilities and commitments are assessed.
- **Samhain** (around 1st November) begins the new year. It is when the winter crops are sown,

and time to clean out all things unwanted. The gates to the Otherworld stand wide open this night.

Though not marked with public ceremony, the solstices and equinoxes are observed, dividing the year into eight parts. They are: Spring Equinox (21st March), Summer Solstice (21st June), Autumn Equinox (21st September) and Winter Solstice (21st December).

These eight points are shown on the Heathen Calendar. The times of greatest influence of various beasts and plants, the hours of the day, seasons, and weather are also marked. The calendar can be used to give color to Heathen rituals and characters. For example, at the Festival of Imbolc, at the end of the winter, a sacred blackbird may be released below an apple tree. The Heathen onlookers carefully watch the bird, divining the coming year from what it does.

This primitive calendar has been adapted by the Cymric Pagans who came after the Picts, although the Heathen names are used.

Heathens are of the earth, one creature among many, and have little intellectualized morality; they do what feels right, following the directives of their own spiritual center. To Heathens, every thing, every act, every breath is sacred. Or perhaps more accurately, it is not so much that everything is sacred to a heathen, but rather that nothing is profane — nothing — not killing, or illness, or anything else; everything belongs and has its proper place and time in the greater cycles.

Heathens have a strong sense of being part of a larger whole — of the tribe and of the earth. Their sense of self, their individuation, is not as great as with a more civilized people. This is how a heathen can, in the midst of battle fury, throw himself on a knight's spear, or in ritual, offer himself as a sacrifice for the good of the tribe.

Heathenism differs from Paganism in several ways. Understanding comes from experience, where Pagans also understand through philosophy. Heathenism is shamanic, personal and entrepreneurial where Paganism is philosophical and hierarchical.

## Beliefs

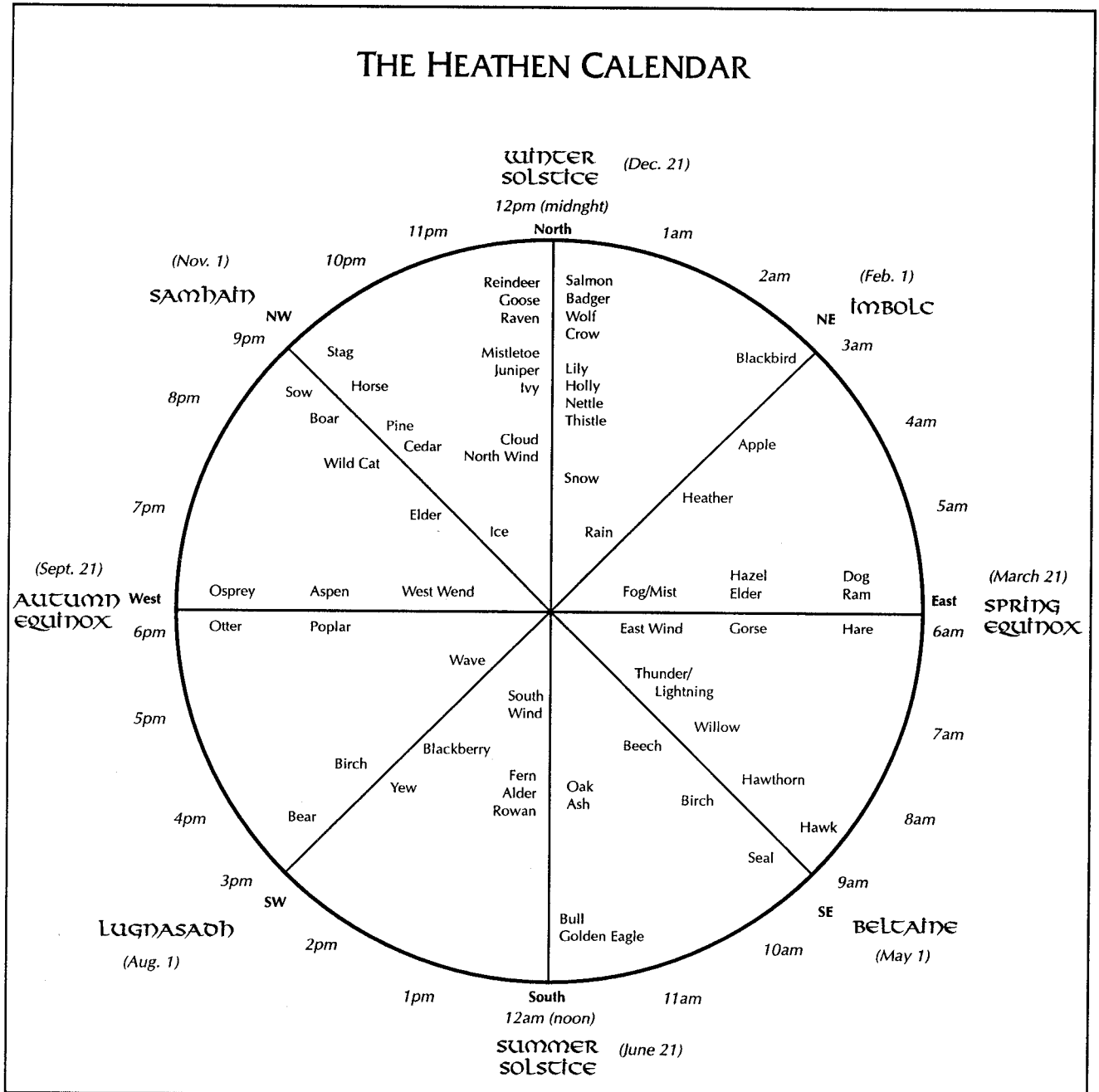
Heathens realize that time is not linear, but instead follows a great cyclical pattern, like the seasons of the earth. Life



is constantly created, changes and grows older, dies and returns again as new life; form is created, decays and is destroyed, and created again as new form. This same understanding applies to the progression of time, which Heathens think of as a sort of Mythic Spiral. Time does not stretch off into the past and far ahead into the future; it spirals eternally around and around, passing simultaneously upwards and downwards — any point may touch any other point. Hence, in reality we all live in a sacred

space and time where the mythic events of the ancient past still exist, and are still happening. In fact, time is not linear, and there is no ancient past — there is only now. Knowing this, the Heathen Fiosaiche can travel to any point on the spiral and meet the people there; he can talk with his ancestors.

Heathens do not proselytize; they do not attempt to convert others to their faith. In fact, they may not even consider that they have a faith; without the profane, faith





is not necessary — this is simply the way things are. Without the profane, there is no original sin and no fall from grace, and thus no imperiled soul — we will all rejoin the world of spirit when we die. To a Heathen there is no point to proselytizing, because Heathens believe that ultimately the spiritual world will prevail, and that other religions are only aspects of the greater whole to which the Heathen is privy.

### Cosmology

Heathen mythology helps the individual to understand his own spiritual makeup and the makeup of the cosmos. The Picts believe that they live and move within a three-tiered universe made up of the Upper, Middle and Underworlds, all connected by the Tree of Life. Every individual sits at the center of the Middeworld, where we live and breathe. The Otherworlds are perpetually overlapping with the Middeworld, such that they can be entered by those who know how to find the gates to them. The Upperworld is a place of stars and light. From it the whole Cosmos can be seen, and any part of it traveled to. The Upperworld is the home of powerful spirits; it can be reached by ascending the Tree of Life to its upper-most branches. The roots of the Tree lie in the Underworld. They house the spirits of earth and fire. The Underworld is the domain of the beasts. Within it lies the Well of Segais from which flow the Seven Rivers of Life that spread out from the Underworld to encase all the Otherworlds within a rainbow. The spirits of air and water, and all the Samhladhs inhabit the rainbow. The ancestors live in the Underworld; It is from here that their teachings come.

These three worlds, all linked by the Tree of Life, are perceived by the Heathen Picts as growing within the shell of a single hazelnut that balances on the lip of the Well of Segais, from which all knowledge comes. They believe that this image of reality contains the true, inner aspects of all beings, and it is within this reality that the Heathen walks.

### Oral Tradition

Similar to Paganism, Heathenism is built entirely upon oral tradition. They do not have written religion or written laws. They believe that to commit a thing to writing is to give it power over you. Law and religion need to change as a peoples' condition and needs change. Writing a thing down does not make it Truth; its permanence is only illusion. Change is the way of things. Trying to make a thing

permanent ensures that it will some day be wrong, and makes it more painful when change finally does come.

Heathens understand that the mind is not everything; real experiences can be and are had without the involvement of the mind or thought. Experience precedes and underlies thought. To them, the mind is like a flame dancing on the wick of a candle, and our soul — our true nature — is the candle itself. Spiritual knowledge cannot be grasped intellectually, but must be experienced to be understood. Therefore Heathens believe that experience is the best means of education.

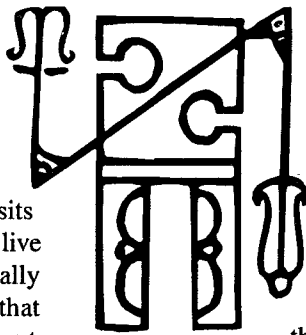
Heathens do not worship gods as we think of them; nor do they properly worship as we think of it. They are themselves spirits, and they entreat with other spirits like themselves. Of these spirits, some are large, some small, some good spirits and some bad. There exist spirits of ancestors, of animal masters, of woods and glens, of trees and standing stones. Everything is alive, and the world is made of spirit.

### History

The Picts, the primary adherents of Heathenism, were the earliest people to live in Britain. When Brutus and his followers came to the land they brought their own Pagan gods with them, and deified the essential aspects of nature that the Heathens still entreat with in their primal form today. (See *Pendragon* p 215 for more detail of this history.)

### Magic

All Heathens are privy to wisdom which may be mistaken for magic, but the Fiosaiche (Pictish Shaman) is truly a person of magic. This individual has penetrated the invisible world, and journeyed to the realm of spirits and the Faerie realms on many occasions. On these journeys the Fiosaiche makes pacts with the spirits that inhabit the Otherworld and learns their secret names. This knowledge gives him or her the ability to use the spirit's power in the physical realm. Nearly all shamanic magic is performed to help others, usually in the form of healing magic, and always requires rituals and ceremonies to make it work. Shamanic workings are a community event, with a whole family or tribe participates in the ceremonies. Typical magic is to cure sickness, heal a wound, calm or raise the wind, create fire, ensure the success of a hunt, or to grant fertility to a woman or beast. See the chapter on Spirits (page 36) for more information about shamanic magic.





## Heathen Virtues

The religious virtues for Heathens are: Vengeful, Honest, Proud, Arbitrary and Worldly. Heathens generally have only four of the above five personality traits as virtues, as the Samhladh (clan spirit) of the clan has a trait that it personifies. Each Samhladh listed has a single trait that it substitutes for one of the above traits.

The heathen virtues make sense in light of a culture that does not recognize a higher authority, and has no authority beyond the self and family. Value is personally determined, as is morality.

In this light, Vengeful is a positive trait when one considers that in heathen culture the individual has not invested a higher authority with the right to punish crime. If someone murders a Pict's brother, it is his right, his duty even, to punish the killer. Nobody else will do it for him. If he does not revenge the wrong, he is failing his family.

Honesty is a virtue because a person's word is their bond. Again, there is no authority to enforce agreements. Formal contracts, written or otherwise, are pointless without a higher authority to enforce them. People must rely upon reputation and honorable intentions; thus if someone is a known liar, no one will ever trust that person again. Dishonest people are unable to enter into social agreements with people who know them. And to people who don't know them, they are outsiders without rights. A person's good name is a *very* important possession.

Proud is another such virtue. If you don't state your worth, nobody else will state it for you. Modesty is not a virtue, because you are misrepresenting yourself. Proud does not mean lying, it means honestly presenting your worth.

Arbitrary is used as a virtue because all morality is from a personal or family viewpoint. The heathen has no

care for somebody outside of his family structure, and would act arbitrarily towards them, not justly. They have no understanding of societal justice, just personal justice. In this use, Arbitrary refers to the heathen's treatment of outsiders. A heathen would still be just in dealing with family and clan members.

Worldly does not mean secular, and pious does not mean sacred. To a heathen, the sacred is everywhere and everything. The dualistic separation into the sacred and profane makes no sense to them. It is not that everything is sacred, it is that nothing is *not* sacred. Heathens do not follow the western concept of piety, in which they act pious at some times and impiously at others. Every act is a sacred act. The pious intellectualize the sacred and separate it from mundane experience. The heathen experience the sacred in every worldly act.

## Religious Bonus

The religious bonus is an attunement with nature that allows the worshipper to increase a particular skill by +3, or a statistic by +1. The increase must be appropriate to the individual's clan spirit, and may well wax and wane through the day depending on the position of the creature on the Heathen Calendar. For example, a Heathen with a sow Samhladh might increase his or her poetic improvisation skill.

## Ranks and Titles

There are no ranks in this religion, except whether one is a Fiosaiche or not. Anyone might be an unsuspecting individual chosen by the unpredictable forces of the Otherworld, while someone who desires a shamanic life but is not chosen can never achieve enlightenment.





# SPIRITS

## *Spirit ecology*



THE HEATHEN FIOSAICHE [FISICHU], (a gaelic term for shaman) understands nature to be spirits which vitalize the various phenomenon of the world. There are spirits of the various winds, of trees, of animals, even of

the sun, moon and stars. Some spirits are easy to contact, while others are more remote and require more effort. All things in nature have spirits, and sometimes the Fiosaiche may contact a specific spirit, such as the spirit of the chief's dog. More often, the Fiosaiche will contact the spirit of all dogs; the Dog Samhladh. Each Samhladh represents a general phenomenon or species, such as the Dog or Eagle Samhladh, or the North Wind.

The spirits of these animals live on the Tree of Life. The Middle realm is where humans live. The Spirits of Mountains and Rivers live in the lower reaches of the Tree, and Fire and Earth spirits live even lower yet. Spirits of the Winds live in the Upperworld, closest to the Middle Realm. Above the winds live the spirits of Clouds and Storms, and above them the spirits of the Celestial Phenomenon. Spirits "closer" to the Middle World are easier to contact than those farther away.

Animal spirits are the easiest to contact. Of animals, domesticated animals are the easiest, followed by Mammals, Birds, Reptiles, Fish and Insects, in that order. Animal Samhladhs make up the majority of Clan Samhladhs and Ysbryds among the Heathens. Powerful Fiosaiches can sometimes contact the spirit of a geological formation, such as the spirit of a mountain or loch; or a weather spirit that touches the ground; like the four winds, lightning or fog. No Fiosaiche has ever claimed to have contacted the spirits which reside in the extreme ends of the Tree of Life, those of Fire, Earth, Water or Air, or of the celestial bodies.

### Upper World

Sun, Moon, Stars: Cannot be Contacted

Spirits of Storms, Clouds, Thunder: +200 to contact

Spirits of low Weather phenomenon: +150 to Contact Rain, Mist, Lightning, etc.

### Middle World: Humans, the "Real World"

#### Lower World

Animal Spirits, Samhladhs: +0 to contact

Plant Spirits: +50 to contact

Spirits of Geographical features: +100 to contact

Spirits of Fire, Earth, Water: Cannot be contacted

## Samhladhs

Samhladhs [SAU-LA] are powerful spirits which have ancient relationships with a clan. The Samhladh is a supernatural ally which watches over the clan. Clans recognize themselves as descendants of their Samhladh, and so speak of themselves as "Children of the Stag" or "Children of the Seal". The Samhladh is venerated and rejuvenated by the clan. Some Samhladhs have disappeared. The Wisent (European Bison), are all gone, because their Samhladhs is gone. Others have disappeared because their clans were massacred or stopped venerating them.

### Clan Samhladhs

A list of the clan Samhladhs, and the time of year when their power is at its zenith, are given in the Tribes chapter on page 22.



## Ysbryds

There are many other spirits in the Otherworld than just the Samhladh. These other Spirits are called Ysbryds [IS-BRID] by the Fiosaiches. Since all natural phenomenon have spirits, heathens can attempt to contact spirits of wind, storm, rocks, etc, while in the other world. If all goes well, the Heathen can forge a link to the Ysbryd, and will be able to call on that spirit for temporary benefits, much as he does with a Samhladh.

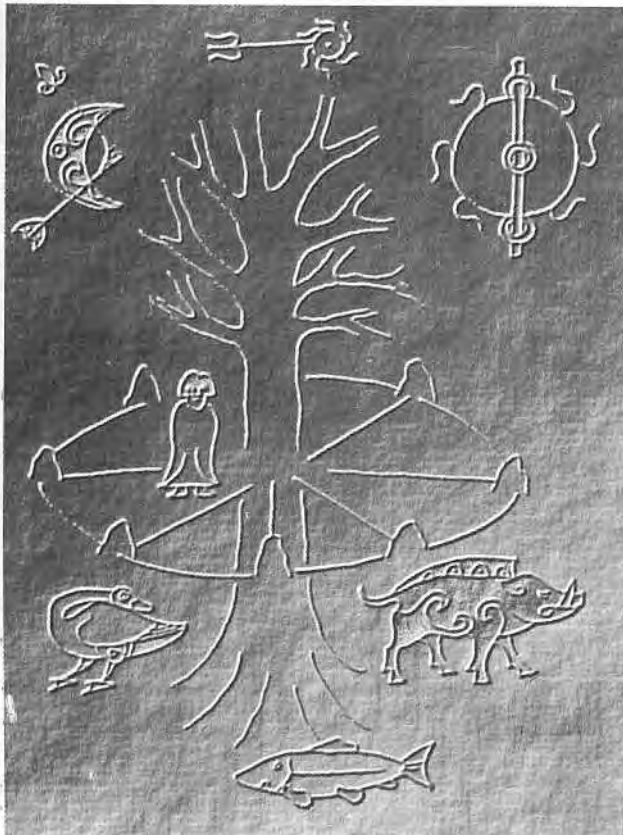
## Spirit Days And Seasons

Each spirit has times of the day and year when its powers wax and wane. The Heathen Calendar (on page 33) shows the times and seasons of the major spirits. The Hour of a spirit is the time of day at which the spirit's powers are at its peak, and when it can be summoned or contacted most easily. The Day of the Spirit is the time of year which corresponds with the hour, with Winter Solstice corresponding to Midnight, and summer solstice equaling noon. The other days can be found by mapping the hours onto the circular yearly calendar. The Quarter of the Spirit is the six hours surrounding the Spirit's Hour, and the

Season is the days between the two nearest holy days. (The Quarter for Midnight Spirits is 9 PM to 3 AM, the Season is the days between Samhain and Imbolc). The Opposite Times for a spirit are the Hours, Quarters, Days and Seasons diametrically opposed to the Spirit's times. The Spirit is at its weakest at these times, and is much harder to contact. The table below shows how the spirit's days and seasons affect the Life Force cost for summoning that spirit. The modifiers are accumulative.

### *Spirit Time Life Force Modifiers*

<i>time</i>	<i>Life Force cost</i>
In the Spirit's Quarter	-5
On the Spirit's Hour	-10
In the Spirit's Season	-15
On the Spirit's Day	-30
In the Spirit's Opposite Quarter	+10
On the Spirit's Opposite Hour	+20
In the Spirit's Opposite Season	+30
On the Spirit's Opposite Day	+60



## CONTACTING SPIRITS

**F**IOSAICHES REQUESTING AID of a spirit must first contact or summon the spirit. Fiosaiches may walk the Spiral looking for Spirits. The mechanics of summoning a spirit are detailed above. At other times, however, the Fiosaiche may encounter a spirit without looking for one, or may encounter a different spirit than the one they are seeking.

Fiosaiches may almost always contact their Samhladh. The notable exceptions are when trying to contact the Samhladh in the wrong season, day and hour. At these times, when the spirit's energies are at their weakest, it takes a powerful Fiosaiche to contact the spirit. At all other times, and especially when the spirit's powers are at their peak, the Samhladh may reach across and summon the Fiosaiche!

### Childhood Initiation

Heathens meet their clan Samhladh at the coming of age ceremony around their 14th birthday. The Ceremony is



## SPIRAL WALKING (new magical talent)

**T**HIS TALENT allows the Fiosaiche's spirit to leave his body and travel through the Other Side. The knowledge of the Great Spiral of Time allows the Fiosaiche to travel to the past, where he may talk with the spirits of the clan's ancestors. Usually, the Fiosaiche may not exit back to the Mundane world in the past, though some Fiosaiches claim to have done this. Travel to the future is a chancy thing, as the future has yet to be determined. The Fiosaiche likens traveling the Spiral to climbing a tree of Time. The past is the roots of the tree, known and set. The present is the trunk; solid, yet growing. The future is like the crown of branches and leaves. Each leave is a possible future, dependent on the actions occurring in the present. The Fiosaiche uses his Divination talent to see which "Branch" of the future is the largest and most healthy. This is the future with the greatest possibility of coming about.

The Fiosaiche may also walk the Spiral to move his spirit across the land, climbing the tree of life to the top, where all points in the cosmos are visible. Once at the appropriate place, the Fiosaiche may summon his body to the new location using the Teleport aspect of the Travel talent. The Fiosaiche may summon his body to anywhere in the cosmos by this means.

The Fiosaiche must pay Life Force costs for distance in both time and space, but does not have to use the Duration Chart, as he is outside all time. Multiple targets may be taken on the trip, at the normal cost on the Multiple Target Costs table.

is often used as a precursor to other spells in which the spirit is needed, or when the Fiosaiche seeks out the spirit in order to plead for its aid.

### Spirit Journey 60

The Fiosaiche projects his spirit to the target point, where he may use all his senses. Distance and time may add to the cost, as shown in the table below.

#### Temporal and Spacial Distance Costs

Time	Cost	Distance	Cost
1 Hour	0	10 Yards	+5
7 Hours	+5	100 Yards	+10
1 Day	+10	1 Mile	+20
1 Week	+20	1 hour's travel (3 Miles)	+30
1 Month	+30	1 day's travel (20 Miles)	+50
1 Season	+40	100 Miles	+75
1 Year	+50	700 Miles	+100
7 Years	+60	1,000 Miles	+150
49 Years	+75	7,000 Miles	+200
1 Lifetime	+100		
7 Lifetimes	+150		

## LOW

### Project (Sense) 30

The Fiosaiche may project one sense so that he may sense the Mundane World from 10 yards or 1 hour away. Greater distances or times cost more Life Force, as shown on the table above.

### Summon Ysbryd 30

The Fiosaiche may summon a Ysbryd to infuse the Fiosaiche or a specified warrior for up to one hour. The Fiosaiche must pay additional Life Force costs based on the distance to the target. Only Ysbryds for which the Fiosaiche already possesses a tattoo may be summoned in this way. Otherwise the shaman must first use the Find Spirit spell, below.

## COMMON

### Find Spirit 50

The Fiosaiche's spirit travels the Other world, seeking a specific spirit, or a spirit of a specific phenomenon or animal. This spell

### Summon Clan Samhladh 50

The Fiosaiche may summon the Clan's Samhladh to meet the young men of the clan. This spell is cast at the time of the Spirit's power, and already assumes the -30 bonus for casting the spell at that time.

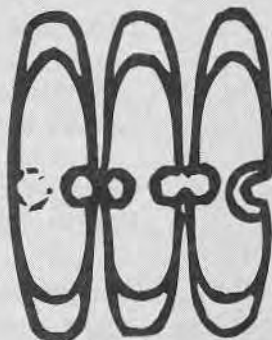
## HIGH

### Summon Spirit 100

The Fiosaiche may summon a specific spirit to the time and place where his spirit currently resides. If he first uses the Spirit Journey spell to travel to another place, he can summon the spirit to that other place as well. The time or distance costs are paid for the Spirit Journey spell, but not for the Summon Spirit spell.

### Summon Body 150

The Fiosaiche may summon his own body to the time and place where his spirit currently resides, after first using the Spirit Journey spell. As with Summon Spirit, the Life Force costs are paid for the Spirit Journey spell, but not for the Summon Body spell.





held on the day when the clan's Samhladh is at its most powerful. The Fiosaiche leads the children to a special house, where they stay for three days, performing a number of rituals to breach the barrier between this world and the Otherworld. The Power of the Samhladh adds to the efficacy of the rituals, and allows the Fiosaiche to accompany the children across. Once the children have made the transition to the other world, they are tested by the Samhladh [Roll at least one success of the five Traits of the Samhladh]. After the group has returned to the Mundane world, the Fiosaiches tattoo each child with the symbol of the Samhladh. These tattoos help the Pict focus his energies to contact his Samhladh.

If a child fails the test of the Samhladh, he or she is ejected from the Otherworld. A child that fails may try the test again the next year. If a child fails the test two years in a row, he or she is exiled from the Clan.

### Warrior Spirit Friends

Warriors may walk the Otherworld, usually with the aid of a Fiosaiche. There are a number of rituals to aid the warrior, some specific to a particular Samhladh, others known to all. All involve privation of some sort such as fasting, abstaining from sex, or staying awake for days on end. The warrior must have a particular spirit in mind that he wishes to contact. The ritual must start on the Spirit's Opposite hour, and each day on the Spirit's hour the character must roll against the trait favored by the spirit. On a Critical roll, the character has entered the Otherworld, in the presence of the Spirit he is attempting to contact.

Here the warrior must wager a Trait or Passion of his choice against the spirit. Each spirit accepts only one Trait or Passion. The warrior then is tested by the spirit. He must again succeed in a use of the Spirit's favored Trait or Passion. If the warrior passes the test, he can then call on the spirit once a day (much like his Samhladh). He returns to the real world, and a Fiosaiche tattoos him with a pattern which serves as an external representation of his internal compact with the spirit. In this way tattoos serve to pin the mind, body and soul together at one immovable point, thus reminding the recipient of his experiences.

If the warrior fails the test, he permanently loses 1d6 from the "staked" Trait. In the case of a fumble, the wagered Trait is permanently reduced by half. He may try to contact the spirit again at some later time, but now at the reduced trait value.

### Spirit Gifts

Any Heathen Character with the tribal Samhladh tattoo may call upon his tribal Samhladh for aid by rolling

against the spirit's favored Trait or Statistic. This statistic or trait is determined by the Samhladh, as are the benefits of a successful appeal to the spirit. Usual aid consists of +3 to a skill or +1 to a statistic for 30 minutes; or +9 to a skill or +3 to a statistic for 1 minute. These bonuses are in addition to the Religious Bonus which a character may receive for high trait values.

Spirits other than the tribal Samhladh may also be contacted, although the usual benefits granted by these spirits are less than for the tribal Samhladh. A warrior may only contact those spirits, whether Samhladh or Ysbryd, for which he wears a tattoo, and therefore has previously encountered. To summon the essence of the spirit, he must roll against the Spirit's Trait or Statistic. Success = +1 Statistic or +3 Skill for 15 Minutes.

Whether the spirit being contacted is the tribal Samhladh or some other, a Critical means the benefits are granted for an hour. A Fumble means the Tattoo fades, and the Warrior must re-enter the other world to plead with the spirit. Spirit gifts may only be rolled for once a day, and the following modifiers affect the roll.

### Spirit Invocation modifiers

Add the following modifiers to the Trait or Statistic when rolling to contact a Spirit. All modifiers are cumulative.

<i>Spirit Invocation Modifiers</i>	
<i>condition</i>	<i>modifier</i>
No tattoo for the Spirit	cannot be contacted
In the Spirit's Quarter	+1
On the Spirit's Hour	+3
In the Spirit's Season	+1
On the Spirit's Day	+3
In the Spirit's Opposite Quarter	-3
On the Spirit's Opposite Hour	-5
In the Spirit's Opposite Season	-5
On the Spirit's Opposite Day	-10

### Fiosaiche and Spirit Boons

A Fiosaiche may attempt to plead for aid from a spirit for which he does not have a tattoo, or he may ask for aid beyond the simple boons which the possession of a tattoo provides. First the Fiosaiche must make contact with the spirit. If he has the tattoo, this is done as mentioned above under Spirit Gifts, by rolling the Spirit's Favored Trait or



Passion. Lacking the appropriate tattoo, the Fiosaiche must use the Find Spirit spell mentioned above.

Once the spirit has been contacted or summoned, the Fiosaiche must plead for its aid. This is abstracted by rolling four Heathen personality traits, and substituting the trait of the Ysbryd or the Samhladh for the missing fifth trait. All five of the Traits to roll for the Samhladh are detailed in the following section. For an Ysbryd, substitute the Ysbryd's favored Trait for the worst of the character's five Heathen religious Traits.

**No Successes** - The Spirit rejects the Fiosaiche. The Fiosaiche must spend many months or even years placating the spirit before it will answer him again.

**One Success** - The Spirit is angry with the Fiosaiche, who must spend weeks or months placating it.

**Two Successes** - The Spirit leaves the Fiosaiche, and will not answer a summoning. The Fiosaiche must travel to the Home of the spirit to plead with it.

**Three Successes** - The Fiosaiche's words are heard, but the spirit may demand more trials before it aids him.

**Four Successes** - The Spirit will do some or all of what the Fiosaiche asks, depending on how well the request of the Fiosaiche fits the personality of the Spirit.

**Five Successes** - The Spirit will gladly do as the Fiosaiche requests.

**Six or more Successes** - The Spirit may gift the Fiosaiche with more than he asked for

Each Critical roll acts as Two successes, each Fumble acts as Two Failures. The gamemaster is free to add or subtract successes depending on the spirit's view of what is being asked, and Role-playing on the part of the Fiosaiche's Player.

The boons that a spirit may grant a successful Fiosaiche are not predetermined. They should be within the character of the spirit, and vary in magnitude with the number of successes the Fiosaiche has achieved. Spirits are autonomous and mindful entities who will do as they wish. The shaman may ask for a specific boon, but the spirit may decide otherwise, even if the Fiosaiche succeeds in all his rolls. In this, the end result is always the prerogative of the gamemaster.



## SAMHLADH LISTING

**T**HE FOLLOWING SAMHLADHS are available to Pictish characters. Each listing below describes the Samhladh and where it may be found in the Other Side. The following format is used:

**Main Trait:** The attribute in which the Samhladh is most interested. This is the attribute that a warrior will roll when invoking the power of the Samhladh via his tattoos, and the attribute that a Fiosaiche must roll in addition to four of the five Heathen Virtues.

Geases are prohibitions which the Samhladh expects its people to obey, on pain of temporary or permanent displeasure. Each time a character breaks a Geas, willingly or not, he immediately loses one point from the Samhladh's favored trait, and he will be unable to invoke the Samhladh until the Day of the Samhladh. On that day, he must enter the Otherworld to be tested by the Samhladh, or else permanently lose his connection with the clan spirit. In the testing, he needs to make at least three successful rolls of the Samhladh's five traits. If he passes the test, his standing with the Samhladh will be restored. If he does not make the rolls, he will lose another point of the Samhladh's main trait, and will be unable to call on the Samhladh until the year has passed, when he will again enter the Otherworld and be tested. If the Samhladh's favored trait is fumbled during the test, the spirit abandons the geas-breaker in the otherworld, where he remains, lost and alone until a shaman comes looking for him.

Powers that the Samhladh grants are divided into those given to a warrior when he invokes the Samhladh, those given to a heathen when his religious traits reach 16+, those granted to a Fiosaiche, and those given to a Clan. These last are the basis for the Family Traits for which other characters roll. Pictish character's family traits are based on their Samhladh.

### Badger

The Badger spirit lives in a burrow (called a set) in the Otherworld. The Badger is careful when out of the set, but those attacking it at home are met with a aggressive defense. It imbues its followers with speed and fighting ability, but only when attacked. The houses of a Badger clan





are often dug two to four feet into the ground, and the Fiosaiche may actually live in a series of tunnels.

**Day:** Winter Solstice

**Main Trait:** Prudent

**Other Traits:** Vengeful, Honest, Arbitrary, Proud

**Geas:** Never surrender if attacked; Do not start feuds, but end them as soon as possible, no matter the cost.

**Powers:**

*Invocation:* Move or (Weapon) Attack

*Clan Benefits:* Prudent +3 and one of: Industry +10 (Digging), or (Weapon) Attack +5

*Religious Bonus:* +1 Move

*Fiosaiche's Benefits:* The Badger may gift the Fiosaiche with a spell to tunnel rapidly:

### Travel: Tunnel 50

The Fiosaiche's hands and feet become powerful tools for digging. The Fiosaiche may dig up to twenty feet in one round, filling the tunnel in behind himself as he goes. This spell is often used to escape otherwise certain death. The Fiosaiche may tunnel through most soils, except solid rock.

## Bear

The Bear prizes solitude; only one clan, the Fortrenn, have been adopted by it. People of the Bear Samhladh tend to be larger and stronger than their fellows, and are notoriously lazy in the winter, when their Samhladh is hibernating. Friends of a Bear can count on their complete loyalty, but the bear will not perform trivial tasks, and will not appreciate jokes or insults. Bears are methodical, and may take time to come to a decision, and may be unreasonable if startled or pushed for a decision.

**Day:** Lugnasadh

**Main Trait/Stat:** Suspicious

**Other Traits:** Honest, Arbitrary, Proud, Worldly

**Geas:** Be loyal to your friends (but not necessarily their friends); Never allow a child to come to harm

**Powers:**

*Invocation:* +1 Strength or +5 Grapple or +1 Healing Rate and +10 Lazy until healed

*Clan Benefits* STR +1; SIZ +1; Lazy +3

*Religious Bonus:* +1 Strength or +1 Healing Rate or +3 Magical Armor

*Fiosaiche's Benefits:* Bear Fiosaiches have the ability to enter a hibernatory state, which can either double their Healing rate, or count as twice as much sleep as the

elapsed time when recovering from magic. The Fiosaiche chooses which effect he wants when he enters the trance.

## Blackbird

The Blackbird is the best Singer of the Otherworld, and can be found in the tangle of the Otherworld forest. Clans with the Blackbird often produce singers of great skill. Blackbird clans are also noted for their hunting abilities, especially hiding.

**Day:** Imbolc

**Main Trait:** Modest

**Other Traits:** Vengeful, Honest, Arbitrary, Worldly

**Geas:** Never fail to join in a song when invited; Share the fruits of the hunt with those less fortunate

**Powers:**

*Invocation:* +10 Singing or +5 Hunting

*Clan's Benefits:* Modest +3 and one of: Singing +10 or Hunting +5

*Religious Bonus:* +3 Singing or +1 Healing Rate

*Fiosaiche's Benefits:* The Fiosaiche of the Blackbird gains an additional +2D20 when walking the Spiral or trying to contact or summon Spirits.

## Boar

The Boar Spirit is found deep in the forest of Otherworld. Boar clans are quick to anger, are stubborn and hold long grudges.

**Day:** Smahain

**Main Trait:** Indulgent

**Other Traits:** Vengeful, Arbitrary, Proud, Worldly

**Geas:** Never stand aside for another; Do not share anything outside the clan.

**Powers:**

*Invocation:* STR, or CON

*Clan's Benefits* - Indulgent +3 and one of: STR +1 or CON +1

*Religious Bonus:* STR +1 or CON +1

*Fiosaiche's Benefits:* The Fiosaiche may eat nearly anything; either to destroy it or for nourishment. His teeth will become tough enough to chew even metal, and his stomach will process the material as if it were normal food. He must roll against Indulgent when he wishes to invoke this power.



## Bull

The Spirit of the Bull lives in a green pasture surrounded by the spirits of his cows. Bull clans have more children than most, and are known for their sexual promiscuity.

**Day:** Summer Solstice

**Main Trait:** Lustful

**Other Traits:** Honest, Arbitrary, Proud, Worldly

**Geas:** Do not refuse when sex is freely offered; Guard the women of the clan with your life

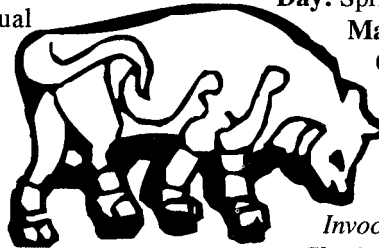
**Powers:**

*Invocation:* STR, or CON or Fertility (+5 when rolling on Childbirth table)

*Clan's Benefits:* Lustful +3, and STR +1 or Fertility (as above)

*Religious Bonus:* +1 STR or +1 CON or Fertility (as above)

*Fiosaiche's Benefits:* The Fiosaiche may choose the sex of his children or pre-determine one Statistic that the child will have as an adult (usually this means that one statistic will be at the Pictish Maximum), and has increased stamina during sex.



serve his every need. Dog clans are renowned for their honesty, and for the depth of their friendship once they have made a pact with another clan.

**Day:** Spring Equinox

**Main Trait:** Loyalty (Lord/Clan)

**Other Traits:** Vengeful, Honest, Arbitrary, Worldly

**Geas:** Never abuse a friendship; Never betray your family

**Powers:**

*Invocation:* Hunting, or Awareness

*Clan's Benefits:* +3 Loyalty (Clan/Lord); +5

Hunting or +5 Awareness

*Religious Bonus:* Awareness +5

*Fiosaiche's Benefits:* Increased awareness of the Otherworld; the Fiosaiche may use Sight without concentrating (as if the Skill was over 20).

## Golden Eagle

Eagle lives in the top-most branches of the world tree, but can see its deepest roots. The Eagle clans are the proudest of all Pictish clans.

**Day:** Summer Solstice

**Main Trait:** Proud

**Other Traits:** Vengeful, Honest, Arbitrary, Worldly

**Geas:** Never lie; Never give in to oppression; eat fish at least once a week

**Powers:**

*Invocation:* STR or Awareness

*Clan's Benefits:* +1 STR, +5 Awareness

*Religious Bonus:* STR

*Fiosaiche's Benefits:* The Eagle guides the Fiosaiche in the Upper World; +3d20 Life Force when dealing with Spirits of the Upper World, or when using Spiral Walking for Travel.

## Crow

The Crow lives in the leaves of the Tree of Life, scanning the land below for things to scavenge. Crow clan children are given one chance to meet the Crow. If they fail, they are exiled immediately. Crow often interacts with the dead, and can act as a interpreter of ghosts and spirits

**Day:** Winter Solstice

**Main Trait:** Greedy

**Other Traits:** Vengeful, Honest, Arbitrary, Worldly

**Geas:** Do not feed those outside your clan; Do not pass up an opportunity to loot

**Powers:**

*Invocation:* Intrigue or Awareness

*Clan's Benefits:* +3 Love (Family); +5 Awareness

*Religious Bonus:* +3 Awareness

*Fiosaiche's Benefits:* The Fiosaiche gains greater understanding, +1d20 Necromancy (information only) and +2d20 Divination

## Dog

The spirit of Dog lives in a comfortable house in the Otherworld, where he is fed the choicest meats by giants, who

## Goose

Goose lives in the ponds in the Otherworld, migrating between ponds frequently. When she migrates to the Well of Segais at the foot of the World Tree, she has the opportunity to eat the Hazelnuts of Wisdom that fall into the well, thus gaining much wisdom. Goose has sharp hearing, and can hear a blade of grass grow or a snowflake fall. Goose clans have several homes, and migrate between them and the pastures in the hills.

**Day:** Winter Solstice

**Main Trait:** Temperate

**Other Traits:** Honest, Arbitrary, Proud, Worldly



**Geas:** Never live in one place for more than one year

**Powers:**

*Invocation:* CON, or Awareness

*Clan's Benefits:* +1 CON, +5 Awareness

*Religious Bonus:* +1 CON

*Fiosaiche's Benefits:* The Fiosaiche may travel more easily in the real world: +3d20 Travel

## Hawk

Hawk lives in the middle branches of the World Tree, and often can be found soaring through the Otherworld on motionless wings. Hawk has keen eyesight and a long memory. He knows where the ancestors of the clan can be found, and will often act as a guide to them. Hawk clans are fierce fighters, and excel at hit and run raids.

**Day:** Beltaine

**Main Trait:** Temperate

**Other Traits:** Vengeful, Arbitrary, Proud, Worldly

**Geas:** Take no more than you need

**Powers:**

*Invocation:* (Weapon) Attack, or Awareness

*Clan's Benefits:* +3 Temperate and +5 Awareness

*Religious Bonus:* +5 Awareness

*Fiosaiche's Benefits:* The Hawk can guide the Fiosaiche to the spirits of the clan or to a point on the Spiral of time; +2d20 Necromancy (Information only) and +1d20 Spiral walking

## Hare

Hare lives in tunnels which lead to all parts of the Otherworld. Hare is shy, and tries to stay away from trouble, diving into his tunnels to escape predators. Hare clans live in homes dug into the ground, often with only the thatched roof showing above ground. While Hare tries to stay out of fights, he is a ferocious fighter if attacked.

**Day:** Spring Equinox

**Main Trait:** Prudent

**Other Traits:** Honest, Arbitrary, Proud, Worldly

**Geas:** Do not start fights or feuds

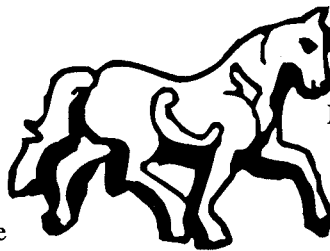
**Powers:**

*Invocation:* Movement Rate, or DEX, or Awareness

*Clan's Benefits:* +1 DEX; +5 Awareness

*Religious Bonus:* +1 Movement Rate

*Fiosaiche's Benefits:* The Hare can give the Fiosaiche great mobility in the Otherworld; +3d20 Spiral Walking



## Horse

Horse is a weak spirit in the Pictish Highlands, though he is powerful in Ireland. Horse has few clans, due in large part because the Highlands are not good ground for them. Horse clans can be found in the lowlands of Escoce, Benoit and Lothian. Horse can act as a guide in the Otherworld, and can carry the Fiosaiche and his companions easily

**Day:** Samhain

**Main Trait:** Energetic

**Other Traits:** Vengeful, Honest, Proud, Worldly

**Geas:** Never cut your hair, instead let it flow like a mane; Never shirk a day's work; do not avoid battle

**Powers:**

*Invocation:* Movement rate, or Horsemanship, or CON

*Clan's Benefits:* +1 CON, +5 Horsemanship

*Religious Bonus:* +1 CON

*Fiosaiche's Benefits:* +3d20 Spiral Walking or Travel

## Osprey

Osprey, also known as the Sea Eagle, lives in a Pine tree overlooking the sea in the Otherworld. Osprey is a proud bird, and the Osprey clans are known to rival the Golden Eagle clans in their pride.

**Day:** Autumn Equinox

**Main Trait:** Honor

**Other Traits:** Honesty, Arbitrary, Proud, Worldly

**Geas:** Eat fish at least three times a week, Never stoop to insults or crude behavior

**Powers:**

*Invocation:* Movement Rate, or DEX, or STR

*Clan's Benefits:* +3 Honor; +1 Movement Rate or DEX or STR

*Religious Bonus:* +1 DEX or +1 Movement

*Fiosaiche's Benefits:* +3 Sight, +1d20 Travel

## Otter

Otter lives in the Seven Rivers which flow from the Well of Sabais, but unlike Salmon or Goose, he has never eaten from the Hazels of Wisdom. Instead, he spends his time in playing. He is renowned for his lack of sexual appetite, and Otter clans are considered prudes by other Picts.

**Day:** Autumn Equinox

**Main Trait:** Reckless

**Other Traits:** Vengeful, Honest, Arbitrary, Worldly



**Geas:** Do not pass up an opportunity to have fun; Do not engage in promiscuous sex

**Powers:**

*Invocation:* Chaste, or Swimming, or Hunting (Hiding)

*Clan's Benefits:* Chaste +3, Swimming +10

*Religious Bonus:* Chaste or Swimming

*Fiosaiche's Benefits:* The Otter Fiosaiche is able to give other the sense of Joy that Otter enjoys: +3d20 Emotion (Joy)

## Ram

Ram lives in the High pastures of the Otherworld, surrounded by his harem of sheep. He is a potent symbol of sex, and Ram clans are renowned for both their appetites and prowess. Ram is aggressive, chasing away rivals.

**Day:** Spring Equinox

**Main Trait:** Lustful

**Other Traits:** Vengeful, Honest, Proud, Worldly

**Geas:** Do not refuse sex if freely offered; Actively pursue vengeance against rivals

**Powers:**

*Invocation:* +1d6 Damage, or +5 Weapon Attack

*Clan's Benefits:* +3 +1 STR,

*Religious Bonus:* +1d6 Damage or Fertility (as Bull)

*Fiosaiche's Benefits:* Ram helps his Fiosaiches keep away rivals by augmenting his control of their emotions; +3d20 Emotion.

## Raven

The Raven lives in the leaves of the Tree of Life, where it eats the Hazelnuts of Prescience. Raven clans are noted for their perspicacity and foresight.

Like its younger brother, Crow, Raven is a family bird; Children who fail the Raven's test are exiled without being given a second chance.

**Day:** Winter Solstice

**Main Trait:** Love (Family)

**Other Traits:** Vengeful, Honest, Arbitrary, Worldly

**Geas:** Attack those carrying or wearing the color Black; Do not foretell for those outside your clan

**Powers:**

*Invocation:* Intrigue or Awareness

*Clan's Benefits:* +3 Love (Family); +5 Awareness

*Religious Bonus:* +3 Awareness

*Fiosaiche's Benefits:* The Fiosaiche gains a greater understanding of omens, +2d20 Divination, +1d20 Necromancy (Information only)

## Reindeer

Reindeer roams the high moorlands of the Otherworld, surrounded by his large family. Reindeer clans strive to moderate their behavior, so that they decide their own fate, rather than be ruled by their emotions (this does not apply to Reindeer's traits below). Reindeer's ability to change his coat with the season allows him to hide from his hunters, and he has the speed to out-run those who see through his disguise.

**Day:** Winter Solstice

**Main Trait:** Temperate

**Other Traits:** Honest, Arbitrary, Proud, Worldly

**Geas:** Do not fight over a woman, Have no trait over 15 other than the ones dictated by your Samhladh.

**Powers:**

*Invocation:* -3 to a non-religious trait, or +1 Movement Rate, or +5 Hunting

*Clan's Benefits:* +1 SIZ, +3 Love (Family), +5 Hunting

*Religious Bonus:* Keep one Trait pair at 10/10 (Player's choice, but cannot be changed later).

*Fiosaiche's Benefits:* Reindeer aids his Fiosaiche's ability to change a thing's appearance; +3d20 Glamour

## Salmon

Salmon lives in the seven streams which flow from the well of Sabais at the foot of the Tree of Life. When he visits the well itself, he often eats of the Hazelnuts of Wisdom. Salmon is always swimming to and from the Well, and knows that the best rewards come from not giving in to the temptation to take the easy way. Salmon clans are tenacious when confronted with adversity, never giving in.

**Day:** Winter Solstice

**Main Trait:** Energetic

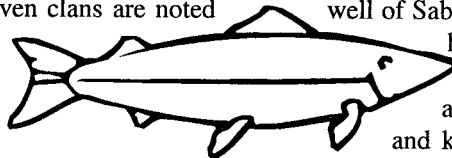
**Other Traits:** Honest, Arbitrary, Proud, Worldly

**Geas:** Eat no fish, Do not give up

**Powers:**

*Invocation:* +5 Swimming, or Longevity (Roll 3d6 when rolling on the Aging Table and take any two of the three numbers)

*Clan's Benefits:* +10 Swimming









*Religious Bonus:* Longevity (as above)

*Fiosaiche's Benefits:* Salmon Fiosaiches have great insight into both the Otherworld and this one; +3 Sight, +2d20 Divination

## Seal

Seal lives in the broad waters of the Otherworld, surrounded by a chorus of his descendants. Seal is the largest animal in the North, and Seal Clans are renowned for their stature and their singing, especially in chorus. Seal clans are found mostly along the west and north coasts, among the Islands and sea-lochs.

**Day:** Beltaine

**Main Trait:** Trusting

**Other Traits:** Honest, Arbitrary, Proud, Worldly

**Geas:** Defend your land; Return to your birth-land at least once a year

**Powers:**

*Invocation:* +5 Sing, or +5 Swim or +1 SIZ

*Clan's Benefits:* +3 Love (Family) +1 SIZ, +10 Swimming

*Religious Bonus:* +1 SIZ

*Fiosaiche's Benefits:* Fiosaiches gain the ability to breathe underwater for up to 15 minutes before surfacing to take a breath. The Fiosaiche must make a successful Trusting roll to use this power.

## Sow

The spirit of the Sow lives with the Boar in the depths of the Otherworld forest. Unlike her mate, she forages beneath the World Tree for the Acorns of Inspiration. Sow clans are known for their poetic abilities, and for the strength of their bodies

**Day:** Samhain

**Main Trait:** Modest

**Geas:** Never insult a poet or Bard

**Powers:**

*Invocation:* +1 STR or +3 Compose or +3 Play (instrument)

*Clan's Benefits:* +1 STR, +5 Compose

*Religious Bonus:* +1 STR or +3 Compose

*Fiosaiche's Benefits:* Fiosaiches of the Sow are granted inspiration; +3d20 Divination

## Stag

The Stag is a proud spirit. He surrounds himself with a harem of Hinds in his lush pasture of the Otherworld. The Stag is also jealous, and will drive away all other males from his hinds. Stag clan men guard their women carefully, though they do not keep harems.

**Day:** Samahain

**Main Trait:** Energetic

**Other Traits:** Honest, Arbitrary, Proud, Worldly

**Geas:** Keep other men away from your wife

**Powers:**

*Invocation:* +1 Movement Rate or +5 Awareness or Fertility (as Bull)

*Clan's Benefits:* +3 Love (Family); +1 Movement rate; +5 Awareness

*Religious Bonus:* +1 Movement Rate

*Fiosaiche's Benefits:* The Stag acts as a guide in the Other world; +3d20 Spiral Walking

## Wild Cat

Cat lives on the crags of the Otherworld. He is suspicious and wild, and is difficult for non-Cat clan Fiosaiches to contact him (Costs an extra 50 Life Force to contact if the Fiosaiche does not have Cat as his clan Samhladh). Cat is a fierce fighter, and all other Animal spirits make a point of staying away from him. Cat clans are extremely suspicious of strangers, even other Cat clans. As a result, they tend to marry within the greater clan, rather than seek mates from outside.

**Day:** Samhain

**Main Trait:** Suspicious

**Other Traits:** Vengeful, Arbitrary, Proud, Worldly

**Geas:** Owe no allegiance to a non-Cat clan ruler (note that Queen Alst and King Drust of Caithness have broken this geas so badly that they no longer truly rule the Cait clan).

**Powers:**

*Invocation:* (Weapon) Attack, or Hunting, or Damage +1D6

*Clan's Benefits:* +3 Suspicious (Strangers), +5 Hunting

*Religious Bonus:* Damage +1D6

*Fiosaiche's Benefits:* The Fiosaiche is granted the ability to hide in plain sight; +3d20 Glamour (Disguise)



## Wolf

Wolf roams all the regions of the Otherworld, hunting. His clans are renowned for their ferocity, and for their ability to travel long distances rapidly. Wolf Clans are famous for their obedience to their chiefs, though when a chief's power is fading he may be challenged by a younger warrior.

**Day:** Winter Solstice

**Main Trait:** Greedy

**Other Traits:** Vengeful, Arbitrary, Proud, Worldly

**Geas:** Hunt your own food; Have no pity for the weak

**Powers:**

*Invocation:* +5 Hunting, or +5 Awareness

*Clan's Benefits:* +3 Loyalty (Lord/Clan); +5 Hunting

*Religious Bonus:* +1 Movement Rate

*Fiosaiche's Benefits:* The Wolf aids the Fiosaiche when dealing with other spirits; +2d20 Banish Faerie Creature, +1d20 Control Faerie Creature



**Snow:** Winter Solstice; Lazy; +1 SIZ; -1 Con

**Wave:** Lugnasadh; Energetic; +1 STR; -1 DEX

## High Weather Spirits

High weather spirits are +200 to contact. The Fiosaiche may summon, protect against, or banish a high weather spirit just as he may a low weather spirit.

**Cloud:** Winter Solstice; Cruel; +1 DEX, -1 Movement

**Thunder/Lightning:** Beltaine; Vengeful; +1d6 Damage; +3 Reckless

**North Wind:** Winter Solstice; Arbitrary; +2 STR, -2 DEX

**South Wind:** Summer Solstice; Just; +2 DEX, -1d6 Damage

**East Wind:** Spring Equinox; Forgiving; +2 APP, -1 CON

**West Wind:** Autumn Equinox; Vengeful, +2 Movement, -1 STR, -1 APP

## Plant Spirits

Most plant spirits enhance magical abilities, though some have benefits for the warrior. Many plants will have an effect if carried, such as Rowan or Blackberry, which are powerful protections against Faeries of all kinds. All Plant Spirits are +50 to Contact. Once summoned, the plant spirits add their magical bonuses to further castings. Thus a Fiosaiche wishing to cast a powerful Banishment might first summon the Ysbryd of Rowan to aid him.

**Apple:** Imbolc; Lustful; +1d20 Divination

**Ash:** Summer Solstice; Valorous; +2 STR, -2 DEX

**Birch:** Lugnasadh; Modest; +1d20 Glamour

**Blackberry:** Lugnasadh; +2d20 Banish, -2 Temperate

**Elder:** Spring Equinox; Selfish; +1d20 Necromancy, -2 CON

**Gorse:** Spring Equinox; Energetic; +5 Hunting

**Hawthorn:** Beltaine; Pious, +2d20 Bless, -2 Movement

**Hazel:** Spring Equinox; Prudent; +2d20 Divination or +10 Awareness; -2 Worldly

**Heather:** Imbolc; Trusting; +2d20 Bless

**Holly:** Winter Solstice; Indulgent; +5 Sight

**Ivy:** Winter Solstice; Lustful; +2d20 Protection, -2 Chaste

**Lily:** Winter Solstice; Pious; +2d20 Divine Miracle

**Mistletoe:** Winter Solstice; Indulgent; +2d20 Life Force

**Nettle:** Winter Solstice; Cowardly; +2d20 Protection, -2 Trusting

**Oak:** Summer Solstice; Honor; +3d20 Protection or +3 Con, -3 DEX

**Pine:** Samhain; Chaste; +5 Celestial Lore

**Rowan:** Summer Solstice; Worldly; +3d20 Banish



## YSBRYDS LISTING

THE FOLLOWING are some of the Ysbryds known to the Picts. The listing below has much less information about the spirit. Each entry lists the Time of the Spirit, the Trait needed to invoke the spirit, and the modifiers granted by the spirit. This list is by no means an exclusive one; there are many more spirits in the Otherworld than are listed here. Gamemasters are encouraged to expand the lists below with their own spirits.

### Low Weather Spirits

Low Weather Spirits are +150 to contact. Upon successfully walking the spiral, the Fiosaiche may elect to summon a weather spirit, in which case the weather changes to match the spirit. He may protect against the spirit, which provides protection against that type of weather, or he may banish the spirit, which sends that weather away.

**Fog/Mist:** Spring Equinox; Deceitful; +1 DEX, -1d6 Damage

**Ice:** Samhain; Selfish; +1 Armor, -1 Con

**Rain:** Imbolc; Generous; +1 DEX, -1 STR



**Thistle:** Winter Solstice; Suspicious; +2d20 Protection, -2 Hospitality

**Willow:** Beltaine; Cruel; +2d20 Curse, -2 Love (any)

**Yew:** Lugnasadh; Trusting; +2d20 Dispel; -2 Loyalty (any)

## Geographical Spirits

Geographical spirits have specific Days depending on the particular feature, For Instance, Loch Ness is a Samhain spirit, Ben Nevis is a Winter Equinox Spirit, etc. Most Geographical spirits of a similar type have the same traits, though the gamemaster should feel free to modify a spirit to fit a mood or story line. All Geographical Spirits are +100 to contact, and the Fiosaiche must be at the location of the geographical spirit he wishes to contact.

**Loch Spirit:** Various; Deceitful; +5 Swimming, -1 APP

**Mountain Spirit:** Various; Loyalty (lord/Clan) +2 CON, -2 Movement

**Rock Spirit:** Various; Prudent; +2 Armor, -1 Movement, -1 DEX

**River Spirit:** Various; Arbitrary; +2 Movement, -5 Awareness, -1 CON

**Island Spirit:** Various; Suspicious; +1 CON, -1 Movement

Have traveled the Otherworld without a Fiosaiche before +1

First Otherworld trip without a Fiosaiche -1

First Otherworld trip -1

## Usual Events

The Warrior retires to a hut, cave, or other out of the way location. If a Fiosaiche is accompanying the warrior, the Fiosaiche may cast a Sacred Space spell similar to the Sacred Circle (resulting in the +2 modifier above). The Warrior then begins his ordeal, either assigned by the gamemaster or rolled on the list below. The Warrior rolls twice a day, on the desired spirit's Hour and Opposite Hour. The Warrior may decide to quit at any time with no penalty, except wasting time.

### Ordeals

<i>1d20</i>	<i>ordeal</i>	<i>try to roll</i>
1-4	Abstain from Sex	Chaste
5-8	Go without Sleep	Energetic
9-12	Go without Food	Temperate
13-16	Kneel on grains of sand	CON
17-20	Flagellation	Valorous

If the Warrior rolls a Critical on the trait being tested, he has successfully crossed into the Otherworld, and will usually find himself in the presence of the spirit he seeks. Occasionally, he may appear before another spirit or his Samhladh, and rarely he will be lost in the Otherworld, forced to wander until rescued by a Fiosaiche. Roll on the table below to determine the outcome for this journey into the Otherworld.

### Otherworld Encounter

<i>1d20</i>	<i>encounter</i>
1-14	Expected Spirit
15-17	Other Spirit of the same type (animal, plant, etc.) Have the gamemaster choose an appropriate spirit.
18-19	Clan Samhladh
20	Lost

## Encountering an Ysbryd

The warrior may encounter the expected spirit, or he may meet a spirit he had not expected. Either way, if the spirit is not his clan Samhladh, he must take the test of the spirit, even if it was not the right spirit. The test consists of



## MEETING AN YSBRYD

**T**HIS SOLO ADVENTURE is for a Heathen Character, and allows him to contact a Ysbryd, who he can later call upon in times of need. Most warriors will attempt the ritual on the Day of the spirit, though gamemasters may have them actually roll the adventure during the Winter Phase.

Most Heathens will first approach a Fiosaiche and explain which spirit he wishes to contact. The Fiosaiche tells the character the best method to contact that spirit, and watches over him while the warrior travels the Otherworld. Some Warriors may not have the opportunity to consult a Fiosaiche, but may still partake of the Solo.

## Preparation Modifiers

Accompanied by a Fiosaiche +2

Consulted a Fiosaiche +1



making a single die roll against the favored trait of the spirit. There are three possible outcomes of the test:

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*Spirit Test Outcomes*

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**Critical, Successful:** The character has made a good impression on the Spirit, and may call upon the spirit in times of need as explained in the rules above. The Fiosaiche will tattoo him with the mark of the spirit when he returns from the Otherworld.

**Failure:** The character may not call upon the spirit this year, but may try to contact the spirit again later.

**Fumble:** The character has angered the spirit with his arrogance. He may never try to contact this spirit again, and the spirit takes 1d3 points of the tested Trait.

---

### Encountering the Clan Samhladh

If the Warrior has contacted his Samhladh, he must take a test against all five Traits of the Samhladh.

Each Critical roll acts as two successes, each Fumble acts as two Failures. The gamemaster is free to add or subtract successes depending on the Samhladh's view of what is being asked, and role-playing on the part of the warrior's player.

Critical results from the roll to enter the Otherworld and when tested count towards experience as normal.

**No Successes** - The Samhladh rejects the Warrior. The Warrior must spend many months or even years placating the Samhladh before it will answer him again. The Tattoos for the Samhladh fade, and cannot be renewed until the Samhladh is satisfied with the warrior again. The Samhladh takes 1d3 points of each trait that is fumbled. The warrior becomes lost in the Otherworld

**One Success** - The Samhladh is angry with the Warrior, who must spend weeks or months placating it. The Tattoos for the Samhladh fade, and cannot be renewed until the Samhladh is satisfied with the warrior again. The Samhladh takes 1 point of each Trait that is fumbled. The Warrior becomes lost in the Otherworld

**Two Successes** - The Samhladh leaves the Warrior, and will not answer a summoning. The Warrior is thrust out of the Otherworld. The Shock causes 1d6 hit points of damage as his body is overcome with spasms.

**Three Successes** - The Warrior's words are heard, but the Samhladh may demand more trials before it aids him. The Warrior returns to the Middle Realm unharmed

**Four Successes** - The Samhladh will do some or all of what the Warrior asks, depending on how well the request of the Warrior fits the personality of the Samhladh. The warrior returns to the Middle realm unharmed.

**Five Successes** - The Samhladh will gladly do as the Warrior requests. The warrior gains 1 point of any one Criticaled trait (character's choice)

**Six or more Successes** - The Samhladh may gift the Warrior with more than he asked for. The warrior gains 1 point in each Criticaled trait.

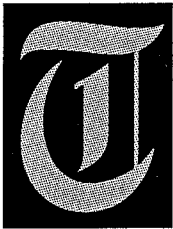
### Lost in the Otherworld

If a warrior has become lost in the Otherworld, he will not be tested by any spirits. A Fiosaiche may rescue a warrior by encountering or summoning him in the Otherworld while Spiral Traveling.



# THE PLACES

*Locations on the map of Caledonia*



THESE ARE THE SIGNIFICANT places found in Caledonia and shown on the map at the end of the book. Where appropriate, these locations have listed the quantity of magical Life Force available to magicians and Fiosaiche.

See Pendragon page 296 for an explanation of magical places.

## **Aberdeen (L-6)**

This is a large town, by Pictish standards, standing at the mouth of the River Dee. It is an important port and center of trade. This importance is increased by its location on the border between Escoce and Benoic. In recognition of this, King Carados has had a small stone castle built overlooking the river. This is constructed of the local granite, for which the town and the surrounding area are renowned. The main town is on the north bank, which is in Escoce, but there is also a smaller community on the Benoic side of the river. Ruler: the Clan Chieftain of the Taezali. Vassal of: King Carados and Queen Husticc of Escoce.

## **Achavanich (K-4)**

A group of sixty standing stones that form a truncated oval open to the south-east. Beside the most northerly stone is a stone cyst. (Ambient 5d20)

## **Ach na Creig (H-8)**

This small town is near a lonely loch inhabited by a Faerie creature the locals call the Glaistig. She is half goat and half woman, with flowing yellow hair and blue-gray clothing. She herds the goats and cattle of the townsfolk and in exchange they leave her milk in a nearby hollow stone. (Naddair, 142)

## **Alclud (I-9)**

This is the capital of Strangorre. Originally a hill fort, Alclud has grown in stature and now is a small walled city. Alclud means "Hill of the Clyde". The city stands on a twin-peaked hill which rises dramatically from the north shore of the Clyde at its confluence with the River Leven. It is a site of great natural strength. Alclud is a busy port and market town. A medium castle was recently built here to further strengthen the city in response to recent Dalriadan raids. The Irish call Alclud Dunbarton – the Fort of the Britons. Ruler: King Brangore of Strangorre. Vassal of: King Uriens of Gorre.

## **Amol (H-3)**

A dun on the Isle of Lewis. It is the home of many wild Attecotti warriors who raid the north coast of Caledonia. Ruler: Castellan. Vassal of: King of the Dragon.

## **An Baghan Burlach (H-6)**

An old Pictish hill fort, now repaired and occupied by Irish settlers. The settlers control the strait between the Isle of Skye and the mainland. Anyone wishing to pass this way must either pay the Lord of An Baghan Burlach, or else be strong enough to force a passage through. Ruler: Castellan. Vassal of: No one.

## **Annan (K-11)**

A motte and bailey castle on the banks of the River Annan. Ruler: Castellan. Vassal of: King Uriens of Gorre.

## **An Sgurr (H-7)**

A hill fort on the Isle of Eigg, built upon a table of rock which rises almost sheer on three sides for 400'. The fourth (west) side is a steep slope protected by wall and ditch. The fort is of ancient construction and has fallen





into disrepair. It is used by the few farmers of Eigg to shelter their cattle in winter.

### Antonine Wall (J-9, K-9)

Built between 143 and 145 AD this was intended as a more northerly replacement for the recently completed Hadrian's Wall. Its construction marked a desire by Rome to fully integrate Southern Caledonia into the empire. Policies changed, however, and within twenty years of being built the wall was abandoned in favor of Hadrian's Wall. Despite being long abandoned it is still an extremely impressive sight, although it is a modest affair when compared with Hadrian's Wall. It stretches thirty-seven miles from Carriden on the Forth to Kilpatrick on the Clyde. The wall consists of a twelve foot high turf rampart. To the north of this is a ditch, the earth from which has been used to form a further protective mound. Forts originally stood every couple of miles along the wall but these have not survived to the present day as they proved to be a rich source of building material. A road runs the length of the wall on its south side. The wall has no value as a defense, but is an interesting curiosity and the people who live nearby are justly proud of it.

### Arbroath (L-8)

A small fishing town and port. It is protected by an earthen rampart.

### Ard Ghamhgail (H-7)

A dun, whose Irish settler occupants refuse to swear allegiance to the King of Dalriada. It offers the farmers of the Moray peninsula protection from the raids of the Atte-cotti. Ruler: Castellan. Vassal of: No one.

### Arran (H-9, H-10)

Pagans believe that somewhere on this small isle lives the Irish sea god, Manannan, in a palace called "Emhain of the Apple Trees." It is said that anyone who seeks him with good reason can find this palace. Occasionally the local people see Manannan's horse, "Splendid Mane", galloping across the waves. (Ambient 7d20, Spiral Walking 4d20, Necromancy 3d20)

### Artchain (G-7)

This small monastery has recently been founded on Tiree, independent of the one at Soroby. The founder is Findcharn (a Pict) who has recently upset St. Columcille by having Aedh the Black, a notorious murderer and villain, ordained priest. Findcharn was convinced that Aedh was a changed man and persuaded the bishop to ordain Aedh by placing a hand on his head in approval. Columcille has forecast that Aedh will return to his former violent life. He also said that "the right hand which, against law and ecclesiastical rite, Findcharn has laid upon the head of the son of perdition shall soon rot, and after great tortures of

## MAP OF PENDRAGON CALEDONIA

### Key to the map

**T**HE LARGE MAP at the end of this book is intended as a gamemaster reference and tool. It gives information on a selection of places where the action of *Pendragon* adventure can take place.

The map key shows the type of terrain. This text expands upon the key, giving more detail useful for play.

### Aquatic Features

**Open Water** (ocean, loch): These bodies of water can be crossed only by ship or boat.

**Marsh:** Impassable for horses, difficult for boats or walkers.

**Navigable River:** Deep, wide and regular enough for barge traffic, it is a major block to land travel. In Pictish lands rivers often provide the main method of transport.

**River:** The low spot in the country, easily followed, usually not difficult to cross. Many are navigable to the Picts in their skin Curraghs. In the hills they are often reduced to a trickle during dry summers.

**Lake** (or Loch): A standing body of water, some of the Lochs are very large.

**Sea Loch:** A body of water that is connected to the sea and possibly tidal.

**Underwater City:** A race of Faerie folk live beneath the waters, though their cities (when seen or visited) seem not to notice the water.

### Terrain Types

**Open Land:** Generally flat country with few obstructions to visibility.

**Hilly Land** (often moor): Any sort of irregular ground which can be crossed by horse or foot, usually with adjustments to movement rate.

**Mountain:** Rugged, rocky, steep terrain, impassable to horses (and knights).

### Vegetation Types

**Clear Ground:** Meadow, fields, etc. with occasional trees. Movement is very easy through this terrain.

**Open Woodland:** Normal woodland, with as many open spaces as tree-filled ones. Movement as per a Path (Pendragon p. 154).

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pain shall go before him into the earth for burial." Both these things will happen – Aedh goes on to commit more crimes and Findcham receives a blow on his hand which turns gangrenous and has to be amputated. (Pochin Mould, 132)

### Auchen (K-10)

A small, but very strong castle (curtain wall and two round towers), guarding the route north to Gaiholm. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### Auchteraw (I-6)

A small hillfort, from which the wild Highland Picts raid the lands of Dalriada. Remarkably there is a small Christian church built in a wood nearby. It was founded by St. Moluag. He has baptized some of the local Picts and they worship here. Ruler: the Caledonii Clan. Vassal of: No one.

### Avielochon (K-6)

A small fort occupying a rocky promontory at the foot of Ben Ghuilbin. The fort overlooks the Strathspey valley and protects the farmers of the valley. Ruler: the Ce Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### Avoch (J-5)

A small hillfort and fishing village. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### Aylith (K-7)

A small hill fort overlooking Strathmore. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### Ayr (I-10)

This seaport, at the mouth of the River Ayr, is the most important in Gorre. Ayr is a thriving market town. The surrounding farmlands are the most productive in the region. There is a small castle guarding the harbor. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### Ballymeanoch (H-8)

The site of a stone circle and a cairn. The cairn is inhabited by Faerie Wildfolk who dance around the stones on certain nights. (Ambient 6d20)

### Balfarig (K-8)

This is the site of a large stone circle measuring about three hundred feet across. It is a Heathen holy center and is used by them on their holy days. (Ambient 6d20, Spiral Walking 3d20).

**Dense Woodland:** Woods with more tree-filled areas than open spaces, movement as per track (Pendragon p. 154).

**Evergreen Woodland:** Caledonia has some woods made up of pines and other evergreens. These areas have less undergrowth than their deciduous counterparts and hence are generally easier to travel through, but no less easy to get lost in!

**Enchanted Woodland:** magical wood, where spells and enchantments confuse travelers, and wild animals and creatures live. Movement is very difficult, and travelers cannot find their way through without special circumstances.

### Settlements

**City:** A settlement with at least 1,000 people and a regular market. All cities have a castle within them or close by.

**Town, village, hamlet etc.:** Small center of human population.

**Castle:** Any sort of residence/fortress from the old-style motte and baileys to the new stone built castles. For definitions of the sizes, see Pendragon pages 235-236.

**Hillfort:** A fortress formed by encircling or isolating a hilltop or ridge with walls and ditches, and within which lies a village. The walls can be of earth or, more likely, stone laced with timber, and are usually topped by a timber palisade. There are over 1500 hillforts in Caledonia so only a few are marked on the map.

**Dun:** A fortified dwelling common to the west coast of Caledonia. They consist of a circular or oval stone wall, up to 20' thick, pierced by an opening across which a door is fitted, and often containing passages or galleries. The top of the wall is reached by steps built either in the wall or on its inner face. The enclosed area, up to 70' in diameter, contains the timber framed houses, pens and sheds common to all villages. Duns are usually built on flat ground but also on promontories or hill tops.

**Broch:** A fortified dwelling unique to the Picts of Caithness and Orkney and consisting of a circular dry stone wall up to 50' high, but usually only around 20'. The wall is typically 15' thick and encloses an area between 30' and 40' in diameter. It contains a single entrance fitted with a stout, barred door with a doorman's room just inside. Other chambers and one or more stairwells are also contained in the wall. The enclosed area contains timber lean-to dwellings lining the inner face of the wall.

**Crannog:** A timber framed and thatched house built on an artificial island in a lake or loch. A crannog can be reached from the dry land by either a semi-submerged causeway or by boat. In many cases several crannogs are built side by side to make a small village of loch-dwellers. They are found mainly in Pictish Lands.

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### Bamburgh (M-10)

This is the site of a long abandoned hill fort. It enjoys a fine strategic position on a rugged outcrop of rock, overlooking both land and sea. In 547 the British Saxon Prince Ida, with a small band of followers, seizes the fort and rebuilds its defenses. Taking advantage of the fact that many knights are absent roaming the land searching for Sir Lancelot, Ida claims the surrounding land as his own and names himself King of Bernicia.

### Banff (L-5)

A large hillfort and village situated at the mouth of the River Deveron. From here it is possible to journey deep into Escoce's richest farmlands. The village is thriving and has outgrown the fort. Ruler: the Fife Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### Barmekin (L-6)

This large hill fort commands the Dee valley. The population has grown so large that it has spilt outside the walls. A temporary rampart and ditch protects the new dwellings. The fort hosts a large market, on the last day of every month, which attracts people from all around. Ruler: the Tazali Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### Barmkyn (L-6)

A long abandoned hill fort overlooking the Howe of Alford. The fort fell into disuse several generations ago when the Cruith, of the Tazali Clan, were treacherously killed by members of the Vevicones Clan, as a result of a long feud. The relatives of the family visit the ruins of the fort on the anniversary of the murders, as the spirits of the victims still haunt the place. The feud continues between the relatives of the dead and the members of the Vevicones clan that committed the murders. (Ambient 5d20, Curse 3d20)

### Barra Hill (L-6)

A small castle has recently been constructed upon the foundations of an old hill fort. The castle is owned by Sir Mordred, one of the Orkney clan and is his favorite retreat. Visiting knights will find the hospitality here closer to Logres standards than in any of the surrounding hill forts. Rumor has it that Morgan Le Fay is often here. Ruler: Sir Mordred. Vassal of: Pendragon.

### Bareyra (J-8)

A small hillfort controlling the west entrance to Loch Tay. In the summer it is unoccupied, as the Picts are herding their cattle in the high valleys, but in the winter it is crowded with many families. Ruler: the Maeatae Clan. Vassal of: No one.

**Monastery:** A permanent residence for a community of monks.

### Roads

**Trade Roads:** Some roads are well known to anyone who travels. Typically these roads follow the old Roman roads, which are not plentiful in Caledonia. They are shown on the players map. They are well marked, easy to follow and heavily traveled.

**Local Road:** A road known to the residents, but generally not known outside the community. It is well marked and easy to follow.

Lesser Roads are not shown because they are both arbitrary and natural. To get between places which do not have a road, travelers must stop to ask the way, search for paths, and so on. This is handled in game terms by the Hunting Roll (modified by conditions) used to to explore the wilderness (Pendragon p. 154). Local residents know the best way to go, and thus anyone with a guide does not need a Hunting roll.

### Faerie Creatures

**Dragon:** Draconic, serpentine monsters.

**Faeries:** These are the original inhabitants of the land, but now live in hidden places below, or around, cairns, standing stones etc.

**Mermaid:** An aquatic faerie that is half human and half fish, sometimes called Kelpies. The male counterpart, the Merman, is also known in Caledonia.

**Water Horse:** Large and often hostile, they live in many of the Lochs of Caledonia.

**Water Monsters:** Many of the Lochs of Caledonia are home to these large creatures. They are almost dragon-like in appearance.

**Giant:** Many giants inhabit Caledonia, most of them are fierce man-eaters.

### Miscellaneous

**Standing Stone(s):** One or more upright stones, usually associated with Heathen worship and Faerie creatures.

**Cairns:** The burial mounds of prehistoric people, they are often the homes of Faeries.

**Well:** A significant source of water, often with healing qualities and of religious importance.





### **Bayable (H-4)**

This dun is the home of one of the many tribes of the Attecotti. From here these fearsome warriors plague the west coast of Caledonia with their raids. Ruler: Castellan. Vassal of: King of the Dragon.

### **Bein an Tuirc (H-9)**

This is the tallest mountain on the Kintyre peninsular. It is extremely remote and is only populated by hardy mountain goats.

### **Benarty (K-8)**

A hill fort on a precipitous peak that overlooks Loch Leven. Its huge boulder walls were built by Faerie giants, at the behest of the Clan's chief Fiosaiche. The giants are now sleeping under a nearby hill and can be summoned if needed. On the southwest shore of the Loch is a small Christian church that was founded by St. Ninian. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Benderloch (H-8)**

This dun, at the mouth of Loch Linnhe, is very important as it controls the mouth of the Great Glen. It is one of a number of Dalriadan fortifications built to stop Pictish attacks along the Great Glen. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Ben Dorrie (K-3)**

A standing stone into which a bowl has been cut. In this the local villagers leave offerings of milk and in return the Faerie, that lives under the stone, cares for their cattle at night.

### **Benoic (K-7, K-8, K-9, L-7, L-8)**

The population of this kingdom is centered on the east coast of Caledonia, especially around Strathearn and Strathmore. It is relatively rich and stable and well protected against raids from the Highlands. The Picts of Benoic were converted to Christianity by St. Ninian several generations ago. Ruler: Duke Ansirius and Duchess Yst. Vassal of: Pendragon.

### **Ben Lawers (J-8)**

Herds of Faerie cattle graze the slopes of Ben Lawers. They are dun colored and have no horns. No one has been able to catch one, but there is a faerie being that herds them. Once a year this being slaughters one of the cattle and leaves it at a nearby rock, for the local chieftain. The cow provides enough food for a feast for the whole vil-

lage. When the cows are ready to mate they are herded down to Loch Tay and the Water Bull that lives there is called. (Bord, 176) (Ambient 4d20)

### **Ben Loyal (J-4)**

Locals say that a dwarf lives deep in this mountain and operates a large smelting furnace, using the iron ore at the mountain's core. At its foot is the Stone of the Little Man. If a silver coin and a model or drawing of any metal object are left there, then it will be made by the dwarf. (Bord, 181)

### **Ben Macdhui (K-6)**

A giant called the Gray Man lives in a cave on this mountain. He is often seen by the Picts who live nearby and is quite friendly. On several occasions he has sheltered a lost soul for the night in his mountain home. During festivals he often joins the Pictish celebrations and enjoys dancing with the Pictish maidens. (Bord, 180)

### **Ben Nevis (I-7)**

This is the highest mountain in Britain (4406 feet). Half way up its steep sides is a lake in which a fierce monster lives.

### **Ben Wyvis (J-5)**

The home of a terrible, fire-breathing dragon who bathes in Loch Achilly. No one has ever dared approach his high mountain home, but rumor has it that he sleeps on a bed of old silver coins.

### **Berneray (F-6)**

A dun at the southern-most tip of the Out Isles. The wild Attecotti who live here terrorize the seas and coasts of Ireland. Ruler: Castellan. Vassal of: King of the Dragon.

### **Bewcastle (L-11)**

Little remains of this Roman fort, although the locals use the walls as a cattle pen in winter.

### **Birrens (K-11)**

An abandoned Roman fort.

### **Blair Hill (I-11)**

A pair of standing stones between which is a stone chalice. Local legend says that offerings left in it are taken by the faeries who live below the stones and in return they may grant the giver a favor.



### **Boreraig (G-5)**

A dun with a ditch and rampart overlooking Loch Dunvegan. It is occupied by Irish settlers who farm the surrounding land. The people are constantly troubled by Attecotti pirates and a vigilant watch is kept out to sea. The chieftain of the dun has a sacred stone that is kept wrapped in a fair linen cloth, about which there is a piece of woollen cloth. This stone can cure diseases when the proper ritual is performed. (Squire, 415) Ruler: Castellan. Vassal of: No one.

### **Borvermore (G-4)**

This dun is the home of a tribe of the Attecotti. From this secure base they raid the lands of western Caledonia to supplement the meager resources that the Isles yield to them. Ruler: Castellan. Vassal of: King of the Dragon.

### **Bothwell (J-9)**

This large castle has been designed to be one of the most impressive in Caledonia. The castle should consist of a pentagonal enclosure with a massive round keep at one corner, round towers at three other corners and a twin-towered gatehouse at the fifth. The design has proved too expensive and work has been stopped for a number of years. Only the keep and adjacent walls have been completed; work on the rest ceased with the walls only at waist height. Nevertheless, the keep is extremely impressive and comfortable. Ruler: Castellan. Vassal of: King Brangore of Strangorre.

### **Bracadale (G-5)**

A dun that is the home of Irish settlers. They regularly leave offerings to the Faeries at Dun Gharshinn, for fear of having their children stolen! Ruler: Castellan. Vassal of: No one.

### **Braidwood (J-9)**

A fortified settlement protected by two timber palisades. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Brandsbutt (L-6)**

There are a number of Pictish symbol stones here marking the burial place of the first Queen of the Tazali. There is a small hill fort nearby, whose occupants celebrate their festivals at the stones. Ruler: the Tazali Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Bremenium (L-10)**

This fort was built by the Romans to guard one of the main routes across the Cheviots. It was one of the last in

Caledonia to be abandoned by them. Due to its strategic importance the fort has never ceased to be occupied. It was one of the places confiscated by Arthur following Garloth's part in the rebellion at the beginning of his reign. Ruler: Sir Urbgen. Vassal of: Pendragon.

### **Brodict (I-10)**

This small stone castle is at the center of a thriving town, which is the principle settlement on the Isle of Arran. Nearby is a monastery that was founded by St. Euda, a monk from Iona. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Broubster (K-3)**

Thirty-two standing stones form a "U" shape with the open end facing southwest. In the mouth is a single monolith of great size. The Picts of Caithness come here to dance and to speak with the faeries who live in the stones. (Ambient 5d20)

### **Bruan (K-4)**

One of many brochs in the fertile lands on the west coast of Caithness. It is home to a particularly large family. A small village has grown up around it. Ruler: the Cornovii Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Bruicheach (J-6)**

This is the home of an important Pictish chieftain. She is a member of the Decantae Clan, but has family ties to, and some influence with, the Caledonii Clan. This makes her a valued advisor to the King and Queen of Escoce. She lives in the largest of several crannogs on Loch Bruicheach. Ruler: Estel of Bruicheach. Vassal of: King Carados and Queen Husticc of Escoce.

### **Burghead (K-5)**

A large Pictish fort constructed at the end of a broad, rocky headland. The natural terracing of the headland makes the fort two-tiered. The walls protecting the fort are some of the greatest in Pictland and are adorned with carvings of the Boar, a symbol of strength and ferocity. Within the lower tier of the fort is the famous Burghead Well, an important Heathen holy center (Healing 4d20). The fort is the most important in the region and has a large population and a permanent market. The Cruith of Burghead are insistent that the fort should not be weakened by having a village grow up outside its walls. Ruler: the Clan Chieftain of the Ce. Vassal of: King Carados and Queen Husticc of Escoce.





### **Cabrich (J-5)**

A small hill fort upon a rocky table. It is the home of a Pictish knight. Visitors from Logres get good hospitality here. The knight is always willing to joust visitors for love. He has a son who has just been knighted and promises to be famous one day. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Hustic of Escoce.

### **Caerlaverock (J-11)**

This medium castle has a shape which is unique in Britain. It is triangular with round towers at two corners and a twin-towered gatehouse at the third. It is surrounded by a wet moat and earth rampart. The castle is built of red sandstone. Ruler: Chief of the Niduari Tribe. Vassal of: King Uriens of Gorre.

### **Cairnholy (I-11)**

These two chambered cairns stand on a gently sloping hill overlooking Wigtown Bay. One cairn has an impressive curving facade of standing stones which acts as a backdrop for Pagan ceremonies. Their prominent location makes them a useful landmark for travelers.

### **Cairn Mona Gowan (K-6)**

On this mountain is a cairn in which lives a very strange Faerie creature. He has one arm that protrudes from his chest, one leg coming from his haunches and one eye in the front of his face. This peculiar creature is remarkably mobile and also a very good woodcutter. (Naddair, 145)

### **Cairnmore (L-6)**

This hill fort was abandoned after nearly all the inhabitants died of a strange plague. The local people refuse to go near the place and claim that the plague was a curse upon the inhabitants for their wicked ways. (Ambient 5d20, Curse 3d20)

### **Cairnburgh (G-7)**

This castle is made up of two completely separate enclosures on a pair of islands in the Treshnish group. The castle defends the west coast of Dalriada and has a fine harbor. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Cairnpapple (K-9)**

An important burial site in pre-Roman times. There is a huge cairn on the summit of Cairnpapple hill and the remains of a stone circle. Though long disused there is a solemn, eerie feeling about the place and it is shunned by

the locals out of respect and fear. (Ambient 5d20, Necromancy 4d20)

### **Cairnton (L-7)**

A medium sized lowland fort that crests a hill, giving it a commanding view as far as the coast. It is an important center of trade and culture and has a semi-permanent market and large population. Ruler: the Vevicones Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Caithness (I-3, I-4, J-3, J-4, K-3, K-4)**

A kingdom on the northern-most tip of Caledonia. It comprises rich agricultural lands, wild moors and bleak Highlands. The Picts of Caithness are at war with Escoce, but do not fear invasion from their numerically superior enemy, as Queen Margawse supports them. Ruler: King Drust and Queen Alst. Vassal of: Queen Margawse of Orkney.

### **Calally (M-10)**

This is a small castle: a shell keep with a tower. Ruler: Castellan. Vassal of: Queen Elaine of Garloth.

### **Caledonian Forest (J-8, K-8, J-9)**

Much of Caledonia is covered by dense forest, the greatest of which is the Caledonian Forest. It stretches for many miles and is a mixture of evergreen and deciduous trees. It includes the Forest of Atholl and The Black Wood of Rannoch. Many creatures make it their home, some of which are strange and unusual. The Great Caledonian Bear is huge and thought, by some Pagan tribes, to be a god. It is the Samhladh of the Fortrenn and Maeatae Clans of Picts. Deep within the forest is an orchard of sacred apple trees (Ambient 6d20, Divination 4d20) which are believed to provide sustenance without ever being diminished in size. It is also said that if they are thrown, they will return, unerringly to the throwers hand and also that when eaten, they impart great wisdom.

### **Callanish (G-4)**

A ring of standing stones here mark a center of great power, where the terrible magicians of the Attecotti work fearsome magic. The stones regularly taste the blood of sacrifices, offered to the evil spirits who live within the circle. On Midsummer's Eve a mythical figure, the Shining One, walks through the stones. (Bord, 188) (Ambient 7d20, Spiral Walking 6d20, Curse 4d20)

### **Camster (K-4)**

Two round cairns haunted by the faerie wildfolk who live within them. Occasionally they venture out and steal cat-



tle or children from nearby homes. (Bord, 181) (Ambient 5d20)

### **Candida Casa (I-11)**

This is the oldest monastery in Caledonia. It was founded in 397 by St. Ninian as a base from which he could venture forth to spread Christianity among the Picts. The monastery is one of the most powerful in Caledonia, with a school whose reputation attracts pupils from all over Britain and Ireland. Candida Casa is also a site of pilgrimage which is, in Britain, second only to St. Albans. King Arthur himself came to pay homage at the tomb of St. Ninian on his way back from the Battle of Loch Lomond in 519. St. Fintan is the current Abbot. The name Candida Casa means 'The Shining Place' and it is so named because ever since its foundation the humble church has had a white-washed exterior.

### **Cape Wrath (I-3)**

This remote and sparsely populated peninsular on the north-west tip of Caledonia is the home of mermaids. Pictish sailors occasionally disappear here under mysterious circumstances. (Bord, 181)

### **Carn Liath (H-5)**

A dun occupied by a tribe of Irish settlers. They live in fear of a terrible giant who lives in the woods to the north and steals their cattle. Nearby is a huge cairn on the bank of the river Haultin, where faeries dance on Midsummer's Eve. The faeries used to protect the people from the giant by confusing it, but one of the village hunters accidentally killed one of the faeries and since then they leave the dun to its fate. Ruler: Castellan. Vassal of: No one.

### **Carriden (K-9)**

This Roman fort guarded the eastern edge of the Antonine Wall. A small town grew up around the fort but it did not survive the army's withdrawal. It stands abandoned and ruined.

### **Carstairs (J-9)**

A long abandoned Roman fort.

### **Cartington (L-10)**

A small castle (curtain wall, gate tower and small keep) on a hill overlooking the River Coquet. Ruler: Castellan. Vassal of: Queen Elaine of Garloth.

### **Castle Craig (J-8)**

A hillfort on a promontory of the Ochil Hills, overlooking the Forth valley and the prosperous city of Stirling. It is

the first port of call for anyone entering Benoic overland and is most hospitable and relatively comfortable. Within the halls of the fort, an aware knight can learn many rumors and overhear much gossip about the lands to the north. Ruler: the Fortrenn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Castle of Maidens (K-9)**

see Din Eidyn.

### **Castle of the Pilgrim (K-8)**

See Dundee.

### **Catherthun (L-7)**

Two hills side by side. Atop one (the Brown Hill) is one of the most imposing hill forts in Caledonia. It has two huge stone walls and is a very important center. The second hill is called the White Hill and although it is often mistaken for a hill fort by foreigners, it is in fact a Heathen religious site, made up of several large stone rings and many cairns. From one of the cairns springs a stream whose waters are rumored to have remarkable healing properties. Ruler: the Vevicones Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Caulside Burn (I-11)**

There are two cairns surrounded by a ring of fifty standing stones on the side of this lake. The local Pagans claim to have seen faeries in amongst the stones and occasionally a lone soul disappears in the vicinity. (Ambient 5d20)

### **Cheviot Hills (L-10, L-11)**

A bleak area of round-topped hills. Although not as desolate as the Highlands, the region is mostly too wild to live in and forms part of the border between Gorre and Garloth. The highest point is The Cheviot (2676 feet).

### **Chillingham (M-10)**

This small castle is the home of Baron Outigern (one of the most important men in Garloth) but he spends most of his time at court in Windesan. This region is famous for the "Wild White Cattle of Chillingham." These animals are completely wild and very fierce, and resist all attempts to domesticate them. Ruler: Baron Outigern. Vassal of: Queen Elaine of Garloth.

### **Cinn Trolla (K-4)**

One of the most important of a number of brochs protecting the east coast of Caithness. A large village has grown up around it and there is a market here once a month. The Cruith of Cinn Trolla are famous for their seamanship.



Ruler: the Smertae Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Clach Mhor a Che (F-5)**

A large stone slab stands at the edge of a bay here. It resembles a door in shape and the legends say that at the Vernal equinox it swings open to reveal another world. (Ambient 5d20, Travel 3d20, Spiral Walking 2d20)

### **Clach Ossian (J-8)**

A standing stone that marks the burial place of the legendary Irish warrior and poet Ossian, who died here whilst fighting the Picts. (Bord, 176)

### **Clackmannon (J-9)**

A single standing stone that marks a cairn which is home to a large faerie creature.

### **Clatchard Craig (K-8)**

A large hillfort that is encircled by the huts of the village which has spilled beyond its enclosure. The Cruith of the fort have had an earthen rampart built to encircle the new village, but even this is proving to be too small and huts are beginning to appear outside it. The hill fort is home to many artisans and traders and hosts a large market twice a month. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Clava Cairns (J-6)**

The Clava Plain is dominated by four large cairns, each surrounded by a ring of standing stones. Many other stone circles and smaller cairns dot the plain. It was to these cairns that many of the Faerie retreated when driven from their lands and they still live here now. It is also where the Kings and Queens of Escoce are buried.

### **Clettraval (F-5)**

A dun that is the home of a tribe of the Attecotti who raid the north coast of Ireland. Ruler: Castellan. Vassal of: King of the Dragon.

### **Cnoc Fillibhir (G-4)**

Two concentric circles of tall stone slabs. The outer circle contains eight stones and the inner one has four. They are a sacred Heathen site and the Attecotti worship here. (Ambient 6d20, Spiral Walking 3d20)

### **Cnoc na Ratha (K-3)**

A small hill fort, just to the north of Freiceadain. As well as having a large farming population, it is also the home of Caithness's greatest Fiosaiche who leads rituals at the

nearby Cnoc Stone. Ruler: the Cait Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Coldingham (L-9)**

A small monastery has just been founded here, the first one in Lothian. The Abbess is St. Aebbe.

### **Cole (J-4)**

A broch in the fertile Brora River valley. Ruler: the Smer-tae Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Corryvreckan Whirlpool (H-8)**

The narrow sounds of water between many of the islands of the west coast of Caledonia give rise to some treacherous sailing conditions. There are a number of inter-island whirlpools and tide races. Of these the Corryvreckan Whirlpools, between the isles of Jura and Scarba, are the most dangerous and are avoided by all sailors with knowledge of the region.

### **Coulter (K-10)**

This old-style castle by the River Clyde is, originally, the home of the unfortunate Sir Broades – the father of Sirs' Belias and Briadas (see Two Sycamore Fountain). After his death his daughter, Lady Byanne, rules in his stead. Ruler: Sir Broades/Lady Byanne. Vassal of: King Uriens of Gorre.

### **Craighill (L-8)**

A small hill fort situated on an outspur of the Sidlaw hills. It commands a view of the lands to the coast. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Craigie (I-10)**

A small castle (curtain wall, gate house, small keep). Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Crail (L-8)**

A small castle that commands the mouth of the Firth of Forth. It is of recent construction and a small village is rapidly growing up around it. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Crookston (J-9)**

A small castle (a timber hall within a ditched and banked enclosure), well situated on a hill giving it commanding views of the surrounding countryside. Ruler: Castellan. Vassal of: King Brangore of Strangorre.





### **Cromarty (J-5)**

A hill fort overlooking the mouth of Cromarty Firth, that houses a thriving fishing community. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Cruggleton (I-11)**

An old-style castle built upon a cliff top. The motte stands on the cliff edge with the bailey on the landward side. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Cullerlie (L-7)**

A circle of eight stones around seven burial mounds, below which faeries live. The local people leave them offerings of milk and bread in a hollow in one of the stones. In return the faeries watch over the villagers' herds. (Ambient 5d20)

### **Culloden (J-6)**

A rag well where offerings of rags are hung in the branches of trees around the well. The well has health-giving properties; as a rag rots away the disease of whoever left it is cured. On the first day of spring the water of the well turns to wine for a short space of time. (Bord, 181) (Ambient 5d20, Healing 3d20)

### **Culross (K-9)**

The most important monastery in Benoic. It is one of the oldest in Caledonia dating back to St. Ninian. The abbot is the aging St. Servanus, the teacher of St. Kentigern who spent his childhood here.

### **Cupar (K-8)**

There is a small stone castle and town here. This is one of the centers of the Fib Clan of Picts. The River Eden is navigable as far as the town and Cupar is a busy port as well. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Dalmellington (I-10)**

A motte and bailey castle by the River Doon. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Dalriada (G-7 to 10, H-7 to 10, I-7 to 10)**

(Referred to as the Long Isles in Pendragon). This new kingdom is the home of the Irish invaders, lead here by Fergus mac Erc. It occupies many of the western isles, but its richest land is on the Kintyre peninsular. Ruler: King Conall/Aedan. Vassal of: Duke Galahaut of the Long Isles.

### **Denoon Law (K-8)**

A large hill fort occupying the site of a much older fort of unknown origin. It is a busy place with many traders and a semi-permanent market place. From here fine Highland ponies can be bought from the Cruith, who are famous horse breeders. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Denork (L-8)**

A hill fort atop a knoll that overlooks and protects the rich fishing coast of the Bay of Denork. Nearby is a small port, Craighton, with a Christian chapel. The port is always busy with traders heading for the large hill fort at Lomond. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Din Eidyn (K-9)**

[Edinburgh] This small town has grown up in the shadows of the famous Castle of Maidens. This castle stands in a strong position on Castle Rock, a large rock outcrop which provides an excellent natural motte. The castle has for many years been a famous college for the training of Druidic Priestesses. Both Queen Morgan Le Fay and Queen Margawse studied here and this richly appointed medium castle bears witness to the many gifts they have showered on its ruler. Nearby on Nodens Seat are the remains of a hillfort of impressive size. Also in the area is Calton Hill which is said to be a site of the Faerie Court. A young boy from the town, who is said to have the gift of second sight, enters the Faerie Court every week through huge gates in the hill only visible to those with the gift. He says he plays drums for Faerie dances and watches the festivities. Nothing and no one can prevent him from making his weekly trips. (Bord 173) Ruler: Lady Eleri. Vassal of: Pendragon.

### **Dingwall (J-5)**

This is a large hillfort that is used as a base by Pictish warriors who are raiding Caithness. The fort is always busy with people planning and preparing raids or recovering from them. Ruler: the Clan Chieftain of the Lugi. Vassal of: King Carados and Queen Husticc of Escoce.

### **Dirlot (K-4)**

Two small cairns atop a low knoll are surrounded by twenty rows of stones that radiate from the center. Each row contains twenty stones. The stones are said to be a ladder which leads to the Faerie Realms. (Ambient 5d20)



### **Dirleton (L-9)**

A medium castle (large curtain wall, large round keep, round towers). It is perched upon a craggy knoll with the gate tower high above ground level and accessible only by a long wooden bridge. Ruler: Baron Marchlew. Vassal of: Pendragon.

### **Dolorous Garde (L-10)**

See Joyous Garde.

### **Dornoch (J-5)**

An important hillfort overlooking the Dornoch Firth. It is the most southerly in Caithness and is the base from which raids are made on Escoce. It has a fortified harbor that is linked to the fort by a causeway. Ruler: the Smertae Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Doun of Relugas (K-6)**

A small hill fort at the confluence of the Findhorn and Divree rivers. It is the home of traders who travel the river in their coracles and hosts a market once a month. Ruler: the Ce Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Dounreay (K-3)**

Here there are one hundred stones arranged in thirteen rows aligned in a broad "V" shape with a cist at the apex. There is always a large gathering of Picts for the seasonal festivals, as the stones are a gate to the Faerie realms. (Ambient 5d20, Spiral Walking 3d20)

### **Dow (J-7)**

This hill fort guards the upper reaches of the Tay river valley. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Drera Craig (K-9)**

This large hill fort commands the valley between the Clyde and the Tweed. It is famous for being encircled by boulders that look like teeth. It has a large market and is a busy settlement. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Druim an Duin (H-8)**

A dun on a narrow, rocky ridge overlooking Loch Scotnish and the Knapdale Forest. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Drumnadrochit (J-6)**

A hill fort overlooking Loch Ness, from which Pictish warriors set out to raid Dalriada. The leaders of the High-

land clans are often found visiting here discussing plans for joint raids on their enemies. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Drynoch (H-6)**

This small village has a faerie maid who looks after the cattle and small children in exchange for offerings of milk. She is tall and thin with hair falling to her feet and is clothed in a soft, misty robe. The locals are always careful to keep dogs away from her as she is known to dislike them. (Naddair, 141)

### **Duart (H-8)**

The lord of this small, square stone castle is trying to raise the funds to enlarge it. The town is renowned for its whisky, which has strong peaty flavor. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Duchal (I-9)**

A small castle on a promontory site. Ruler: Castellan. Vassal of: King Brangore of Strangorre.

### **Dumfries (J-11)**

This town is the largest and most important in the Galloway region of Gorre. It stands on the west bank of the River Nith which is navigable up to this point. It serves as the market town for the agricultural land around it. Dumfries is famous for its hosiery and knitwear manufacture. It is guarded by an old-style castle. Ruler: Baron Nertheid of Galloway. Vassal of: King Uriens of Gorre.

### **Dumglow (K-9)**

A large and well defended hill fort that commands views over the Firth of Forth. Visitors from Logres are often surprised by how civilized the Picts here are. There is rivalry between the people of Dumglow and those of the neighboring fort of Dummiefarline. Ruler: the Fortrenn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Dummiefarline (K-9)**

A small hill fort in the Cleish Hills. Considerable rivalry exists between the people here and those of Dumglow. The two were at war for many generations and although the blood feuds were settled by the Duchess of Benoic long ago, there is still an undercurrent of hatred. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.





### **Dunadd (H-8)**

This is the capital city of Dalriada. It stands on a plug of rock which rises out of the surrounding marshland. In addition to these natural defenses the city is divided into several sections by a complex series of walls. A medium castle stands on the summit of the hill. This is of impressive construction and bears testament to the strength of the King of Dalriada. Beside the gates of the castle is a stone carved with a footprint, a boar and a bowl. The Picts who once lived here carved them. They are used in the King of Dalriada's coronation ceremony. The city's market is famed for the quality and quantity of Irish goods which are available. Ruler: King Conall/Aedan of Dalriada. Vassal of: Duke Galahaut of the Long Isles.

### **Dun an Achaudh (G-7)**

The people of this dun are sometimes attacked by Attecotti raiders, but Duke Galahaut's navy keeps them largely at bay. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dun Ard an t'-Sabhail (G-6)**

A dun occupied by independent Irish settlers. Ruler: Castellan. Vassal of: No one.

### **Dunaverty (H-10)**

This newly built small castle defends the southern tip of the Kintyre peninsular. Its lord is rich and owns much of the surrounding land. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dunbar (L-9)**

A shell keep castle. Ruler: Castellan. Vassal of: Baron Marchlew of Dirleton.

### **Dunbarton (I-9)**

See Alclud

### **Dun Bravat (G-4)**

A large dun occupied by a tribe of the Attecotti. Ruler: Castellan. Vassal of: King of the Dragon.

### **Dun Buidhe (F-5)**

A large dun that is the home of fierce Attecotti pirates. Ruler: Castellan. Vassal of: King of the Dragon.

### **Dun Canna (I-4)**

This small dun protects the fertile farmlands nearby. It is often plagued by the Attecotti. Ruler: Castellan. Vassal of: No one.

### **Duncansby (L-3)**

A sturdily built broch on a narrow promontory. There is a small village near it that has a harbor. Being so close to the Orkneys there is quite a bit of trade. The people are less afraid of the northern isles than many of their fellow Picts. Ruler: the Clan Chieftain of the Cornovii Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Dun Carloway (G-4)**

A dun occupied by the Attecotti. Ruler: Castellan. Vassal of: King of the Dragon.

### **Dun Chliabhain (J-6)**

A small Pictish hill fort overlooking the Beaully Firth. It protects the surrounding lands from raiders from the Highlands. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Dun Cromore (H-4)**

A dun occupied by wild Attecotti warriors who raid the lands to the west. It is one of their largest settlements and the harbor is always packed with vessels. Ruler: Castellan. Vassal of: King of the Dragon.

### **Dundarg (L-5)**

A promontory fort on a narrow outcrop of rock. Ruler: the Fife Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Dun Deardail (I-7)**

This dun is on the slopes of Glen Nevis and the great peak Ben Nevis towers over it. The dun guards one of the main routes taken by Pictish raiders on their way to the Dalriadan farmlands around Loch Linnhe. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dundee (K-8)**

This is a small town occupying two hills that slope gently to the sea. It is a flourishing sea port and is the site of a permanent market. The Picts of Dundee are renowned for their shipbuilding abilities. Atop the eastern-most hill is a new small stone castle, called the Castle of the Pilgrim. It is the preferred home of Duke Ansirius and Duchess Yst of Benoit. It is from Dundee that the Duke sets off on his famous pilgrimages to the Holy Land. He makes this year long journey about once every six years. When he is due to leave or return Dundee is heaving with holy folk and people seeking his blessing. In a nearby valley is Strathmartin Church founded by St. Ninian. Ruler: Duke Ansirius and Duchess Yst of Benoit. Vassal of: Pendragon.



### **Dundornadilla (J-4)**

This broch is the most westerly fortification in Caithness, although there are many small villages and homesteads beyond. There is a regular market at the village that is protected by the broch. Ruler: the Cait Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Dun Durn (J-8)**

A hill fort occupying an isolated rocky knoll that rises above the flood plain of the River Earn, about one mile downstream from the mouth of Loch Earn. It is on the very border of Benoic and is often attacked by the fierce warriors of the Maeatae. Ruler: the Fortrenn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Dunfallandy (J-7)**

A Pictish hill fort. Nearby is a symbol stone that marks the spot at which St. Ninian converted many local Picts to Christianity. The stone is carved on one side with a Christian cross, Jonah, beasts and Angels and on the other side with Pictish symbols. The Picts of the fort hold open air services here on holy days and visiting knights are always made welcome. Ruler: the Fortrenn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Dun Fiardhairt (G-7)**

A dun inhabited by Irish Settlers. Ruler: Castellan. Vassal of: No one.

### **Dun Gharsainn (G-6)**

A deserted hillfort inhabited by faeries who can often be seen dancing in the moonlight. The local Irish settlers leave them gifts to keep them from stealing their children. (Bord, 181) (Ambient 5d20)

### **Dun Lagaidh (I-5)**

A dun occupied by independent Irish settlers. It overlooks Loch Broom. Ruler: Castellan. Vassal of: no one

### **Dun Leacainn (H-9)**

This dun commands a good view of the surrounding countryside. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dun Mac Tual (J-8)**

This hill fort on Drummond hill overlooks Loch Tay. In summer it is rarely occupied, but in winter is the home of the hardy Highland Picts. Ruler: the Maeatae Clan. Vassal of: No one.

### **Dun Mhuilig (H-9)**

A promontory dun of large size overlooking Loch Craignish. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dun Mor (K-8)**

One of many hill forts in the fertile Earn river valley. This one is at the mouth of Sna' Glen, on the River Almond and commands the route through the pass. Ruler: the Fortrenn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Dunmore (H-9)**

This large dun occupies a strong coastal position. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dun Nan Gall (G-7)**

A dun overlooking Loch Tuath. It has a large village beside it and its port is used as a base by the navy of Dalriada to prevent the Attecotti raids of the coast. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada

### **Dun na Maigh (K-4)**

A broch on a rocky eminence overlooking the Kyle of Tongue. It has a double ditch and rampart but the large village at the foot of the hill is unprotected. Ruler: the Caith Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Dun na Nighean (G-8)**

This large dun is the most important on the Isle of Colonsay. A town of considerable size has sprung up around it and its port has a small, but thriving market place. It is a stopping off point for many traders and the dockside area is often heaving with them and their crews. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dunnet Head (K-3)**

A mermaid is often seen around the Head. It is said that she fell in love with a local fisherman and has imprisoned him below the Head in a room full of the treasures of sunken vessels. (Bord, 182)

### **Dunnideer (L-6)**

A medium sized hill fort commanding views over the coastal plain around it. It is protected by fine timber-laced stone walls. Ruler: the Tazali Clan. Vassal of: King Carados and Queen Husticc of Escoce.



### **Dunnig (K-8)**

This is the largest of several hillforts on the north face of the Ochil Hills. It controls Strathallan, the pass connecting the Forth and Earn valleys. It has a lively market and is always full of gossip and rumor, as might be expected of a town on a trade route. Ruler: the Fortrenn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Dunollie (H-8)**

A large and heavily fortified dun overlooking a thriving port which is the second largest town in Dalriada. The busy little market attracts traders from many parts of the isles and mainland. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dunrobin (J-5)**

This broch is one of many protecting the fertile lands of south-east Caithness. It has a ditch and rampart. Ruler: the Smertae Clan. Vassals of: King Drust and Queen Alst of Caithness.

### **Dun Skeig (H-9)**

A large dun with rampart and ditch. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dun Scathach (H-6)**

In legend this deserted dun is the home of Scathach the Amazon and her two sons. It was she who taught the Irish hero Cuchalainn his warrior-craft. To reach here he had to cross the Plain of Ill Luck, where his feet stuck fast, while sharp grasses sprang up and cut them. He then passed through the Perilous Glen, full of devouring wild beasts. Finally he came to the Bridge of the Cliff, which rose on end, till it stood straight up like a ship's mast, as soon as anyone put a foot on it. Three times Cuchalainn tried to cross it and thrice he failed. Then anger came into his heart and a magic halo shone round his head and he did his famous feat of the "hero's salmon leap" and landed in one jump, on the middle of the bridge and then slid down it as it rose on end. Whether such a journey need be made by all who seek Scathach is unknown. The locals shun the site for fear of the warrior woman. (Squire, 163)

### **Dunsinnane (K-8)**

A large hillfort overlooking Strathearn. Its population has spilt outside the original walls and new ones are currently being built. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Dunstaffnage (H-8)**

This stone castle (enclosing wall, two round towers and a gatehouse) is situated on a rock outcrop overlooking Loch Etive. It guards the nearby farmlands from the raids of both the Attecotti and the Picts of the Highlands. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Dun Suledale (G-5)**

A dun, occupied by Irish settlers, overlooking Loch Snizort on the Isle of Skye. Ruler: Castellan. Vassal of: No one.

### **Duntelchaig (J-6)**

A fort upon a rocky outcrop of Ashie Moor. It commands the mouth of Loch Ness. The lord of the fort is famed as the most able navigator of the loch. He regularly leads a warrior band down the Great Glen to raid Dalriada. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Dun Torcuill (G-5)**

This dun is the home a tribe of the Attecotti. The warriors plague the west coast of Caledonia with their raids. Ruler: Castellan. Vassal of: King of the Dragon.

### **Dunvegan (G-5)**

A dun on the Isle of Skye inhabited by the Iardomnan. They are protected by a Faerie flag given to them by the wife of a previous chieftain. It saves the clan whenever they are in dire peril, but will only work three times. It has been used twice to save the people from the Attecotti when they have nearly overwhelmed the dun. Ruler: Castellan. Vassal of: No one. (Bord, 183)

### **Dun Vidan (J-4)**

A broch protecting the broad and fertile Strathnaver valley on the north coast of Caithness. Ruler: the Cait Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Dwarfie Stone (K-3)**

A sandstone block hollowed out to make a cave for a fierce giant and his wife. The pair terrorize surrounding people and have caused the lands for many miles around to be bereft of human habitation. Many brave warriors have died trying to defeat the pair. The local rulers would handsomely reward anyone who could kill them. The giant's wife is surprisingly stealthy and she can creep up behind unwary knights! (Bord, 187)



### **Dyce (L-6)**

A hill which is the home of a faerie maid and her followers. The Picts are very fond of her and have honored her home with a symbol stone. (Ambient 5d20)

### **Dyke (K-10)**

Three squat, massive stone blocks occupy the spine of a ridge here. Below each lives a faerie, who occasionally bask in the sun atop the rocks.

### **Dysart (K-9)**

This small town is a busy port, with a lively market. There are some very skilled craftsmen here manufacturing wooden carvings of great beauty. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Earn River (J-8, K-8)**

This fertile and heavily forested river valley is the center of power for the Fortrenn clan. Its source is at Loch Earn in the Highlands.

### **Eassie (K-8)**

A Heathen religious center here is marked by a symbol stone. Many of the nearby Picts are Christians and worship here, combining the new Christianity with their older traditions. (Ambient 5d20, Spiral Walking 2d20)

### **East Wemyss (K-9)**

These caves are the religious center for the Heathen members of the Fib Clan of Picts. On the day before Winter Solstice the youths of the Clan who are to be initiated the following day gather juniper branches and dry them around a fire overnight. In the morning they make torches from the branches and carry these, flaming, into the caves to find its magic well and bring forth some water from it. By collecting the 'Flower of the Well' a good start to their life as an adult is assured. (Naddair, 63) (Ambient 6d20, Spiral Walking 4d20)

### **Edin's Hall (L-9)**

This hillfort is rare in that a broch was built within the enclosure. It is one of only a handful of brochs in the south of Caledonia and it served as the house for the fort's chieftain. Long abandoned by humans, Edin's Hall is now the home of the fierce three-headed giant, Red Etin. (Bord, 168)

### **Eigg (H-7)**

This sparsely populated island was recently chosen by St. Donnan as the site for his monastery. Many fear that it is

too close to the Out Isles to be safe, but despite this the monastery is thriving and houses over forty monks.

### **Eildon Hill (L-10)**

This massive hillfort (the largest in Caledonia) was once the capital of the Selgovae tribe. Around 80 AD the fort was requisitioned by the Romans as a signal station which they called Trimontium. It guarded the main northern route of Dere Street which they were building. Since the Romans left, Eildon Hill has only rarely been reoccupied. Most of the stone has been taken away for other building work and only the huge ramparts now remain. Below the hill it is said that a Faerie Court can be found. Also the locals believe that Mabon and his warriors lie sleeping in a cave within the Hill waiting for the call to come to the country's aid. There is so much gold in the hills that sheep grazing there develop yellow teeth. (Bord, 170)

### **Eilean Buidhe (I-9)**

A dun. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Eilean Donan (H-6)**

A large dun that guards the settlements of Loch Duich from the raids of the Attecotti. The Chieftain of the fort receives payment from the farmers for this and is able to maintain a large body of warriors. Ruler: Castellan. Vassal of: No one.

### **Eilean Mor (H-9)**

This monastery on a tiny island is one of a number of fledgling monasteries being founded throughout Caledonia (especially Dalriada) by monks from Iona. The abbot here is St. Abban.

### **Eilean nan Gobhar (H-7)**

A fort situated on small rocky island at the mouth of Loch Ailort. The Chieftain maintains enough warriors to protect the many farms of the coast. Ruler: Castellan. Vassal of: No one.

### **Ellan (L-6)**

A small hillfort on the River Ythan. It has a large village and hosts a monthly market that many of the surrounding farmers attend. Ruler: the Tazali Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Escoce (J-5, J-6, K-5, K-6, L-5, L-6, M-5, M-6)**

A large but, by Logres standards, poor kingdom made up of five Pictish clans. Its population is centered in the lands at the mouth of the Great Glen and in the Don and Ythan



river valleys on the east coast. The kingdom is well protected by many warriors, who raid the nearby lands of Dalriada and Caithness. Ruler: King Carados and Queen Husticc. Vassal of: No one.

#### **Evelick (K-8)**

A small hillfort on the south-western extremity of the Sidlaw Hills, overlooking Stanmore. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

#### **Finavon (L-7)**

A hill fort which was mysteriously destroyed by fire in 528. The flames were so hot that the stone walls of the fort were turned to glass. They still glisten in the sun and those brave enough to venture there say that the stones are still too hot to touch. The local Picts speak of the Faeries re-ven-ge-ing themselves upon the Cruith for a great wrong. The Cruith who survived the fire have built a new fort at Turin Hill about one mile away.

#### **Faerie Bridge (G-5)**

This bridge crossing the Bay River leads to the Faerie realm, if the correct ritual is performed as it is crossed. The locals know the secret of how to cross to the Other Side and will teach it to those who ask them. (Bord, 183)

#### **Forfar (K-8)**

This small town is the center of trade and culture for Strathmore. Situated beside a small loch, the town has a new stone castle built upon the remains of an older fort. To the north of the town, in thick woodland, is a hollow which is the home of faerie creatures who guard the town. The Picts here are Christians. They worship at St. Martin's church, which was built by Duke Ansirius many years ago. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

#### **Forgandenny (K-8)**

This large hill fort is the home of many skilled craftsmen manufacturing tools for the nearby farms. It is nearly always in shadow, lying as it does on the north face of the Ochil Hills. Ruler: the Fortrenn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

#### **Forth Valley (J-8, J-9)**

This river valley is rich and fertile. It was originally heavily wooded and although great tracts of forest still exist, much of the land has been cleared for agriculture. The small city of Stirling is the trade and cultural center of the valley. Much of the valley is well patrolled, as it is often raided by Picts from the Highlands.

#### **Freiceadain (K-4)**

This large hill fort is the capital of Caithness. It is the largest settlement in the land. It has outgrown the original walls. The King had a new earthen wall built which is gradually being replaced by stone. Knights from Logres will find that the King and Queen are generous and hospitable. The fort has a well provisioned market place. Ruler: King Drust and Queen Alst of Caithness. Vassals of: Queen Margawse of Orkney.

#### **Gaiholm (K-10)**

This massive hill fort serves as the capital of Gorre. Perched high in the hills it is well nigh impregnable. In recent years both Uriens and Bagdemagus have tried to build the fort into something worthy of such an important kingdom. Gaiholm now more closely resembles a small, walled city than a primitive hill fort. Court is held in the large keep which has been built on a raised mound in one corner of the settlement. There is a large market, but mainly for livestock which betrays the tribal nature of the surrounding region. Ruler: (in King Uriens absence) Bagdemagus, Steward of Gorre. Vassal of: Pendragon.

#### **Galloway (I-11, J-11, K-11)**

This is the southwestern region of Gorre. It is the home of the Novantae tribe. This is the most populous and settled area of Gorre and it is here that feudalism is most developed.

#### **Garloth (L-9 to 11, M-10 to 11)**

Much of the population of Garloth occupies the fertile Tweed river valley. The kingdom is becoming increasingly unstable under the weak rule of Queen Elaine. Ruler: Queen Elaine. Vassal of: Pendragon.

#### **Garrywhin (K-4)**

A small lowland fort surrounded on three sides by bogs and on the fourth by a wide stone wall and ditch. The local Picts are able to navigate the bogs and gather plants which they use to brew a very distinctive ale. Ruler: the Tazali Clan. Vassal of: King Drust and Queen Alst of Caithness.

#### **Garynahine (G-4)**

A ring of ten standing stones encircling a ring of eight boulders in the center of which is a twelve foot high monolith. The local Picts gather here for ceremonies.

#### **Giant's Stone (K-10)**

Three standing stones mark the site where Cynhaval the Giant Slayer killed his final victim. The Cymric warrior



was famous for his hatred of giants and he sought them throughout the land. On Duncangill Head he met his match and as he slew the fierce Cangill Giant, it dealt him his death blow. His followers erected the stones to mark his burial site. Legend says that he is not dead but sleeping, awaiting the day when he is needed to defend his kin. (Bord, 171)

### **Glamis (K-8)**

This small hillfort was once the prosperous home of many Picts. Now only the Cruith and their most loyal retainers live here as the place is haunted by a gibbering mad-woman. She was once the Chieftain of the place, but died in battle many years ago. Her kin took over and for years the fort lived in peace. But then one night the ghost appeared and ever since has haunted the place. The Cruith are too stubborn to leave and the Fiosaiche of the family has been unable to convince the ghost to leave. (Bord 176) Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic. (Ambient 4d20, Curse 3d20)

### **Glassmount (K-9)**

A pair of standing stones.

### **Glasgow (J-9)**

This monastery was founded by St. Kentigern while he was still a young man. Built on the site of a church established by St. Ninian, this location was chosen for its proximity to Alclud. The monastery is thriving, growing as St. Kentigern's fame spreads. St. Kentigern is still abbot here, but spends much of his time away from the monastery.

### **Gobhar (I-7)**

A small fort on a ridge that is overshadowed by the peak Meall Dearg Ghoire mac Muc. The fort was originally the home of the Picts but has been abandoned since the Irish invaded. The local farmers are superstitious about the place saying it is haunted.

### **Gorre (I-9 to 11, J-9 to 11, K-9 to 11, L-9 to 11)**

The Southern Uplands make up much of this large kingdom. It is one of the most stable in Caledonia. Much of the population lives on the south coast, especially in cultured Galloway. The Uplands are inhabited by less civilized folk who are semi-nomadic. Ruler: King Uriens of Gorre. Vassal of: Pendragon.

### **Gourock Stone (I-9)**

This seven foot standing stone is an important pagan site. Fishermen regularly bring gifts and a basket of sand which they sprinkle at the base of the stone when asking

for good weather, calm seas and a large catch. Newlyweds walk hand-in-hand around it in the hope of a happy marriage. (Bord, 174) (Ambient 5d20, Bless 3d20)

### **Greencraig (K-8)**

A hill fort. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Gurness (L-2)**

This broch is an important market place for visitors from the more northerly isles of the Orkneys. A large village has sprung up around it. Ruler: the Orchadian Clan. Vassal of: Queen Margawse of Orkney.

### **Habitancium (L-11)**

The remains of a Roman fort built on the route of Dere Street.

### **Halkirk (K-3)**

Near this large village is a chambered cairn, occupied by a Gruagach – a faerie being. The villagers leave a small quantity of milk in a hollow stone by the cairn and in return the Gruagach cares for the villagers' cattle at night. (Naddair, 141)

### **Harbottle (L-10)**

An old-style castle which has recently been modernized and upgraded. It boasts a shell keep with two baileys. Nearby is the Drake Stone which locals believe has healing properties. Sick children are passed over the top of this huge sandstone rock in the hope that they will be cured. (Bord, 163) Ruler: Castellan Vassal of: Queen Elaine of Garloth. (Ambient 4d20, Healing 3d20)

### **Hawick (L-10)**

This town is an important center for the woolen trade and quality garments can be bought here. There is a motte and bailey castle here. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Heisgeir (F-5)**

A Gruagach lives on the moors here. She is tall and wears a conical hat from which spills her rich golden hair. She has a mellow voice and is often heard singing. The locals do not fear her, as she has never harmed anyone and occasionally returns a stray sheep to the fold. (Naddair, 141)

### **Hermitage (K-10)**

This small castle stands in a lonely position surrounded by bleak moorland. The ruler, Sir Soulis, is a notorious





villain who is guilty of the murder of many good knights, and others besides. Ruler: Sir Soulis. Vassal of: No one.

### **Hill of Rangag (K-4)**

A large standing stone tops this hill, below which Cait, one of the first Picts sleeps. The local people know that in time of need she will leave the hill to fight alongside them.

### **Hinba (H-8)**

This small monastery was founded several years before Iona by the Irishman St. Brendan the Voyager. Brendan is a famed sailor who has made incredible journeys in his tiny coracle as far as Iceland, Greenland and even North America! As he is so frequently away the monastery has now fallen under the guidance of Iona. The abbot is St. Erran, St. Columcille's uncle and one of the twelve followers who went with him into exile. The monastery, like the island, is tiny. It is Columcille's favorite retreat away from the demands of Iona and Dunadd.

### **Hoddom (K-11)**

This monastery was recently founded by St. Kentigern to mark his return to Caledonia. He is still the abbot here but he spends much of his time elsewhere.

### **Holborn Head (K-3)**

A fort built upon a precipitous headland. The landward side is protected by not only a wall, but also awesome fissures and chasms. Some of these drop 50 feet to surging water where sea horses and kelpies dance amongst the surf, awaiting any unfortunate who should fall. Nearby is a small harbor, usable only in good weather. Ruler: the Cornovii Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Holystone (L-10)**

There is a holy well here. It feeds a pool by which stands a large Celtic Cross. St. Ninian used this site to baptize the locals. Nearby are five barrows and five standing stones, known as the Five Kings. They were put up as memorials to five brothers who were all kings. (Bord, 164) (Ambient 5d20, Divine Miracle 4d20)

### **Holywell (K-8)**

This well was blessed by St. Ninian many years ago and is renowned for its healing powers. (Ambient 5d20, Healing 5d20)

### **Hunder (G-5)**

This dun and large, fortified village is the home of many Attecotti. They raid the coast of the Isle of Skye, which is

visible from the dun in clear weather. Ruler: Castellan. Vassal of: King of the Dragon.

### **Inchcainnech (H-8)**

This monastery on a tiny island off Mull has recently been founded by St. Kenneth, one of St. Columcille's closest friends. Kenneth is a Cruithni (an Irish Pict). The son of a bard, he has inherited his father's love of poetry. He formed a lasting friendship with Columcille, himself a good poet, while the two were students together in Ireland. The two are so close that each instinctively knows if the other is nearby or in danger, in which case he will aid him with prayer. Kenneth travels widely, especially among the islands, sometimes in the company of Columcille.

### **Innischnonell (I-8)**

A small castle, with a square courtyard and keep, on a island in Loch Awe. It is very easily defended and serves as one of Dalriada's main defenses against Pictish raiders. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Inverfarigaig (J-6)**

A small fort built atop a rock that juts out over the River Farigaig like a tooth. This is the southernmost Pictish fort in the Great Glen and is in constant use as a base to raid Dalriada. Nearby is a small Christian church that was founded by St. Moluag. The Picts that he has converted worship there. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Inshoch (K-5)**

A small hill fort, whose occupants are more civilized than those of most of Pictland. Knights visiting from Logres always receive good cheer. Ruler: the Decantae Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Inverlochy (I-7)**

A new small stone castle built upon flat ground by the River Lochy. It has a square court with a round tower at each corner. One of the towers is bigger than the rest and is the keep. There are two entrances at opposite ends of the courtyard, both closed by portcullises. It was built by King Conall to consolidate the lands occupied by his subjects and to put an end to the constant raiding of the Picts. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.



### **Inverluegie (M-6)**

A hill fort and large village on the south bank of the River Ugie. This is an important trade center for the Picts living along the river. Ruler: Clan Chieftain of the Fife. Vassal of: King Carados and Queen Husticc of Escoce.

### **Inverness (J-6)**

This city is the capital of Escoce and lies on the west bank of the River Ness. By Logres standards it is small and poor, but it is the largest settlement that most Picts ever see. The city is dominated by the ancient hill fort Craig Phadraig, home of the King and Queen and their court. From this to the banks of the river stands a large walled settlement in which many craftsmen and merchants ply their trades. This city has a permanent market place. It is at its busiest on the fortnightly market days when Picts from the surrounding lands come to trade and sell. Clan gatherings also fill the city to bursting, as the people gather to celebrate at the nearby Tomnahurich Hill. Ruler: King Carados and Queen Husticc. Vassal of: No one.

### **Inverary (I-8)**

This dun guards Loch Eyne against the Picts. It is often threatened by the raiders from the Pictish Highlands. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Iona (G-8)**

This small, wooded island is the home of St. Columcille's flourishing monastery. Although it is a recent foundation, such is the character of Columcille that it has already grown to be the most important religious center in Caledonia. The monastery has been incredibly active and has founded several others throughout Dalriada.

### **Joyous Garde (M-10)**

[Alnwick] Lancelot succeeds in the "Adventure of The Dolorous Garde" in 535. Before this time this is a dark, forbidding castle (For further details see the aforementioned adventure see Pendragon p. 322). Once Lancelot has won the castle and the enchantments have been lifted this is one of the strongest, but also most comfortable, castles in Britain. Lancelot is rarely present but visiting knights will be warmly welcomed. A prosperous town soon grows in the shadow of the castle as people flock to be under the protection of such a noble and famous ruler. Ruler: Sir Lancelot du Lac. Vassal of: Pendragon.

### **Jura (H-8, H-9)**

This is a small, heavily wooded island with few inhabitants. The forests are well stocked with deer which locals hunt to feed the King's household in Dunadd.

### **Keiss (K-3)**

A large broch with an outer rampart and ditch beyond which there is a small, but prosperous village. This is also protected by a rampart and ditch and has a small harbor. Ruler: the Cornovii Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Kenmure (J-11)**

This small castle is in a very strong location on the banks of Loch Ken. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Kilchurn (I-8)**

This dun stands at the very borders of Dalriada. It is heavily fortified to ward off the attacks of the Epidii Picts who were driven into the Highlands by the Irish invaders. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Kildonan (H-10)**

A large galleried dun overlooking Kilbrannon sound. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Kilpatrick (I-9)**

The remains of the Roman fort built on the western edge of the Antonine Wall.

### **Kilphedir (K-4)**

A broch on the fertile Helmsdale river valley. Around it is a large village protected by a ditch and earthen rampart. Nearby is a small church recently founded by St. Donnan. He has converted many of the locals to Christianity and every service is well attended. Ruler: the Clan Chieftain of the Smertae. Vassal of: King Drust and Queen Alst of Caithness.

### **Kinclaven (K-8)**

This small stone castle has just been completed in 531. It was built by Duke Ansirius to defend Strathmore from the raids of the Highland Picts. Outside its walls a small community is beginning to flourish. The ruins of Inchtuthil, the most northerly Roman fort, can be found near the castle. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.



### **Kingarth (I-9)**

This small monastery, on the island of Bute, was recently founded by monks from Iona. The abbot here is St. Blane.

### **Kingside Hill (K-9)**

Thirty small boulders form a circle around a cairn on the top of the hill, which is the home of a faerie prince. (Ambient 5d20)

### **Kirkcolm (H-11)**

This small fishing village is the site of a church founded by St. Donnan.

### **Kirkcudbright (J-11)**

This town is situated on the lowest crossing point of the River Dee. It has a busy fishing harbor and the town serves as a market for the cattle and sheep farmers of the region. There is a small castle here (moat, rectangular courtyard, twin towered gatehouse, two large round gate towers – one of which is the keep). Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Kirkmaiden (I-11)**

In this town there is a church founded recently by St. Donnan. Nearby is a holy well at which he baptized the locals.

### **Kirkmadrine (I-11)**

The most important Christian site in Surluse. The church was founded by St. Ninian himself. In its grounds is a stone, recording in Latin, the resting place of three bishops.

### **Kirkwall (L-2)**

Queen Margawse has had a small stone castle built on a headland overlooking the bay. Although her court resides at Orcanie, she uses Kirkwall as a second home. A small fishing village exists in the sheltered cove and a village has sprung up around the castle. Ruler: Castellan. Vassal of: Queen Margawse of Orkney.

### **Knockargetty (L-6)**

A small hill fort overlooking the Muir of Dinnet. The village has grown too large and has spilled outside the walls. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Knocknagael (J-6)**

A hill fort close to Inverness. It is the home of one of the King and Queen's most loyal supporters. Many of the Cruith of the place have been knighted and visiting

knights will always receive exceptional hospitality here. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Knock of Alves (K-5)**

A small fort overlooking the coastal plain of Escoce. There is a large village beyond the walls of the fort. Ruler: the Ce Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Ladykirk Stone (L-3)**

This stone has two footprints in it. A new King or Queen of Orkney must stand in the prints during their coronation. Legend says that the feet of the rightful King or Queen will always exactly fit. (Bord, 187)

### **Laws Hill (L-8)**

A medium sized hill fort that in 517 was consumed in a fire so furious that the stones were turned to glass. Many people died in the blaze. The local Picts believe their souls are trapped within the glass walls and that they cannot be freed until some wrong has been righted. (Ambient 5d20, Curse 3d20)

### **Laggan (J-7)**

A small fort of impressive construction hugs the line of the ridge which separates the Strathspey and the Strathmashie rivers. It is the most far-flung fort of Escoce, and is constantly troubled by the raids of the Highland warriors. Ruler: the Ce Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Leven (K-8)**

A small but busy port at the mouth of the River Leven. Ruler: the Fib Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Liddel (K-11)**

An old-style castle on a promontory site. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Linton (L-10)**

A large dragon is terrorizing the surrounding area. It lives on Linton Hill and marks can clearly be seen which have been left when the dragon coils itself around the hill. (Bord 168)

### **Linlithgow (K-9)**

This old-style castle stands quite close to the eastern edge of the Antonine Wall. The castle is said to be haunted by a rather disturbing ghost (an old man in a blue gown), who





has occasionally appeared to visiting knights and accurately predicted the time and place of their death. This is something of an embarrassment to the castle's ruler. (Bord, 173) Ruler: Castellan. Vassal of: Baron Coel of Stirling.

### **Lismore (H-7)**

This is a sheltered, fertile island in Loch Linhe at the mouth of the Great Glen. It is the site of St. Moluag's important monastery. From this base he frequently journeys across the Drum Alban mountain range, by the Great Glen route, to spread the Faith among the Picts of Escoce.

### **Little Conval (K-6)**

A half-built hill fort that is now long abandoned. Legend says that the fort was being built upon the Cairn of a Faerie Queen and that one day the whole work force just disappeared. The place is now avoided by any locals not wishing to travel to the Faerie realms. Rumor has it that the work force are still building the fort there, oblivious to their fate!

### **Loch Achilly (J-5)**

A fire-breathing dragon lives on nearby Ben Wyvis. Every spring he bathes in the loch and leaves the waters boiling hot. He is washed by the faeries of the loch with soap made of tallow, sulfur and ashes. This leaves dirty suds on the loch which gradually turn into water lilies, which thrive in the warm water. (Bord, 180)

### **Loch Alsh (H-6)**

A terrible sea monster plagues this loch and terrorizes the fishermen and sailors who travel on it. The local Chieftain has offered a rich prize to anyone who can slay the beast. (Bord, 182)

### **Loch Awe (I-8)**

This loch was formed when a woman, Bera, fell asleep for three days and so failed to cover the sacred spring on Ben Cruachei. When she awoke the valley had flooded and Loch Awe had formed. In winter the ice that forms on the loch is broken by the monster who lives below the waters. The cracking of the ice echoes up and down the valley. (Bord, 173)

### **Loch Borralan (I-4)**

This loch is the home of several water horses who are often seen swimming and playing far out in the loch. On occasion they have been known to leave the loch. They are of such magnificent appearance that some people have tried to capture them. Unfortunately, whoever touches

them sticks to their skin and is dragged to a watery death! (Bord, 181)

### **Loch Doon (I-10)**

This medium castle is strategically placed on an island in the loch. It boasts a polygonal courtyard with one of the large towers serving as a keep. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Loch Duich (I-6)**

This sea loch is visited by mermen who cut the nets and sink the boats of the local fisher folk. Larger sea monsters are occasionally sighted here. They are like dragons, but do not leave the water. (Bord, 182)

### **Loch Garve (J-5)**

A water horse lives within this loch. It is said that several years ago it carried off a local girl to live in its fine house below the waves. She soon complained of being cold. The horse tricked a local mason into mounting him and then carried the mason off to the loch. He then persuaded the mason to build a fireplace and chimney. The mason did so and ever since has only to shout "Fish" beside the loch and the next day a basket of fish appears there. Even during the coldest winter the eastern end of the loch does not freeze over, as that is where the chimney stack is! (Bord, 184)

### **Loch Insh (J-6)**

A spit of land in this Highland loch is the site of a remote church. Within is a hand bell which will fly through the air to those who need it for healing purposes, ringing as it goes. Only Christians who have prayed here can partake of this miracle and the chapel's remote position makes it difficult to reach. (Bord, 184) (Ambient 5d20, Healing 3d20)

### **Loch Lomond (I-9)**

This loch was the site of a battle between Arthur and the Picts in 519. After Arthur's victory many Picts fled to the islands of Loch Lomond where they were besieged until their surrender. The loch is a curious one. Sixty streams feed it, but only one goes out of it to the sea. It contains sixty islands, each of which has sixty crags. Each crag has an eagle's nest upon it. The eagles flock together each year and foretell any prodigious event which will occur in the kingdom. Nearby is a square pool, twenty feet on each side and five feet deep. Its origins are unknown but four different kinds of fish live in it, a different kind in each corner. (Geoffrey ix6-ix7) (Ambient 4d20, Divination 4d20)



### **Lochmaben (K-11)**

This castle stands on a peninsular on the south side of the loch. It is a strong castle consisting of a pele tower with inner and outer enclosures in line. It is currently being reinforced, with stone replacing the original timber. It has its own dock. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Loch Mullordoch (I-6)**

The faeries have built a palace below the west end of this loch. Occasionally a passing traveler sees a road running to a small isle in the loch. When they travel there they find themselves in the Faerie Realm. (Bord, 185)

### **Lochnaw (H-11)**

This small castle stands on an islet in the loch. Ruler: Castellan. Vassal of: Gerallt, Castellan of Sorhaute Castle.

### **Loch Ness (J-6)**

This large fresh water loch was formed when the cover of a sacred well was left off by a mother who heard her baby crying. The well overflowed while she was away and flooded the valley. Like many of the inland lochs it is the home of a fearsome monster. This beast is said to be as large as a castle with a long neck and a mouth, the size of a cave, that is lined with sharp teeth. It has a reputation for attacking fishing vessels and King Carados has offered a reward to anyone able to kill it.

### **Loch nan Cinneachan (G-7)**

A dun surrounded by a large village. It is the most important place on the Isle of Coll, but is still inhospitable by Logres standards. Ruler: Castellan. Vassal of King Conall/Aedan of Dalriada.

### **Loch of Yarrows (K-4)**

A pair of needle shaped standing stones crest a ridge near this loch. At the summer solstice the Faeries who live in a palace below the Loch form a procession through the stones.

### **Loch Pityoulish (K-6)**

A black horse lives in this loch. The fisher people are careful never to fall in as it drowns anyone who puts their head below the water. The horse has been known to graze beside the loch. Anyone tempted to touch it find themselves stuck to it and are then dragged to a watery death in the loch. A young boy in the nearby fishing village proudly shows passing knights his left hand which has no fingers, as he cut himself free from the beast! (Bord, 187)

### **Loch Rannoch (H-5)**

The loch is the home of water horses. Anyone who touches these beasts will stick to them and be dragged to a watery grave.

### **Loch Ranza (H-9)**

This small stone castle stands directly across the Kilbrannan Sound from the castle at Skipness. It was built at the same time as Skipness was being upgraded in order to protect this vital waterway. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Loch Shin (J-4)**

This large loch is the home of a golden horse that is not unfriendly. On occasion he has been known to offer a lift to a tired traveler. He always saves someone who is drowning. Sighting him is a good omen for the fisher folk of the loch as they always get a large catch when he is around. Faeries live along the banks of the loch and can be seen frolicking there at times. (Bord, 187)

### **Loch Tay (J-8)**

A Faerie water bull, which occasionally attacks fishermen, lives in this loch. (Bord, 176)

### **Lomond (K-8)**

A large hill fort atop the highest peak in the Lomond range. It commands views of the Firth of Forth and Tay river valley. It is an important cultural center and many of the Pict's finest silversmiths work here. Ruler: the Fib Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Lothian (J-9, K-9, L-9)**

This kingdom occupies some of the best farmland in Caledonia. Feudalism is losing ground to older tribal politics in some areas. It is a rich and relatively peaceful land. Ruler: The Stewards of the Pendragon. Vassal of: Pendragon.

### **Machany (J-8)**

A small hill fort. Ruler: The Fortrenn Clan. Vassals of: Duke Ansirius and Duchess Yst of Benoit.

### **Machrie Moor (H-10)**

A bleak moor where the giant Finn Grawl lives. A double ring of stone circles, called Finn's Cauldron Seat, is where he cooks his meals in a cauldron. He ties his dog, Bran, to a stone in the outer circle. No one dares attack him and he





does not trouble the locals unduly, apart from stealing cattle occasionally. (Bord 175)

### **Maes Howe (K-2)**

A burial mound and standing stones. This is a major center for the practice of Heathen rituals. There are always Picts here. (Bord, 187) (Ambient 6d20, Spiral Walking 6d20)

### **Medgaut (M-10)**

[Lindisfarne] This monastery has just been founded by St. Aidan. He studied under St. Columcille on Iona but chose to leave because he felt that Garloth was being largely overlooked by the missionaries working in Caledonia.

### **Melrose (K-10)**

A small monastery in a bleak location on a bare promontory above the River Tweed. The abbot is St. Dunchad.

### **Mey (K-3)**

A promontory fort and small harbor serving some of the most fertile areas of Caithness. Ruler: the Cornovii Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Mid Clyth (K-2)**

Twenty-two rows of standing stones are located on a south facing hillside. Each row contains between eight and ten stones. These are of great significance to the local Picts. (Ambient 5d20)

### **Mid Howe (L-2)**

A broch with a ditch and rampart which is encircled by a large village. Ruler: the Orchadian Clan. Vassal of: Queen Margawse of Orkney.

### **Midmar (L6)**

A stone circle and a small Christian chapel are here side by side. This is a good example of the tactics of the Celtic Christians as the worship that once went on in the stone circle has moved to the chapel. Despite this the local people still leave gifts for the faeries of the circle on the major festivals.

### **Mingary (H-7)**

This small hexagonal stone castle was built to provide a strong base for the further conquest of the Iardomnan to the north. In practice it has proved to be the ideal site for a small town with a busy market. The Dalriadan and Iardomnan traders meet here to do business. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Mither Tap (L-6)**

A fort located on the easterly edge of the Bennarchie hills, upon a great tor. It commands extensive views of the farmlands to the east. Ruler: the Tazali Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Moncrieffe (K-8)**

A hill fort occupying the central summit of the ridge which divides the lower reaches of the Rivers' Tay and Earn. It has a large population and serves a thriving agricultural area. Ruler: The Fortrenn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Montrose (L-7)**

A small town built on a spur of land. To the west is the tidal Montrose Basin and to the east the North Sea. The town is a port and the residents are good shipbuilders. A small stone castle has just been completed. To the south of the basin are the beautiful Hills of Craig and Rossie, said to be sleeping giants. Ruler: The Vevicones Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Morpeth (M-11)**

This is a small town at a crossing point on the River Wansbeck. It is famous for its tannery and iron and brass foundry. It is protected by a motte and bailey castle. Ruler: Castellan. Vassal of: Queen Elaine of Garloth.

### **Mote of Mark (J-11)**

This was once an important hill fort. Much of the massive timber and dry-stone rampart remains intact. No longer used for defense, this is still a thriving village.

### **Muchalls (L-7)**

A small hillfort that is haunted by a young woman dressed in green. She was the daughter of the current rulers. She disappeared from the fort several years ago, and rumors abound as to why she haunts the place now. Many believe she died a violent death at the hands of her kin. (Bord 180) Ruler: the Tazali Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Muir of Ord (J-5)**

A small stone circle used by the Picts for Heathen worship. The faeries that live within it come out to dance with anyone who calls them. (Ambient 5d20, Spiral Walking 3d20)



### **Munlochy (J-5)**

This is the site of a rag well. Sick people visit the well and hang rags on the nearby trees. As these rot, their sicknesses are healed. It is said that anyone removing a rag will suffer the illness of the person who put it there.

### **Nairn (J-5)**

A small stone castle on the west bank of the Nairn River. A thriving fishing village is nestled around its walls. Ruler: the Ce Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Namore Forest (J-7)**

Reindeer still roam this vast pine forest. It is one of the most isolated forests in Britain and only the wildest Picts live here.

### **Netherby (K-11)**

The foundations are all that remain of this long abandoned Roman fort.

### **Netlater (K-2)**

A broch. Ruler: the Orchadian Clan. Vassal of: Queen Margawse of Orkney.

### **Nigg Bay (J-5)**

The sands of this bay cover a low-lying fertile valley which once contained a village. During a furious storm many years ago, the sea came in and covered the land. Local fishermen occasionally see the houses below the waves. A few claim they still see people tilling the fields in their watery grave. (Bord, 185)

### **Norham (L-10)**

This is a large, extremely strong castle made from sandstone. It guards a crossing point on the River Tweed. Due to its strategic importance it was one of the castles which King Arthur confiscated after Garloth joined the rebellion in the early years of his reign. Ruler: Castellan. Vassal of: Pendragon.

### **Old Man of Storr (H-5)**

This stone pillar on the Isle of Skye is the petrified remains of an old man. Whilst fleeing a magical giant he glanced behind him and was turned to stone. His wife, who suffered the same fate, lies beside him. The giant still wanders this desolate part of Skye and is blamed for all mysterious happenings nearby. (Bord, 187)

### **Onich (I-7)**

A dun with added fortifications. This is one of the frontier points of Dalriada. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Orcanie (L-2)**

This is the only city in the Orkneys. It would barely rate as a town in Logres, but by Orkney standards it is huge. Queen Margawse maintains a small castle (a walled keep) in the city. It is here that she holds court. The castle is lavishly furnished. The city has a small, but busy market which attracts people from all over the Orkneys and Caithness. Occasionally a vessel will arrive from further afield, bearing luxuries and news from the south. Ruler: Queen Margawse of Orkney. Vassal of: No one.

### **Orkneys (K-2, K-3, L-2, L-3)**

Only twenty of the isles which make up the Orkneys are inhabited, the rest being pasture holms or skerries – reefs of rock nearly awash with water at high-tide. The Isles are predominantly heath and moorland, but provide ample agricultural land for the Pictish population. They are surprisingly warm considering their northern location and snow is less frequent than on the mainland. At midsummer there is hardly any darkness. The Isles are rarely visited by strangers due to tales of the enchantments of Queen Margawse. Ruler: Queen Margawse. Vassal of: No one.

### **Ousdale (K-4)**

A broch alongside Ousdale Burn. A small village clusters around it. Ruler: the Smertae Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **The Out Isles (F-5 to 7, G-3 to 5, H-3 to 4)**

These isles are flat, windswept and barren. The soil is extremely poor so agriculture does not thrive here, despite the mild climate. The Out Isles are home to a race of wild, Heathen warriors known as the Attecotti. Their raids are a constant threat to shipping and to the coastal settlements of northwestern Caledonia. Ruler: King of the Dragon. Vassal of: No one.

### **Overhouden (K-9)**

Pagans regularly use this large stone circle for ceremonies and festivals. (Ambient 5d20, Spiral Walking 3d20, Glamour 2d20)



### **Oxtro (K-2)**

A broch overlooking the Loch of Boardhouse. Ruler: Castellán. Vassal of: Queen Margawse of Orkney.

### **Park Knowe (K-10)**

The occupants of this stone fortress protect the Druids Temple, a meeting place for local druids on feast days and ceremonies. It is an important Pagan religious center. Ruler: Castellán. Vassal of: King Uriens of Gorre.

### **Peebles (K-10)**

This small town is the center for the Gadeni tribe who tend their herds of cattle and sheep in the surrounding land. It is the favorite haunt of the Tribal Chieftain who spends most of his time hunting in the nearby forest. In June virtually the whole tribe assembles at the town which swells as they pitch their tents all around it. They come to mark the Summer Solstice and celebrate with many festivals and hunts. There is a motte and bailey castle here. Ruler: Eudaf, Chief of the Gadeni tribe. Vassal of: King Uriens of Gorre.

### **Pelownes (M-10)**

[Dunstanburgh] This castle is built upon a cliff edge which provides a splendid natural defense. A huge curtain wall encloses a bailey of over ten acres. The accommodation is provided by a gatehouse with two massive "D" towers. The castle has its own port. In 553, Sir Palomides is captured by a group of knights while riding nearby. They intend to take him, for execution, to their lord at Pelownes because Palomides killed the lord's son in the Lonazep tournament. Fortunately Sir Lancelot is in the area and when he sees the danger Palomides is in he attacks the twelve knights holding him captive and rescues him. Ruler: Castellán. Vassal of: Queen Elaine of Garloth.

### **Perth (K-8)**

This small city situated on the banks of the River Tay has been a settlement for as long as anyone can remember. Legend has it that when the Roman soldiers of Agricola came in sight of the Tay they mistook it for the Tiber, such is its magnificence. This is the largest city in Benoic. The Duke and Duchess are often in residence here at the small stone castle. A large monastery has grown up around the church founded by St. Ninian. Perth is a thriving port and has a permanent market. To the north and south are two broad meadows called The Inches. The North Inch is used for tourneying. Ruler: the Clan Chieftain of the Fortrenn. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Pictish Highlands (I-5 to 8, J-6 to 8, K-6, K-7)**

These bleak and inhospitable mountains are home to many nomadic Picts. The Clans of the Highlands are fierce warriors. They often raid surrounding lands for food and goods. Ruler: Various Clan Chieftains. Vassal of: No one.

### **Pittodrie (L-6)**

A small fort atop a rocky hill. It has an external ditch, rampart and wall on three sides. To the east it overlooks a cliff face. The fort commands the road from Inverness to Aberdeen. Nearby is a symbol stone which marks the boundary between the Fife and the Tazali Picts. Ruler: the Fife Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Princess Stone (K-6)**

A Pictish symbol stone marking the highest navigable point of the River Findhorn. The stone is carved in memory of Princess Orca, a famous Fiosaiche lost in Faerie centuries ago. The locals say that she still appears on the stone occasionally and they journey here to seek her wisdom. (Ambient 5d20, Divination 3d20)

### **Rahoy (H-7)**

This is one of Dalriada's northern-most duns. It was captured from independent Irish settlers only recently. The settlers are now vassals of the King of Dalriada. Ruler: Castellán. Vassal of: King Conall/Aedan of Dalriada.

### **Rannoch Moor (J-7)**

This barren, windswept moor is the home of strange beasts and evil spirits. The Picts never visit here willingly. (Bord, 177)

### **Rathray (M-6)**

One of several hillforts protecting the coast of Escoce. Ruler: the Fife Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Rhiroy (I-5)**

One of two duns overlooking Loch Broom. It is occupied by Irish settlers. Ruler: Castellán. Vassal of: No one.

### **Ring of Brodgar (K-2)**

A stone circle known to the Heathens as the Temple of the Sun. The site is an important religious center. (Ambient 5d20, Spiral Walking 4d20)



### **River Spey (J-6, J-7, K-5, K-6)**

This river runs from the Cairngorms to the north coast of Escoce. A large white horse lives in the river. On occasion he offers rides to weary travelers, only to gallop off with them and plunge into the river to drown them. He claims at least one life each year. (Bord, 180)

### **River Tay (J-7, J-8, K-8)**

The Tay river valley is fertile and heavily wooded. It is part of Strathmore, the home of the Circinn Clan of Picts. Many villages dot the valley, overlooked by hillforts.

### **Rohallion (K-8)**

This hillfort commands a view over the whole of Strathmore. It guards the mouth of Strath Tay, which is a natural route for raiders going from the Highlands to the fertile valleys below. Ruler: the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Rowallan (I-9)**

A small castle. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Rothersay (I-9)**

This is the main town on the isle of Bute. It is guarded by a medium castle (circular curtain-wall, gate tower). The castle has lately been expanded and strengthened with four projecting round towers being added to the curtain-wall. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Roxburgh (L-10)**

This town stands at the confluence of the Teviot and Tweed rivers. It is a prosperous town which serves as a market for the rich agricultural lands around it. There is a large, imposing castle guarding the town. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Rudha na Berie (H-3)**

An old fort on a rocky promontory. It is surrounded on three sides by the sea and defended on the forth by a wide stone wall. The fort guards the nearby port of Amol and is the stronghold in which the local Attecotti shelter in times of war or severe weather. Ruler: Castellan. Vassal of: King of the Dragon.

### **Saddel Forest (H-9, H-10)**

A dark, dense forest which some say is enchanted. It covers a full third of the Kintyre peninsula.

### **Sandoyne (L-3)**

A broch around which a substantial village has been established. Ruler: the Orchadian Clan. Vassal of: Queen Margawse of Orkney.

### **Scarba (H-8)**

A faerie wild woman lives on an island in a loch on this small isle. She is half-goat, half-woman and is thin and gray in appearance, with long flowing yellow hair. She herds the local villagers' cattle and is thanked with offerings of milk left in a hollow stone near the loch. (Naddair, 142)

### **Schiehallion (J-7)**

The "Faerie Hill of the Caledonians" lies at the eastern edge of bleak Rannoch Moor. Many strange beings are seen wandering this peak, particularly the shadowy form of a ghost dog. On the slopes are standing stones marking the Faerie Well. Schiehallion is one of the main Faerie strongholds in Caledonia. The faeries who live here can, it is said, grant wishes and cure diseases. (Bord, 177) (Ambient 5d20, Summon Faerie Creature 5d20, Control Faerie Creature 4d20, Healing 3d20)

### **Seaton Delaval (M-11)**

This motte and bailey castle is an easy day's ride from the city of Wandesborrow (in Norhaut) and is a popular resting place on the way north. Ruler: Castellan. Vassal of: Queen Elaine of Garloth.

### **Selkirk (K-10)**

A motte and bailey castle stands at the confluence of the Ettrick and Yarrow rivers. A small town, famous for its shoemaking, has grown up around the castle. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Sgarbach (K-3)**

A broch on the fertile east coast of Caithness. Ruler: the Cornovii Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **Skallasang (G-8)**

An elf cup carved in a rock here is called Tabar na Gaoith Deas (The Well of the South Wind). It was an important Heathen site before the Dalriadan invaders drove the Picts from the region. (Naddair, 142)

### **Skipness (H-9)**

This castle stands in a crucial location on the north-east coast of Kintyre. It guards the confluence of Loch Fyne,



Kilbrannan Sound and the Sound of Bute. The castle has recently been substantially upgraded. Of the original buildings only the two-story hall and the chapel have been retained. These have been incorporated into opposite end walls of the newly completed courtyard. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Slains (M-6)**

This is a small hillfort that has a port and a large village around it. Ruler: the Fife Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Sorhaute (I-11)**

This small town is the largest settlement in Surluse. There is a busy harbor in the sheltered waters of Loch Ryan. Vessels sail constantly to the far-flung lands which make up the kingdom of the Long Isles. There are always several of Duke Galahaut's warships anchored here. Sorhaute's castle is one of the Duke's favorites and, although not especially large, it is superbly maintained and furnished.

It has long been the custom that anyone wishing to enter Sorhaute castle, or pass into Surluse, must joust to gain permission. Since Duke Galahaut embraced Chivalry, this once serious encounter is now a joust for love. Anyone defeated is "taken prisoner" and is escorted into the castle where they may stay as honored guests for as long as they wish. Any knight who is victorious is offered the same generous level of hospitality. The custom is strictly adhered to. A watch is maintained at all times to spot approaching knights who will always find a knight waiting to welcome them on the specially prepared lists outside the castle. Ruler: Gerallt, Castellan of Sorhaute Castle. Vassal of: Duke Galahaut of the Long Isles.

### **Soroby (G-7)**

This monastery on Tiree is another founded by the monks of Iona. The abbot here is St. Baithene, the cousin of St. Columcille and one of the twelve who followed him into exile.

### **Spynie (J-5)**

This broch was once part of Caithness but was captured several generations ago. It is surrounded by farmland and a village has sprung up in its shadow. Ruler: the Decantea Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Stirling (J-9)**

This small city is one of the most strategically important in the whole of Caledonia. It stands on the south bank of

the River Forth at the lowest bridging point of the river. It is also the furthest navigable port on the river for sea-going craft. Stirling guards the border between Lothian and the lands of the Picts. The Caledonian Forest extends down almost to the opposite bank of the river. The Highland Picts regularly swarm out from the cover of the forest to attack Stirling and raid the surrounding lands. The city has been built with defense in mind. It stands in a strong position on a large outcrop of rock. It is further strengthened by the large castle which towers over the city, and by the stout city walls.

Standing as it does at the junction of major land and sea routes, Stirling is an important trading center. Picts from the friendly neighboring country of Benoic give the markets a special atmosphere. Goods can be bought here which can not be found at any other market, outside of Pictish lands. The city is also notable for having a church founded by St. Ninian. It is impossible, however, to escape from the fact that Stirling is a frontier town. Visitors find their eyes irresistibly drawn to the north, to the forbidding vastness of the Caledonian Forest. Stirling is ruled very capably by Baron Coel. The garrison is strong and well drilled and the bridge over the Forth is well guarded. Work continues to cut back the forest so that attackers can be seen well before they reach the river. Those loyal to King Arthur are made especially welcome here. Ruler: Baron Coel. Vassal of: Pendragon.

### **St. Ninian's Cave (I-12)**

This cave was used by St. Ninian as a retreat, away from the demands of Candida Casa monastery. It is now a site visited by those pilgrims who come to see his grave at Candida Casa.

### **Stoer (I-4)**

A dun surrounded on two sides by the sea. It has a ditch and rampart protecting it. The Irish settlers who live here are often troubled by raiding Attecotti. Ruler: Castellan. Vassal of: No one.

### **Stones of Stenness (K-2)**

This is a large stone circle which is an important center for Heathen rituals. The stones are called the Temple of the Moon by the Heathens. (Ambient 5d20, Spiral Walking 4d20)

### **Stornaway (H-4)**

One of the few towns on the Out Isles, Stornaway is their capital. It is overlooked by a large dun which is home to the Attecotti King. From here the Attecotti plague the



lands and seas of the west coast. Ruler: King of the Dragon. Vassal of: No one.

### **Strangorre (I-9, J-9)**

This small kingdom occupies much of the Clyde river valley. This land is rich and fertile. The kingdom has suffered greatly at the hands of the Irish of Dalriada and has only survived due to the aid given by Gorre. Ruler: King Brangore. Vassal of: King Uriens of Gorre.

### **Strathbogie (L-6)**

This is a large hillfort, and village, which commands some of the best farmland in Escoce. In earlier times it marked the frontier of the Ce people, but it is now the meeting place for Picts from all three surrounding clans. Ruler: the Ce Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Strathearn (J-8, K-8)**

This is the name that the locals give to the Earn river valley.

### **Strathmore (K-7, K-8)**

The Isla and Tay river valleys are known locally as Strathmore.

### **Stromness (K-2)**

A broch. Ruler: the Orchadian Clan. Vassal of: Queen Margawse of Orkney.

### **Surluse (H-11, I-11, I-12)**

This small kingdom occupies the spur of land to the west of Gorre. It is only through the military strength of Duke Galahaut that it still exists, as King Uriens would like to annex it. Ruler: Gerallt, Castellan of Sorhaute Castle. Vassal of: Duke Galahaut of the Long Isles.

### **Sween (H-9)**

This small, but strong castle overlooks the eastern shore of Loch Sween. It is a quadrangular enclosure with a round arched entrance. The walls are over six feet thick. A tower house has recently been added. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Taponoth (L-6)**

This hillfort stands atop a conical eminence rising from the west end of the Hill of Noth. It is the second highest hillfort in Caledonia and is visible from the sea twenty miles away. The fort is protected by a ring of huge boulders that were carried here by the Faerie at the bidding of the Queen of the Tazali. Further up is a twenty foot wide

timber-laced stone wall that completely circles the fort. An important road from Aberdeen to Inverness passes the fort. Ruler: the Tazali Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Tarbert (H-9)**

This large courtyard castle stands on a hill dominating the Tarbert isthmus on Kintyre. Work on a large outer bailey and four new towers was completed in 530. A large town has grown around the castle. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Three Stone Burn (L-10)**

This is a circle of eleven standing stones. Local tradition has it that there were once twelve standing stones in the circle and whoever finds the missing stone will also find great wealth. (Bord, 164)

### **Thurso (K-3)**

A large fishing village at the mouth of the River Thurso. Once a fortnight it hosts a market which many Picts attend, some even from Orkney.

### **Tibbers (J-10)**

A small castle comprising a rectangular courtyard, round corner towers and a twin-towered gatehouse. The castle has only recently been completed to a modern design. The owner is a Round Table knight of some repute, but he is rarely at home. Ruler: Sir Colgreance. Vassal of: King Uriens of Gorre.

### **Tighnaleac (J-6)**

A fort on a rocky crag overlooking the Beauuly river valley. It is the home of the Picts who farm the valley. Ruler: the Decantae Clan. Vassal of: King Carados and Queen Husticc of Escoce.

### **Tigh na Tom Dreis (L-3)**

This is the site of a stone with a bowl carved into it. Queen Margawse and her Fiosaiches can perform a ritual here to raise a wind in any direction. (Naddair, 143) (Ambient 6d20, Spiral Walking 6d20)

### **Tioram (H-7)**

This small pentagonal castle of enclosure is in a remote position on a rocky tidal island in Loch Moidart. It was built to strengthen Dalriada's northern border. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.





### **Tobermory (H-7)**

This village is the largest settlement on the island of Mull. Tobermory has a sheltered harbor. A dun overlooking the village protects it from raiders. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Tomnahurich Hill (J-6)**

This is a thickly wooded hill whose shape resembles an inverted boat. It is "the Hill of the Faeries" and is where the Faerie Queen holds her court. King Carados and Queen Husticc, with their followers, come here to celebrate the main Heathen festivals. Cruidne, the first Pict, lives at the court with many clan warriors. Every time Carados and Husticc attend they tell Cruidne the news of the lands. Should Pictland ever be in dire need Cruidne has promised to leave the Faerie Realm and fight for the people. The King and Queen of Escoce are crowned on this hill. (Ambient 6d20)

### **Torhousekie Stone Circle (I-11)**

A circle of nineteen dumpy boulders. The stones are graded in height. In the center is a small stone, flanked by a pair of large boulders.

### **Torrylin Cairn (I-10)**

A prehistoric burial chamber. It is rumored that the local lord plundered the cairn. He has been plagued by the faerie creatures who live there ever since, even though he has returned the treasure. (Bord, 175)

### **Traprain Law (L-9)**

In the days before feudalism the Votadini tribe occupied the lands which now make up Lothian and Garloth. Traprain Law was the main stronghold and home of the Votadini Chieftain. The tribe became so large that it split into the two tribes which exist today – the Votadini in Garloth and the Manau Goddodin in Lothian. After this split, and with the introduction of feudalism, Traprain Law lost much of its importance. The hill fort is still in use today and its history lends great prestige value to its owner. The current owner has taken advantage of the lack of unity in the kingdom since King Lot's death to advance a dubious claim that he is the chieftain of the Manau Goddodin. In truth, he is one of the minor princes of the tribe; only his bro support his claim, and he is lord of nothing beyond this hill fort.

Traprain Law is a vastly impressive sight. It crowns a hill which rises steeply to a height of five hundred feet above the surrounding plain. The massive ramparts enclose an area of thirty acres, within which is a thriving

town. Ruler: Richerch, "Chieftain of the Manau Goddodin." Vassal of: No one.

### **Turin Hill (L-7)**

This fort is situated atop a ridge and overlooks the fertile Esk river valley. It has extensive ramparts and strong timber-laced walls. It is the capital of the Circinn Clan of Picts. The fort is fairly new and has expanded from a much older, smaller one. It became the capital when the previous seat of power, Finavon, was destroyed by fire in 528. The fort has a thriving market and is the home of many skilled craftsmen. Ruler: King and Queen of the Circinn Clan. Vassal of: Duke Ansirius and Duchess Yst of Benoic.

### **Turnberry (I-10)**

This small castle is strongly positioned overlooking the sea. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Twelve Apostles Stone Circle (J-11)**

This circle was once known as Holywood and was a center of Pagan worship. In an act typical of the Celtic Church, the circle was blessed by St. Ninian and became a Christian site. The circle only contains eleven stones, three of which have fallen. The missing twelfth stone is said to represent Judas. This is the largest stone circle in Caledonia.

### **Two Sycamore Fountain (J-10)**

Sirs' Belias and Briadas, the sons of Sir Broades of nearby Coulter castle, joust all knights passing this landmark to prove themselves worthy to join the Round Table. They meet with some success, Sir Briadas even managing to unhorse Sir Gawaine. Sadly Lancelot hears of this and comes to challenge them with the unfortunate result that he kills both brothers and then their distraught father. (Karr, 122)

### **Tynemouth (M-11)**

This monastery stands on a rocky headland at the mouth of the River Tyne, surrounded on three sides by the sea. The monastery was founded very recently and is still very small. The abbot is St. Neddig.

### **Ugdale (H-10)**

A dun clinging to a rocky promontory. Ruler: Castellan. Vassal of: King Conall/Aedan of Dalriada.

### **Urquhart (K-5)**

If this stone circle is walked around three times at midnight, and the correct words are chanted, the Gruagach of



the Ce Clan of Picts is summoned. (Bord, 180) (Ambient 5d20, Summon Faerie Creature 3d20)

### **Wanlockhead (J-10)**

This village is the highest permanently occupied settlement in Caledonia. It is the center of a mining region. From the surrounding hills lead ore, gold and silver are extracted.

### **Warkworth (I-10)**

This large castle (curtain wall, gatehouse, keep, three other towers) stands on land within a loop of the River Coquet which forms a natural moat. The castle is very strong and richly appointed – it is as impressive as any castle in Logres. Ruler: Castellan. Vassal of: Queen Elaine of Garloth.

### **West Bennan (I-10)**

In a cave near this village lives a faerie maid. Her cave is called Uamh na Gruagaich. She is tall, with streaming golden hair. Every day she waits on a small hill for the village herds to arrive. She looks after them all day and no death or mishap befalls the herd while she is caring for them. The villagers leave her food in a hollow stone outside her cave. (Naddair, 141)

### **Westerdale (K-4)**

A medium-sized broch on the bank of the Thurso River. For added protection, it is enclosed by a moat which is fed by the river. Ruler: the Cornovii Clan. Vassal of: King Drust and Queen Alst of Caithness.

### **The Western Isles (G-5, G-6, H-5 to 7)**

The west coast of Caledonia is a mass of sea lochs and small isles. It is the home of the first Irish settlers. These people, called the Iardomnan, migrated here long before the Dalriadans thought to invade. They are independent of Duke Galahaut's Kingdom. They currently occupy Skye, Rhum, Eigg and many of the smaller isles. Their small settlements are also to be found nestled beside the sea lochs on the west coast of the mainland. Ruler: Various Tribal Chieftains. Vassal of: No one.

### **Whiteholm Rig (K-11)**

A small circle comprising twelve standing stones.

### **Wick (K-4)**

A large fishing village at the mouth of the Wick River. It holds a weekly market which is well attended.

### **Wigtown (I-11)**

This town has grown around the busy little harbor. There is a small castle on the banks of the River Bladnoch. Ruler: Castellan. Vassal of: King Uriens of Gorre.

### **Windesan (L-9)**

[Berwick-on-Tweed] This important walled city is the capital of Garloth and is one of the largest settlements in Caledonia. It has a thriving market and is an important harbor. The city stands on the north bank of the River Tweed. Within the city is an old-style castle. Visitors to the castle are sure to feast well on salmon. The Tweed is famous for its salmon fisheries and residents insist that the salmon caught here are the best in Britain. Ruler: Queen Elaine of Garloth. Vassal of: Pendragon.

### **Yadlee (L-9)**

A small circle of seven standing stones.

### **Yeavinger Bell (L-10)**

This is the largest and most spectacular hillfort in Garloth. Although no longer used as a defensive site, it is still the base for a thriving town. It is a meeting point in a sparsely populated region.

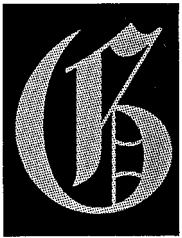
### **Yester (L-9)**

A small courtyard castle on an easily defensible promontory site. Beneath the walls is a remarkable underground chamber with a ribbed vault, and a postern and well. It is called the Goblin Hall and is reputed to have been created by magic. Ruler: Sir Pellounes. Vassal of: Baron Marchlew of Dirleton.



# A PICTISH CAMPAIGN

## *Setting up a Pictish campaign*



AMEMASTERS setting up a campaign for Pictish Characters should take the time to determine the clans of the characters, and how those clans interact. Besides the "Great Clans" (The Circinn, Fib, Fortrenn and

Vevicones of Benoic; the Cait, Cornovii, and Smertae of Caithness, etc.), there are numerous smaller clans, as well as septs (families) within the great clans. Hereafter, we will use the word "Clan" to refer to a group of between 5 and 50 families, to which the Love (Family) passion applies. A clan is ruled by a chief, who may or may not owe his or her position and allegiance to one of the greater clans. If the clan is part of one of the Greater Clans, it is a sept of that clan. Septs often combine the Clan name and a descriptor or geographical location: Cait of Glen Hallan, Red Circinn, etc. The Ruling clan of each Greater Clan has no descriptor, nor do the smaller, independent, clans.

### **Loyalty (Lord)**

Clans are the smallest unit of society above the family. The clan chief supports all her clansmen, both in peacetime and in war. In return, all the members of the Clan follow the dictates of the Chief or her officers: the Fiosaiche, the Warleader and the Tanaiste. A Pict's Loyalty (Lord) passion is generally for her Clan Chief. Sept Chiefs are Loyal to the chief of their Greater Clan. The Chief of a greater Clan need not be loyal to anyone, though a strong King may force them to obey his commands. Pictish Knights are loyal to the King of their country, putting aside Clan loyalties.

It is ultimately up to the Gamemaster to assign the size of a character's clan, as well as any feuds that the clan may be pursuing. Additionally, the Gamemaster must determine if the Clan is independent, or a sept of one of the

Greater Clans. Septs of the same Great Clan generally do not persecute feuds against each other, as the Chief of the Clan will generally move to keep such feuds from happening. The chief of the Greater Clan may call upon the chiefs of her septs for their warriors, in much the same way that a Cymric nobleman can call upon his vassals. Cymric knights visiting the Picts often make the mistake of assuming that the Pictish clan system is equivalent to the Feudal system of the South. They may call a Clan or Sept Chief "Baron," or the Chief of a Greater Clan "Earl" or "Duke." Gamemasters running campaigns where Southern Knights visit the Picts may wish to encourage their players to use these titles, at least until they know better.

### **Clan Spirits**

Septs usually have the same Samhladh as their greater Clan, though it is fairly common for a sept to claim a different spirit. The Gamemaster should determine what Samhladh the Character's clan has, as well as any magical or Faerie items it may possess, and the other spirits upon which the Fiosaiche can call. The Samhladh of the clan will determine what the "Family Characteristic" is of the Clan, and players should not roll on the Family Characteristic Table in the Pendragon Rules. The Samhladh may also modify a Personality trait, making the entire clan Reckless or Prudent for example. See the chapter on spirits, starting on page 36.

The number of warriors the chief of the Clan may call upon is important, as is their armament. Picts have no prejudice against working with their hands, as they are farmers and craftsmen as well as warriors. Clans living along the coast, or on the shores of a loch will be adept at Boating, and the Picts are as experienced as the Saxons at



sea warfare. It should be noted that no Saxon army has landed, and survived, in the lands of the Picts.

## Allies and Outlaws

The allies of a Clan are just as important for a Gamemaster to design as the enemies. Greater Clans can aid the a sept in a feud, and all clans have traditional friends they can call on in time of need. Alliances may run across the boundary of two Greater Clans, and such friendships may allow Ruling clans who are feuding to start peace talks without harming their own Honor. Such Friendships may come about from deeds performed in the past, marriages between the Clans, or even sharing the same Samhladh.

When all else fails in a feud, Pictish clans may appeal to the King or Queen of their kingdoms to outlaw their opponents. Anyone may attack an Outlaw clan and often the King will lead the first raid himself. Outlaw clans are exempt from all normal treatment. As a result, outlaw clans are small, but vigilant. They will generally attack strangers in their land. The clan that approaches the King must be more loyal to the King than their opponents. If the clan they are trying to outlaw has been a thorn in the side of the Kingdom, the King may need no more than their claims against their opponents. More frequently, the King will require proof of the other clan's perfidy. The blood-stained shirts of murdered men, or their widows, are usually a good inducement to the King, as are gifts to the King and Queen, or their counselors.



## PICTISH CHARACTER CREATION

**T**O GENERATE a Pictish heathen character, follow the Advanced Character Generation rules beginning on page 48 of *Pendragon*, with some modifications as explained here. The steps are outlined below with specific decisions made for a Pictish character.

### 1. Region

Choose The North.

## 2. Lands Chapter

Refer to the Land Chapter for The North, beginning on page 86 of *Pendragon*.

### Homeland

Use the homelands table below instead of the one in the rulesbook. This table gives homelands for Pictish Heathen characters.

<i>Homeland Table</i>	
<i>1d6</i>	<i>result</i>
1	Benoic
2	Caithness
3	Escoce
4	Orkney
5-6	Pictish Highlands

### Clan

Pictish Characters must determine the clan to which they belong. The tables below are for clans in the Kingdoms of the North. Named clans on the tables below have their Samhladh indicated. Roll 1d20 if the character comes from a named clan. On 01 the character comes from the ruling sept of the Clan. The character's sept Samhladh is automatically the one named after the family. If the character does not come from the ruling sept, then the sept shares the clan Samhladh if the roll was 10 or less. If the roll was 11 or more, choose the Samhladh for the sept. Independent and Outlaw clans also roll or chose a Samhladh.

<i>Clan Table</i>	
<b>Benoic</b>	
01-03	Circinn, Horse
04-07	Fib, Goose
08-11	Fortrenn, Bear
12-13	Vevicones, Wolf
14-19	Independent Clan
20	Outlaw Clan
<b>Caithness</b>	
01-05	Cait, Wild Cat
06-08	Cornovii, Hare
09-10	Smertae, Dog
11-19	Independent Clan
20	Outlaw Clan



#### Escoce

- 01-04 Ce, Boar
- 05-06 Decantae, Bull
- 07-10 Fife, Badger
- 11 Lugi, Raven
- 12-13 Tazali, Blackbird
- 14-19 Independent Clan
- 20 Outlaw Clan

#### Orkney

- 01-15 Orchadians, Eagle
- 16-20 Independent Clan

#### Pictish Highlands

- 01-02 Cat, Wild Cat
- 03 Catonacae, Salmon
- 04-07 Caledonii, Hawk

- 08-09 Creones, Badger
- 10 Epidii, Ram
- 11-13 Fotla, Stag
- 14 Fidach, Osprey
- 15-17 Macatae, Bear
- 18 Vacomagi, Reindeer
- 19-20 Independent Clan

#### Clan Size Table

Roll below to see how many families are in the clan or sept. The notes on clan size below are general guidelines if the Gamemaster just wishes to choose a size. Each family in a clan can outfit two warriors in leather armor, or five warriors with no armor, or one in leather and two in none.

## CREATING A SHAMAN CHARACTER

**P**LAYERS MAY CREATE a Pictish Fiosaiche by following the magician character creation rules starting on page 264 of the *Pendragon* rulesbook. The specific details for the Pictish Fiosaiche tradition are listed here. You may use this same information as a template for creating shaman characters from other cultures.

### Pictish Fiosaiche

Fiosaiches (fisichu, "Man of Knowledge") are the wise men, soothsayers and shamans. They worship nature as a whole, not specific deities. The Heathen practices predate Paganism by millennia, let alone recent Christianity. Fiosaiche tradition is based on the clan-shaman relationship. Each Fiosaiche is responsible for his own people, and maintains his own contacts among the spirits of Nature. A Fiosaiche works most with the Samhladh (sau-la, Ghost or Simile) of the clan.

Fiosaiches work closely with their clan, giving magical aids and leading rites to invoke spirits to benefit them.

**Culture/Religion:** Pict/Heathen Regions: The North, possibly among hill tribes in Cambria or Cruithni of Ireland

#### Requirements

Fiosaiches are chosen by the spirits and may come from any part of society. Most Fiosaiches experience the beginnings of magical powers in their childhood, and are taken as apprentices by the clan's Fiosaiche. Sometimes, a life-shattering event may open a person to the path of the Fiosaiche later in life. These Late Fiosaiches may experience a series of spiritual journeys, or may have one lasting experience.

Apprentices stay with their master until their Samhlads indicates that the apprentice is ready to declare himself as a Fiosaiche. There are no tests for a Fiosaiche, beyond those imposed by the Samhladh of the apprentice. When the Samhladh feels the Fiosaiche is ready, it will tattoo him with a pattern that allows the Fiosaiche to instantly contact their Samhladh.

#### Duties

Fiosaiches act as the intermediaries between the spirits of the Other side and their Clan. They lead seasonal ceremonies to invoke the spirits for their clan's benefit, and guide warriors to the Other Side to meet their Samhladh spirit. Fiosaiches may perform augury, heal, or manipulate the weather for the Clan.

#### Benefits and Talents

Fiosaiches are respected and feared by all Heathens. The spirits they interact with provide several Magical Talents.

**Talent Starting Values:** Banish 2, Blessing 1, Control Faerie Creature 2, Divination 1, Healing 2, Spiral Walking 5, Travel 1, Weather Control 1

**Restricted Talent:** Demonize

**Other Benefits:** Sight +3, Faerie Lore +5, Geomantic Lore +2, Religion (Heathen) +3, One Trait +3 (must be related to the Fiosaiche's Samhladh), Love (Nature) 3D6

**Known Practitioners:** No Fiosaiche is famous outside the Pictish lands

### Son (or daughter) of a ...

#### Shaman

Use this information if the character's parent was a shaman.

15 skill points

+5 to Folklore

+3 to Faerie Lore, First Aid, Religion (Heathenism)



### Clan Size Table

01-05	1D20+10 families (small sept of a major clan, outlaw clan)
06-10	1d20 +30 families (small independent clan, large sept)
11-15	1d20+50 families (Independent clan, ruling sept)
16-20	1D20+70 families (very large independent clan)

Warriors in Leather armor count as Foot soldiers, those in no armor count as Rabble when determining Knight Values. Clan chiefs and many heads of families in Large clans have better armor, as do many warriors in Outlaw clans.

### Culture

Culture is Pict.

### Religion

Religion is Heathen.

### Father's Class

Roll on the Father's Class table #2 on page 86 of *Pendragon*.

### Liege Lord

A Pict's loyalty usually goes to the Clan Chief. Pictish knights may be loyal to the King of their country, putting aside loyalty to the Clan Chief. See page 82 for more information.

### Current Home

As in *Pendragon*.

### Pictish Names

Achiuir, Alpin, Aneil, Artcois, Barget, Bile, Bliesblituth, Breith, Brude, Buban, Budros, Buthnut, Cailtram, Canaul, Canutlachama, Cian, Ciniath, Ciniod, Cinioid, Constantine, Crautric, Dectotric, Deocilimon, Deoord, Deordiuois, Derelei, Derordegele, Diuperr, Domech, Domnall, Drust, Drustan, Duoernach, Eanfrith, Enfidach, Erp, Ferath, Fergus, Fethal, Fiacha, Galam, Gartnalg, Gartnait, Gilgedi, Girom, Golistan, Gurthinmoch, Irb, Llifiau, Lutrin, Mailcon, Melcon, Morleo, Munait, Murtholic, Nechtan, Necton, Oengus, Onnist, Peithan, Ru, Tadg, Talorcen, Talorc, Talorg, Tarain, Taran, Uetalec, Uetla, Uist, Usconbuts, Uuid, Uunist, Uurad, Uuradech, Uuthiol, Uven, Vipoig, Wid, Wredech, Wroid

### Son Number

As in *Pendragon* page 52.

### Name, Father's Name

Choose names from the boxed list of Pictish Names, above.

### Tattoos

Your character has a tattoo representing the clan Samhladh. These are explained in more detail in the *Spirits* chapter on page 39.

### Continuing Character Generation

The rest of character generation can continue as explained in *Pendragon* Advanced Character Generation, continuing on page 52 of *Pendragon*.

## THE STORY OF THE FEUD

**T**HIS STORY CAN (and should) take several years of a character's life to complete. It may even last beyond one generation, continuing to plague the descendants of the original characters. It may never actually "finish," continuing sporadically for the entirety of the game; now suppressed, now bursting forth in bloody havoc.

The story is nominally written for Pictish player knights from Escoce, though the other Pictish kingdoms

would do just as well, or even the Pictish Highlands. The details can easily be changed to accommodate your Pictish player characters. The clans of the Picts and other peoples of the North little heed the commands of Kings. The chiefs of the clans act with all the powers of a King. Pictish knights concentrate in the clans and septs surrounding the towns and castles of the Kingdom, but their families may have relatives farther away.





Family pride and loyalty require that insults to the clan be answered by all the clan, no matter how small the incident. Even the might of a King cannot stop a feud once it develops; often only the complete eradication of one clan or the other can stop the feud. Even then, the enmity may have spread beyond the original clans. Pictish characters will often find their Loyalty (Lord) at odds with their Love (Family); Justice opposed to Honor. The Honor of a Picts reflects and is reflected more strongly by his family, so Honor and Love (Family) are also often at odds.

Below are a number of adventures that reflect life in a Pictish Clan. Here they are shown as ways to start a feud. However, without bloodshed they are suitable as short adventures for Knights visiting their family after adventuring. Not all Cattle raids result in blood feuds, nor do all games of *camanachd*.

The following section gives some details the clans around the character's home. Three of the Clans detailed here are nominally part of the Kingdom of Escoce, though most of the Clansmen obey only the dictates of their chief. The clans live in the Grampian Mountains, in the area known as Badenoch. The Character's clan, Ap Gilgedi or Sons of Gilgedi, live closest to the civilized seaboard. The characters are probably the first Knights to come from this part of the world.

## Your Clan

Your clan claims descent from Gilgedi of the Mighty Arm, a mighty hero who slew a Giant in single combat. The clan is a sept of the Ce clan, from which comes Queen Husticc and King Carados. Due to this relationship, the clan is much more loyal to the Queen than are their neighbors. The Clan Gilgedi embraced the new notions of Chivalry that the Queen introduced, and the clan has raised the characters as their first knights.

Lutrin the Boar, chief of the clan, is famous far and wide for his loyalty to the Throne of Escoce, and for his radical ideas (like knighthood). While he is himself a religious Heathen, he does not mind if his clansmen wish to embrace the "New Religion" (Paganism), nor would he mind them converting to Christianity, if he knew of it. Lutrin feels himself too old to change beliefs, and would not even if he were half his age. He embodies the virtues of Heathenism and the Picts.

Lutrin's wife is Glesig, of the Caledonii Clan. He captured her on a raid many years ago, and she was first his slave, then his lover and finally his wife. She has borne several children; most of the boys have married into other septs and clans, while the girls brought new blood into the

clan with their well-considered marriages. One of her sons is still with the clan, and was made a knight several years ago. He now serves Queen Husticc in Inverness, but he still returns to the clan when he can.

Enfidach is Lutrin's uncle, and Fiosaiche of the clan. His manners are quite like a boar's in emulation of the clan Samhladh. His skin is thick and leathery, and his lower canines are long and shaped like a boar's tusks. His hut is deep in the woods away from the clan houses, to keep the clan from harm when the spirit of the Boar infuses him. At those times, his features grow even more like a boar's, and he becomes irascible and short-tempered.

Conn the Druid is a Pagan Enchanter from the lands of Dalriada, who married Collwen, daughter of Glesig. Conn, his family, and a few others practice Paganism, and this group is the largest collection of Pagans in the kingdom. Conn's son Aodh has just started the training to become a Bard, and may even continue his studies and become a Druid like his father.

## Clan Drust

The lands of Clan Drust border the lands of Clan Gilgedi. The Chief of Clan Drust is Ciniath ap Domech, a hale man in his early 50's. There are about 55 families in the clan, for a population of about 250 adults. The clan has a herd of about 150 head of cattle, 100 sheep, and 100 goats. The clan slaughters about one fourth of these animals each year, to provide meat and to reduce the amount of feed needed over the winter. Each household has several chickens and geese, and a deerhound or two. (Use the statistics for Irish Wolfhounds) The clan hunts deer in the forest, and fishes in the streams to supplement their meager crops of barley and oats.

The women of the clan weave the cloth for the clan, dying it with local dyes (as all Pictish clans do). The colors available to the clan are a particular greenish-blue and dark brown verging on black. Some madder is available for a reddish-brown color, but they use this mostly for trim or decoration. The clan trades for other colors, but these three colors dominate in their clothing. The tattoos of the Clan Drust warriors follow these color schemes, which make for fine camouflage in the heather and woods.

The Clan is renowned for the potency of its Heather Beer, and for its woodwork. They are indifferent farmers or herders, and often raid their neighbor's herds. The chief of the clan can call upon about 75 Pictish warriors, of which 10 are in leather or cuirboilli armor. The clan pri-



marily uses great spears, though the men are all skilled with the use of the sling and javelin. The clan has not engaged in battles since the Battle of Loch Lomond. There the Clan was stationed at the rear of the Pictish horde, and so easily managed to escape to the islands of Loch Lomond. It was then that Fiacha, the clan Fiosaiche, gained his insights into the Otherworld after talking to one of the Eagles that nest there.

Fiacha brought the Spirit of the Eagles to the clan, adding it to the Wolf spirit of the Clan. Thus, children born after 520 may have either the Eagle or the Wolf as their Samhladh beast. Other spirits friendly to the clan include the Spirits of Ben Fada (Long Mountain), Stag, and Oak. Fiacha has an apprentice Fiosaiche named Vipoig ap Erp, a scheming little man. Fiacha is in charge of the magical relics of the clan. One such relic is a Wolf skull that, when carried in battle, causes the clan's opponents to check Valorous at -5. Another is an ancient stone hammer that grants +5 to the Industry (Woodworking) skill of the clansmen. He has many more minor talismans.

### **Significant Clan Members**

#### **Ciniath ap Domech, Chief of the Clan.**

Ciniath is in his mid fifties, and has long white hair tied in two braids. He inherited the leadership of the clan when he was thirty-two. He is famous for a series of duels he fought in his twenties, as he repaid insults to his clan. His Religious Bonus is +1 to his Move score.

#### **Crautreic Ap Ciniath, Tanist of the Clan**

Crautreic is a haughty man in his mid-thirties. He has a great capacity for drink, and is a belligerent drunk. He is a brave warrior, if a bit over-enthusiastic. His face is in a perpetual smirk, as if he knows more and is better than anyone else.

#### **Fiacha Iolair, Fiosaiche of the Clan**

Fiacha was just another clan warrior at the Battle of Loch Lomond in 519. The time he spent on the Island in the middle of Loch Lomond changed him, and he met and befriended the Spirit of the Eagle. He inherited the mantle of the Fiosaiche of the clan a few years later when the old Fiosaiche died. Fiacha is the primary contact between the clan and the Spirit World, and he is conscientious in his duties. He has recently taken an apprentice, Vipoig. As noted above, Fiacha is responsible for the magical artifacts of the clan.

#### **Vipoig Ap Erp, Apprentice Fiosaiche**

Vipoig is a ratty little man, sour and jealous. He resents the fact that everyone else seems to have a better life than

he does, and that it is just not fair. He cannot conceive that his attitude has a lot to do with the fact that no-one likes him.

#### **Talorc ap Onnist, Clan Champion**

Talorc is the son of the previous clan champion; the family runs to tall and strong men. Talorc spends every waking moment practicing his weapons, running, or exercising. His social skills are abysmal, but the clan forgives him his manners for his prowess.

## **Clan Fitheac**

The clan of the Raven, This family is related to the character's clan through a distant relative. The reputation of the clan Fitheac is one of murderers and thieves. The clan is renowned for a battle two generations ago when they resolved an ongoing feud by slaughtering their enemies in the middle of the night after having been invited in to the village. The warriors of clan Fitheac are regarded as true Picts: wily fighters, masters of ambush and raids.

The clan has large herds, mostly of animals captured in raids. Because of the extra animals, the clan eats meat much more often than their neighbors. The Fiteachs are fighting in a number of feuds already, most with the victims of their raids. Like the Ap Drusts, the Fitheacs wear clothes in green, dark brown and yellow, but they also have a vibrant blue dye. Besides the clan's reputation at raids, they are also known for their leatherwork, which is heavily tooled and decorated.

The Samhladh of the clan is the Raven, noted for its acquisitiveness. Barget, the clan Fiosaiche, can call on the Spirits of Oak, Heather and the North Wind. The Clan has a few relics; one is a drinking goblet made from the skull of the chief of the clan they eliminated. Anyone drinking from the goblet has his Valorous raised by +5 for up to an hour. Another relic is a hollow stone which enhances the flavor of food placed in it.

Peithan ap Uist, the chief, only recently inherited the leadership of the clan, but has proved just as capable as his predecessor. Peithan can muster about sixty men, all of whom wear leather armor. The clansmen use greatspears and javelins, though five men carry swords or axes as well. Peithan himself has a fine shirt of chainmail, which he personally took from a knight.

## **Clan Madamh**

This clan is best known for the fierce war-dogs that accompany the warriors. This is a large clan, with eighty



warriors, though only five have any armor. The clan was not at the battle of Loch Lomond, but instead used the absence of their neighbors to plunder a number of homesteads and herds. The clan has access to a reddish-brown dye, and gray wool from their goats. These two colors make up the majority of the clan's garments. The clan values bright red and green cloth, and the chief has an entire cloak of brilliant scarlet, which he wears on important occasions.

The Clan's Samhladh is the Dog, and each man is accompanied by at least one dog when out hunting or raiding. These dogs are large, and able to run down and kill deer and wolves. Some dogs are able to recognize the names of individuals, and can be commanded to go to a

certain person. The clan's Samhladh will sometimes reward a man by giving his dog near-human intelligence.

The chief of the clan is Wredech Fior, a man in his forties, who is renowned for his wisdom and justice. He does not lead his clan in battle, due to a wound to the leg received when Peithan ap Uist of the Fitheac clan raided his stead. He has been feuding on and off with the Fitheacs since then. Wredech has appointed his nephew, Derelei, as his tanist and war-leader. Derelei has led raids for many years, never coming home empty-handed.

Sighle, a female Fiosaiche, sees to the clan's spiritual needs. Sighle is new to her office; her predecessor having mysteriously vanished. Sighle is still unsure of her political power, and submits to the demands of Wredech. She



keeps the relics of the clan. She has a crystal hand that is said to have been part of a statue and which can come alive to summon faerie creatures. There is also a cloak of subtle manufacture and brilliant colors, that a Faerie King gave to the chief of the clan three generations ago. This cloak can make the wearer appear to be wise, fearsome or comic, at the wearer's whim. In addition, Sighle has fashioned a whistle from the thigh bone of a hound, which, when blown, will summon all the dogs in a two-mile radius. The sound of the whistle is inaudible to all but the youngest humans.



## Adventure of the CATTLE RAID GONE AWRY

**C**ATTLE RAIDING Is a popular pastime among many of the peoples of Britain. Among the Picts, the intent of a raid is to steal animals, not to cause any bodily harm. The perfect raid is one where the raiders are able to make off with the cattle without ever being seen by the herdsman. Raiding parties range in size from as few as two to as many as twenty young men, armed with only the lightest weapons; usually only a dagger. Tactics of raiding include startling the herd, driving off isolated animals when the herdsman are asleep or occupied elsewhere, and luring bulls away with a cow in heat. Only rarely will a raiding party attack the herdsman, and then only to drive them away from the herd. Deaths resulting from a cattle raid are rare, and can form a solid basis for a feud.

**Setting:** The high pasture of the clan lands. The characters are there visiting someone: a brother or cousin, or paying their respects to the tanist (chief's heir) of the clan.

**Situation/Problem:** A number of young men of the Ap Drust clan have decided to raid the character's herd. There are about fifteen young men in the raiding party; split into two groups. The first group, of five men, will try to drive off the cattle while the second group will try to keep the characters busy. The young men carry five javelins each, which they will use to harass the herdsman. All the raiders

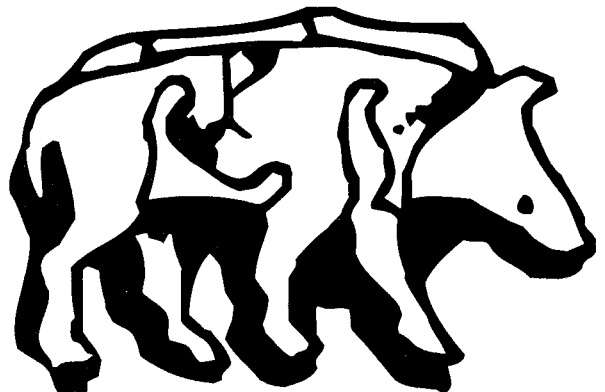
carry long knives. The raiders have not counted on the fact that the characters are visiting the herdsman, perhaps visiting a brother, or even acting as guards. There are about five herdsman with the herd, in addition to the characters. These herdsman carry two javelins apiece, in addition to their knives. The herders and raiders will trade javelins; dodging and picking up discarded javelins as they need them. Both the raiders and the herders will call out insults to each other, and some may try tricks like catching the javelins, or knocking them out of the air.

The Gamemaster should have knightly or non-Pictish characters try to recognize the ritual nature of the javelin duels. [Folklore. Success = the characters notice no one is seriously endangered, and they are even laughing. Apply the following modifiers: -10 non-Pict; -5 Son of a Pictish Knight.]

Characters might suggest the novel idea of hoarding javelins, denying them to the raiders by not throwing them back. This is an unheard of tactic for the herders [Oratory -5. Success = the herders comply]. On the whole, the raiders and the herders will consider the whole thing to be a game, much like a deadly version of dodge the ball.

The Gamemaster will have to make sure that at least one person is seriously injured or killed in the raid. The best solution (from the standpoint of the story) is to have a character cause the wound on one of the raiders. If the players specify that they are not trying to cause an injury, then a cast by one of the raiders hits the person the characters were visiting. The raiders scatter once someone takes a "serious" injury (more than 3 points of damage in one wound).

Mounted characters may try to catch the raiders. [Riding. Success = Catch up to one raider, Rider may make an unopposed strike at +10. All horses except those raised by the Picts suffer a -5 modifier in the rough hillsides]. The Gamemaster should allow the characters to kill one or two raiders, as a suitable sacrifice to start the feud.





Future cattle raids will no longer be the ritualistic contest that they were in the past. Now raiders come armed for war, and try to kill the herders. The herders, on the other hand, have reinforcements, and all will be armed. Instead of javelin duels between laughing warriors, spears and axes flash. Raiders may kill cattle instead of herding them away, to hurt the herders' clan instead of enriching the raider's.

**Glory:** Animals are worth specific amounts if driven off or prevented from being driven off: 5 per Bull; 3 per cow; 1 per goat or sheep. Raiders gain glory equal to the value of the animals they manage to get to their own lands. Herders gain 1/2 the glory award for each animal that is not driven away. Raiders lose 10 glory per person killed or injured on either side.



## Adventure of the THEFT OF THE FAERIE STONE

**U**LAN GILGEDI owns a faerie stone that was a gift from a local Faerie King. This stone is a Stone of Healing, and is a major treasure of the clan. The characters may have encountered it already if they were injured while on Clan lands. Enfidach, the clan Fiosaiche, keeps the stone in his house, along with many other talismans he has created.

A visitor from the Ap Drust clan, Vipoig ap Erp, the apprentice Fiosaiche, requests a night's hospitality on his way back to his own clan. He has been humiliated by Fiacha Iolair, the Fiosaiche of the ap Drust clan. So he has decided to steal the Gilgedi Faerie stone in an effort to make himself look good in the eyes of his chief.

The characters are visiting their chief when a runner comes in from the fields. "My chief, there is a visitor that requests the hospitality of the clan for the night. It is Vipoig ap Erp, of the Clan Drust." While the characters can see that Lutrin would rather not allow the visit, his sense of Hospitality wins over his dislike of Vipoig. "Let him enter and give him food, but I want him gone by tomorrow noon," says Lutrin. Lutrin turns to the Player characters and explains that Vipoig is a ratty little man

who is the apprentice of Fiacha Iolair, Fiosaiche of Clan Drust. Enfidach joins in, "I have seen the man sneaking around in the Otherworld, always looking for things to claim as his own. I have been tempted to chastise him, but other people have told me to keep the peace." Enfidach glances at Lutrin, "I hope we never have to regret that decision."

Reluctantly, Lutrin grants Vipoig's request. Vipoig refuses a bed-mate for the night, which may cause comments. However, his plan requires him to be able to move about at night without detection, and a bed-partner will only cramp his style. Late that night, as the clan is sleeping, Vipoig sneaks into Enfidach's hut and steals the faerie stone. He then flees into the night, calling on various Ysbryds to aid him.

The next morning, Enfidach wakes the clan with his yells. He bursts into Lutrin's hut, waking him. Many clansmen and women gather around the hut to hear what to do. "That sneaking wolf of an Ap Drust has stolen the health of the clan!" declares Enfidach. The crowd mutters angrily as Enfidach explains to Lutrin what happened. Lutrin orders two of the fastest runners to follow Vipoig's trail; the characters may volunteer to ride out as well.

The trackers come back after half an hour, having lost the tracks. If the characters have followed them, they lose the tracks as well. [Hunting. Success = the trail just ends and cannot be found. Critical = the last tracks look like those of a bird, as if the Fiosaiche shifted his form]. When Lutrin hears that Vipoig has eluded pursuit, he calls a gathering of the Clan. It takes until noon for the clan to gather, but then they raid into the Ap Drust lands looking to recover the stone.



## Adventure of THE DEADLY GAME

**T**HE CHARACTERS' CLAN is challenged to a friendly game of Camanachd by the Ap Drust clan. Goals are set about a mile apart, and the game starts. Not long into the game, some serious body-checking and caman-swinging erupts as first one side, then the other gains control of the ball near the Gilgedi goal. Talorc Ap Onnist, the Champion of Clan Drust comes out of one





## FAERIE STONES

A NUMBER OF PICTISH clans own stones that they were given by (or stolen from) the Sidhe. True faerie stones are artifacts of moderate power (+1d20 to +3d20 for a specific Life force, and +1 to +3 to one Magical talent). The Gamemaster should choose the type of stone, and the level of Life Force and/or Augmentation to skills. Stones other than the examples below certainly exist, and may be created by the Gamemaster for his own saga.

Stones mentioned in the Map of Caledonia section, such as the Faerie stone of Boreraig, are much more potent than the stones presented here. The Boreraig stone can cure disease quicker than the Treat Disease spell; thus it is a High Healing spell. While he must perform the proper rites, the Fiosaiche need not expend any life force to effect the healing. Such stones are worth a king's ransom, and would provoke the most extreme reactions if stolen.

### Stone Powers

**Glamour-piercing:** The person holding the stone may pierce magical Glammers. No roll is needed, and the person can see both the object and the glamour, which looks like a thin film overlaying reality.

**Healing:** The stone is placed on the wound, or in water that is later drunk by

the invalid. The powers of the stone work as a Fix Wounds Instantly spell, and the stone has a variable amount of Life Force points to use in the spell. Every time the stone is used, roll for the amount of Life Force available. The stone cannot be used for a number of days equal to the number of life force points used. The Fiosaiche must use his Healing Talent as normal with this stone (+2d20 Healing Life Force, +2 Healing Talent).

**Herd Fertility:** The Stone is dipped into water that is then given to the animals to drink. This acts as the Fertility Blessing, for each cow, ewe, mare or doe goat that drinks the treated water. The Fiosaiche must perform magic as usual with the stone (+2d20 Blessing Life Force, +1 Bless Talent).

**Poison detection:** The stone changes color in the presence of poison. It must be touched to food, or dropped in a drink to work. The stone does not tell how much or what kind of poison is present, nor who put it there. Anyone may use this stone, and no roll is needed to do so.

**Poetic Inspiration:** The stone both augments the Compose Skill, and casts an Evoke (Trait or Passion) related to the subject of the poem, chosen by the poet. The

user must perform magic as usual (+3d20 Emotion Life Force, +2 Emotion Talent).

**Protection:** The clan is protected from hostile magic. This magical protection will only stop the effects of only one type of Talent. The stone's Power (from 50 to 200 points of protection) and the type of magic must be determined by the Gamemaster. Using this stone, a Fiosaiche must perform the ritual for the protection magic once per season, but need not expend any Life Force to effect the protection.

**Truth:** The person touching the stone must tell the truth as if a Critical Evoke (Honest) spell had been cast on him. No roll is needed, and the stone affects anyone touching it.

**Warfare:** The Stone excites the followers of the user, acting as an Evoke (Valorous) spell and the To Battle spell. The spell must be cast by a Fiosaiche in the usual manner (+1d20 Emotion Life Force, +3 Emotion Talent).

**Weather control:** The Stone provides Life Force and augments the Weather Control Talent. The spell must be cast by a Fiosaiche in the usual manner (+3d20 Weather Control Life Force, +2 Weather Control Talent).

melee with a bloody nose. The Gamemaster may want to use the rules above to play out the skirmish near the goal, or she may just describe the scene.

After the game is over, the two teams get together for food, drink and stories. Notably absent is Talorc and a few of his cronies. Young ladies from both clans join in the festivities, and the characters have the opportunity to spend the night with potential wives. Even if the characters do not make the first moves, they will be approached by at least one young lady. If they do not wish to sleep with any of the women they need not. [Chaste Roll, success = spend the night alone. In addition, lose one point of Hospitality]. As the night wears on, young people slip off two-by-two to be alone. While Christian visitors might be shocked by the casual sex, it is a normal way of life for the Picts. Some couples are betrothed to each other, others are just looking for a good time, and some serious matchmaking takes place.

One of the young ladies is Indeg, sister of Talorc. She has her eyes on the knights, as she is looking for a husband who can add much to her clan. She has the following criteria for her bed-mate for the night, in descending order: Scored the goal of the game; highest Glory; highest Appearance. If rejected by her first choice, she tries all the knights until one accepts or all reject her. Any knight who rejects her can look forward to her venomous tongue in the future.

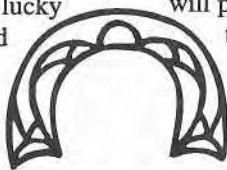
Late after midnight, when everyone is asleep, Talorc and his friends return to the camp. They have imbibed heavily of Heather Beer, and are quite drunk. They make enough noise to make all but the heaviest sleeper [Lazy roll, +5 if the character Drunk heavily at the party. Success = stay asleep]. Talorc is looking for his sister. When he finds her, a screaming fight breaks out, with him chastising her for "sleeping with this pig of a Gilgedi" and Indeg retaliating about his drunken state, and the way he





lives his life. The Ap Drust clansmen are staying well out of the way of the two siblings, and most of the Gilgedi are just watching, amused by the spectacle. The lucky player characters who are not sharing Indeg's bed are cautioned by their partners from interfering in the fight.

The unlucky fellow who was sleeping with Indeg is in for a rough time. If he tries to defend Indeg's honor, he will face Talorc's wrath. If he says nothing, or tries to slink away, he will face Indeg's scorn and lose a Point of Honor and gain one point of Cowardly. The Gamemaster must ask the player what he will do. Talorc is well known as the Ap Drust Champion; no need of a roll to



know that he has killed seven men in duels. If the Player Characters are not local, but are visiting the Clan, then they will probably ask their partner [Intrigue. Success = gain the above information, Fumble = lose your bed-partner for the rest of the night].

Eventually, if the character hasn't already brought attention to himself by speaking up, Talorc rounds on Indeg's partner. "So, you think you are good enough to sleep with my sister you pig? You Gilgedi are just like your Samhladh, thinking only of rutting and wallowing in filth." With that, he punches the character in the face. Two of Talorc's friends come forward and seize the character's arms, and Talorc proceeds to pummel the character. Talorc's other friends pull knives, and keep everyone at bay. Unless the characters intervene, Talorc will beat the character senseless, then grab his sister by the arm and drag her away, kicking and screaming. Talorc's friends will go with them, making sure that no-one follows them.

Talorc loses two points of Honor, and two of Hospitality for this act but gains 20 Glory, and his friends lose a point of each Honor and Hospitality but gain 5 Glory. The beaten character has the equivalent of a Major wound, but the damage heals twice as fast as normal. The character gains a point of Cowardly if he did not at least attempt to fight back.

If the knights go to the aid of their comrade, play out the fight. Talorc does not pull out his knife unless someone draws steel against him. His friends, however, are not nearly so confident of their abilities, and they pull knives if they haven't already. There are two friends more than the number of Player knights. No other people willingly join the fight, until someone is seriously injured (major wound), when men from both sides enter the fray to try to break up the fight. Use the statistics on the following page for Talorc and his friends:

If the knights do nothing to revenge themselves on Talorc, the young men of the clan take it upon themselves to avenge the clan's honor. One night, they slip out and ambush one or more of Talorc's friends. One of the Ap Drust clansmen dies of the attack, and the feud is on.

## CAMANACHD

**C**amanachd is a game related to field Hockey and Irish Hurling. Any number of players may be on each side, and games between clans or villages with all the clan's men and boys participating are common. The rules of the game are simple: Only the Caman may touch the ball, and the game is played to the first goal. Irish players of Hurling, who are used to picking up the ball, will find that the ball is always in play, even if it is in their hand!

With no rules against hitting or tripping other players, fights often break out between players. Usually the Honor of the clan will prevent out and out attacks on other players. Sometimes, however, the heat of the game and the need to win at any cost will make a player forget himself. Even more heinous is when several players gang up on an opposing player. Such incidents could lead to a feud between the teams, and eventually between the clans of the players.

### New Skill

**Caman** - This skill allows the use of the caman to control the ball, or to attack other players.

**Critical** - the character may carry the ball on the caman for one turn, or drive the ball up to 20 yards

**Successful** - The character may dribble the ball for one turn, or drive the ball up to 10 yards

**Failure** - the character loses control of the ball, it goes 10 yards in a random direction

**Fumble** - the character passes the ball to an opposing player

Dribbling the ball is slower than normal movement; the character's Move is reduced by 2. Characters may walk or run while dribbling or carrying the ball on the head of the caman, but may not sprint. Passing the ball is accomplished by rolling for the passing character to Drive the ball. All characters within 1 Move of the line of the drive may attempt to capture the ball by rolling a success on his Caman skill.

Skilled players may loft the ball over the heads of the opposition, or lift the ball with the Caman and swat the ball (like a baseball) [Caman. Success = Swat ball for 20 yards. Critical = Swat ball for 30 Yards. Fail = Ball falls to the ground. Fumble = pass to an opposing player]

The Caman may also be used as a weapon. A Caman attack does 1D6 damage less than normal. Casual players of the game have Caman skills equal to half their DEX; some people may spend much of their time practicing and have a skill higher than this.



### Talorc ap Onnist

SIZ 15      Move 3 (+3)\*      Major Wound 16  
 DEX 16      Damage 5D6      Unconscious 8  
 STR 17      Heal Rate 4      Knock Down 15  
 CON 16      Hit Points 31      Armor 6 + Shield  
 APP 9      Age 22

\* +1 Move when unencumbered because of his continual training in running

Attack: Great Spear 21, Great Axe 19, Sword 14, Dagger 18, Grapple 20, Javelin 12, Sling 15, Battle 12

Significant Traits: Energetic 20, Cruel 17, Valorous 18

Significant Passions: Love (Family) 15

Significant Skills: Awareness 12, Swimming 12  
 Samhladh: Wolf

### Talorc's Friends

SIZ 7      Move 3 (+2)      Major Wound 11  
 DEX 14      Damage 3D6      Unconscious 5  
 STR 10      Heal Rate 2      Knock Down 7  
 CON 11      Hit Points 18      Armor 0  
 APP 7      Age 16

Attack: Great Spear 12; Sling 10, Javelin 12, Knife 8, Battle 10

Significant Traits: Valorous 17

Samhladh: Wolf



## Adventure of THE WEDDING

THIS ADVENTURE takes place after the feud has grown by several murders. Weekly, parties of young men go out to raid the clan Drust, sometimes returning with loot, other times with wounds. The Ap Drust, in retaliation, raid the character's clan lands. Rarely, but often enough to keep the feud alive, a murder takes place. While the bards tell and re-tell the stories of the other clan's dastardly attacks and atrocities, a holy man comes to stop the spilling of blood. Instead of letting the bloodshed continue, he wants to tie the two clans together in marriage. The Clan chief and his advisors agree, and they hold a contest to find the most beautiful maiden of the clan. She will marry Crautreic, the son of the chief of the Ap Drust. The winner, Tydfyl, is the sister (or other close relative) of one or more of the characters. The women of the Gilgedi clan are upset at the decision, and that they were not consulted in the matter. They foretell bad tidings for the marriage.

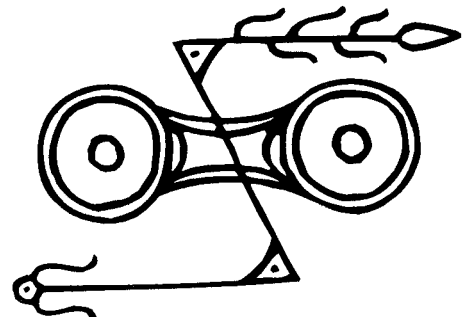
The day of then wedding arrives, heralded by mist and drizzle. The entire Gilgedi clan accompanies the tearful bride, who clutches on her brother's arm all the way across the hills to the Ap Drust lands. When the Clan reaches their destination, they find that their hosts have already begun to feast, and the young men of the Ap Drust are tipsy. They make lewd suggestions to the clan women, and lewder ones to Tydfyl. After half an hour of this, Ciniath ap Domech, Chief of the Ap Drust comes forward,

accompanied by his son Crautreic. Crautreic is more interested in his beer-horn than his wedding. Despite the boorishness of their men, the Ap Drust women are friendly to their guests. They bring out smoked meat and cheese, and offer drinks to the weary travelers.

After the character's clan has freshened up Fiacha Iolair, the Ap Drust Fiosaiche comes forward and gestures for the bride and groom to step forward. Aided by his apprentice, he invokes spirits known for their fertility and fidelity, painting designs on their bodies in red, blue and green. Finally he invokes the Samhladh of the Wolf to witness the wedding and to accept the bride. Crautreic leads his new bride to their hut, dragging her through the hail of nuts and grain.

The men of both clans glare at each other and finger their daggers. No-one suggests a game of camanachd, as the potential for injury is too great. Finally, the men retreat to separate parts of the village, while the women go about making the feast. Every so often, one of the clan women will come over to the men and assign one to help slaughter a goat, or chop vegetables. The women are careful to keep the men of the two clans apart, making sure that no opportunity for bloodshed occurs.

The feast they have prepared is adequate if not sumptuous. It is indicative more of Ap Drust poverty and bad





crops than a studied insult. They have slaughtered a few lambs and kids and roasted them whole (a rarity in the Highlands, where meat is usually salted or smoked).

Cheese and bannocks (oatcakes) are plentiful. Barrels of the Ap Drust's justly famous Heather Beer are broached, and milk (goat, sheep and cow) is available for all.

## PICTISH MARRIAGE CUSTOMS

**P**ICTISH SOCIETY does not allow marriage between members of the same sept or clan. Young men and women must marry outside their clan, and many opportunities exist to meet other young people. Every time two clans meet for any reason, the young men and women are left alone by their elders, so that they may get to know each other. Sex occurs, but has no permanent meaning. Most Pictish marriages are made on the basis of these gatherings. Usually, a boy or girl will spend a year or two just getting to know potential partners before making a decision about marriage. Once a couple has made the decision, they still attend the get-togethers, but no longer seek other partners. The boy goes to his mother, or closest female relative, and tells her of his feelings for the girl. The mother then discusses the match with the other women of the clan.

Meanwhile, the girl has gone to her mother, and the women of her clan are also talking of it. This is a nervous time for the young couple, as either clan may decide that the match is inappropriate. The next time the clans meet, the mothers of the two young people get together for "a little chat". Assuming that both clans have agreed to the match, the two women begin negotiations for where the new family will live and who will provide them with the various necessities of life. The two women may have to meet several times before they make their final decision. The couple has little say in their future at this point, and they must do as their mothers decide.

Men, even the chief of the clan, have little say in the matter. The women are the keepers of the genealogy of the clan, including secrets of parentage that they never tell the men. The women listen to the concerns of the men, but in the end the women must make the final decision. Even the chief of the clan cannot make a woman change her negotiations, and he is bound to the settlement she reaches. Very rarely, a marriage between clans is political, and may be made without the couple's knowledge or approval. Usually this is an attempt to seal the breaches caused by a feud.

Unfortunately, it rarely works, and often it has tragic results.

Once the decision is approved and the negotiations are completed, the date of the ceremony is set. The Fiosaiche of the clan that will be the couple's home makes divinations as to the most propitious moment for the two young people to consummate the marriage. The day is usually one of the eight festivals of the Heathen calendars. About a third of the time, some other day is more auspicious.

The wedding itself is held at new couple's home, which the men of the hosting clan have built. The Fiosaiche paints the couple with designs to increase their fertility, and calls upon the clan's Samhladh to bless their marriage. The couple retires to their new house while the guests throw a shower of grain and nuts to ensure fertility. While the newlyweds are otherwise engaged, the men of the two clans play camanachd, hunt, or just sit together to tell stories and sing. Women of both clans prepare the wedding feast, often calling the men away from their pursuits to help with the preparations.

The couple stays in the hut for one day and a night, and when they come out of the hut for the first time they are usually showered with more grain, and salacious comments. The two clans sit down to the feast, which the women have prepared. After the feast the visiting clan take their leave, giving parting gifts to the new family and their hosts.

Heathens place no value on the woman's virginity on her wedding night, as it is assumed that she has had several partners before choosing her husband. She may even be pregnant for the ceremony. Children born out of wedlock are the care of the young mother's clan, and when she weds, the husband usually adopts the child as his own, though he is under no obligation to do so. A child with no father may be raised by his mother even as she raises the children of her husband. There is no stigma attached to not having a father; there are no "bastards" in Pictish culture.

When Crautreic and Tydfyl come out of the hut the next day, she has obviously been abused; with a black eye, and bruises on her arms. If Tydfyl's brother tries to start a fight, he will be restrained by the rest of the clan. Crautreic smirks at the lewd comments thrown by his clansmen, and seems smug. The feast is a dismal failure, and several times fights almost break out between the men, restrained by the older Gilgedi men. After the feast, the Gilgedi clan hurries away from the Ap Drust, some angry, some feeling guilty about leaving Tydfyl with such a beast as Crautreic.

The wedding seems to have had no effect on the feud, and the few scraps of news that the Clan hears about Tydfyl indicate that she is miserable. Crautreic beats her, and continues to sleep with other women. Finally, word comes that Tydfyl has died, though the cause of death is not specified.



# SHORT ADVENTURES

*Adventure ideas for tribal or knightly characters.*



## Adventure of THE WATER HORSE

**Setting:** Anywhere in the Highlands. Water horses inhabit many of the lochs in the highlands, and can be found usually within 1/2 a mile of a fresh-water loch. Most Water Horses will not appear to groups of more than two people, though they may approach groups of children.

**Problem:** The characters see a beautiful horse roaming free. Each knight may roll Horsemanship to notice something peculiar about the horse. If he makes the roll, he notices that the horse seems to be in perfect health, and is in fact a magnificent specimen. Each Knight may also make a Faerie Lore roll (-5 if not brought up in the Highlands). A successful roll alerts the knight that the horse may be a Water Horse, and should not be touched with bare flesh. A Critical roll confirms that it is a water horse.

**Characters:** The Water Horse. These creatures live in fresh water lochs, and hunt by getting their victims to climb on their back. The Skin of the Water Horse is extremely sticky, and the only way to get loose from the Water Horse is to cut off the skin that is stuck to the horse. Usually this means cutting of the fingers or even the entire hand that is stuck. This feat is made more difficult by the fact that as soon as the victim is on the creature's back, it will run as fast as it can to its home. There it plunges into the water, where it may eat its victim at leisure. If attacked by men on foot, the water horse rears and plunges, or kicks out with its rear hooves. If it takes a Major wound, it runs away. It will run away from attackers on horseback.

### Water Horse

SIZ 30	Move 9	Major Wound 20
DEX 25	Damage 5D6	Unconscious 13
STR 30	Heal Rate 5	Knock Down 30
CON 20	Hit Points 50	Armor 6

Modifier to Valor: -5

Glory to Kill: 150

**Attacks:** Rear & Plunge (front only) @ 12, Kick (rear only) @15. May attack twice a round. If the creature rolls a critical hit on any attack against an armored opponent, or any odd-numbered success against an un-armored opponent, it has struck its target's bare flesh. The next round, that opponent takes automatic damage (no armor) equal to 1/2 the normal Damage roll, as the Water Horse rips his flesh away.

**Solution:** The best thing to do is avoid the creature. If combat with the creature is unavoidable, make sure that there is as little exposed bare flesh as possible. Long weapons (Great spears, halberds) get their normal +5 attack modifier against the Water Horse.

**Secrets:** Recognizing the Water Horse, and knowing its abilities, are the most important parts of any encounter with it.



## Adventure of THE LOCH MONSTER

**Setting:** A loch in the Highlands. Loch Monsters inhabit many lochs in the highlands (though they never share them with other water creatures, such as the Water Horse).





**Problem:** A Loch monster has recently started to plague the shores of the Loch, reducing fishing boats to splinters and raiding herds. Unless the creature is killed or driven off, the shores of the loch will be uninhabitable.

**Characters:** The Loch Monster. This serpentine creature has a body the size of a small boat, and its mouth is full of razor-sharp teeth. It can smash boats with a sweep of its tail, and can move slowly about on land. It often comes out of the water to lurk in small thickets, where it waylays herds coming down to the loch. On the water, the Loch Monster is relatively invincible, as it can attack a boat from beneath, before the Knights even know it is there.

### Loch Monster

SIZ 50	Move 10/4*	Major Wound 20
DEX 30/15*	Damage 12D6	Unconscious 13
STR 40	Heal Rate 6	Knock Down 50
CON 20	Hit Points 50	Armor 10

\* Abilities on dry land

Modifier to Valor: -10

Attacks: Bite 15 (4D6 Damage), Tail smash 20 (In water only), Flipper Smash 10 (one attack on dry land, two in the water)

**Secrets:** St. Columba managed to banish the Monster of Loch Ness by invoking the name of God. Out of the water, Loch Monsters cannot escape easily, and may only use their Bite and one flipper to attack.

**Glory:** 250

**Afterwards:** The clansmen surrounding the lake will feast the knight who dispatches the Loch Monster, and may even adopt him into the clan. While there is little other reward, the friendship of a Clan may prove beneficial to the Knight in his travels in the Highlands.



## Adventure of THE NUCKELAVEE

**Setting:** A deserted beach on the coast, or on a sea-loch.

**Problem:** The inhabitants of the coast have been plagued by a sea-creature. It comes ashore at dusk, trampling

crops, destroying nets, and killing people walking out late at night. Some people claim to have seen a man on horse-back ride out of the sea, others have found the remains of the creature's victims, twisted like a wet rag.

**Characters:** The Nuckelavee. As the characters ride along the beach, a creature rises out of the waves. In form, it looks like a man riding a horse, but the torso of the man is melded with the back of the horse and he has no legs. The legs of the horse are flippers. The creature does not run well on land, and cannot jump at all. The man's head flops from side to side, as if the neck was broken. The horse head has a wide mouth, from which comes steam, and a single red eye. The most horrid feature of the creature is that it has no skin: the flesh and blood vessels are exposed to the air. Black blood pumps through veins, red muscles slide across each other, gleaming as if they were wet.

### Nuckelavee

SIZ 45	Move 10/4*	Major Wound 17
DEX 12	Damage 9D6	Unconscious 16
STR 40	Heal Rate 6	Knock Down 45
CON 17	Hit Points 62	Armor 12

\* Moves 4 on land; it may not jump. In the water it moves 10

Modifier to Valor: -10

Attacks: Grab (each arm) 18, Bite (Horse Head) 15, Squeeze (if both grabs connected) 20.

The Nuckelavee tries to grab its opponent. If one hand connects, it holds on for one combat round, trying to hit with the other hand. If both hands connect, it squeezes and twist the next round, doing regular damage. The Nuckelavee may attack one opponent with its arms, and another with its bite.

**Secret:** The Nuckelavee is greatly affected by fresh (non-salt) water. Splashing a handful of water on the Nuckelavee does 1D6 damage; a bucketful does 5D6. Immersion in fresh water kills the Nuckelavee. Damage from water bypasses the natural armor of the creature. The Nuckelavee will not cross fresh water, as it cannot jump.

**Glory:** 200



# The Adventure of THE TREACHEROUS PICT

*An adventure for visiting knights beyond Hadrian's Wall.*



HISADVENTURE takes the player knights to the strange, nearly barren northern land of Strangorre, past even the far barrier of Hadrian's Wall. Strangorre is one of the few feudal kingdoms in the northern lands, capably ruled by King Brangore. This vassal of King Uriens is always hard pressed just to survive. Wild Picts unpredictably raid out of the highlands, while the Irish incursions from Dalriada increase in intensity.

In the savage north, the ways of chivalry are not widely known. Few and far between are the sophisticated comforts to which knights from Logres are accustomed. And worse, it is well known that behind every hillock savage Picts lie in wait to ambush honorable knights.

This adventure is nominally written with the expectation that at least one knight will be from Logres, so that the player knights can journey to the North at the request of King Arthur, but it can easily be used with knights of other loyalties. Their initial task is to deliver a priest to the north, which they could be asked to do by their own liege, or by any priest in a position to request of them a favor. Likewise, player knights already in the north or those who wish to travel to Strangorre for other reasons may do so as well. For them, start in the section on Strangorre.

The trip itself can take place any time after 521, when Sir Griflet's attempt to subdue the Picts through force failed miserably. After that failure, Arthur determines to pacify the Picts by the cross instead. Therefore, since 521 he has sponsored priests to venture north to spread the word of god. The player knights are to be part of this ongoing process.

When the player knights reach Strangorre they find King Brangore and his lands more harried than usual. For unknown reasons the intensity and frequency of Pictish raids have been increasing over the last few months. The king is grateful for any assistance, especially if the player knights can trace the source of the raids to the twisted shaman Uuthiol and put an end to his plots. Perhaps they will also learn something more about themselves while adventuring in the lands beyond the wall.



## ARTHUR'S REQUEST

SO THAT HE CAN be ordered to accompany the priest to the north, at least one player knight is assumed to be directly in Arthur's service already or in the service of one of Arthur's loyal vassals (and his companions, then, would accompany him as brothers-in-arms). In the latter case Arthur makes the request of their lord for the service of several knights for his mission. The player knight's lord then sends them to Arthur's court at Camelot. (The knights need not be Christian; loyalty to Arthur should be enough.) Barring these easier circumstances, the knights may be sent by their own lord as a political favor to the Pendragon, or even at the request of a priest. Finally, one foolproof way to involve recalcitrant





knights in this adventure is to have them chance upon one of the Pendragon's mightier servants, Launcelot for example, who trounces them soundly and releases them on the condition that they journey to Camelot to present themselves to the king. Under whatever pretext, the knights arrive in Camelot to see the king.

Arthur meets the knights in the royal banquet hall, shortly before the late meal is to begin. Gamemasters should describe the opulent splendor of the room, greater than any other in all England, and rivaling even the imperial splendor of Rome. The hall seats 300 and is decorated with beautiful and brightly colored tapestries, golden torch holders, velvet-padded chairs, and a dozen other unidentifiable but exquisitely beautiful objects the likes of which the player knights have never seen. Depending upon the exact year, the gamemaster may wish to use additional information about Camelot that can be found in the *Pendragon* supplement *The Boy King*.

Currently only Arthur, Guenever and a small staff are present, with the exception of a young priest standing quietly to one side. If the players have not yet met Guenever in person this would be a good time for them to roll their 3d6 to obtain their passion Amor (Guenever), unless they think only of their own Amor at this time. Once the knights have gathered before Arthur, he addresses them.

"Good knights, I request your service this day for a worthy cause. As you may know, I have long since ceased my attempts to pacify the Picts of the north through force of arms. Instead, I expect the gentle teachings of our lord and savior to soothe their hearts and halt their savage raids. Recently, I received word that King Brangore of Strangorre would be willing to provide sanctuary for a holy priest and allow him to spread the word of god to the Picts in Strangorre. Father Tathan here (he nods towards the young priest nearby) has agreed to this mission and is in need of safe escort to Strangorre. I hope you accept my request of your service in this task. Now, let us feast to the honor of your mission."

Arthur happily gifts the player knights and their squires with any supplies they feel they may need for their travels. This includes not only food and drink, but extra pack horses if the knights believe they have need. More substantial requests should be roleplayed, and may require a Generous roll for Arthur, and perhaps Greed for the requesting knight.

Over the next hour several hundred knights slowly congregate in the the great hall to await the meal. This is a great opportunity for player knights to meet knights of the round table or other famous knights. Those that make Proud rolls may boast to famous knights of their upcom-

ing mission for Arthur. Interested players may also make Intrigue rolls. [Success = the knight realizes from the size of the feast and the prominence of the guests that Arthur believes this mission to be of great importance.]

At some point Tathan the priest also stops by and thanks them for volunteering to escort him to the north. He is quiet and reserved, almost shy, and tries to move along as soon as he has thanked them.

The players are seated near Tathan during the feast. Those that make awareness rolls note that he does not converse much and eats very little despite the plentiful servings. Knights may choose to follow his example and be Temperate, or they may eat as normal. Those realizing this may be their last decent meal for months may be Indulgent and stuff themselves like pigs.

There is talk about the table concerning Arthur's latest campaigns and the latest deeds by heroic round table knights. Use this as a chance to fill the players in on any events you wish them to know about in order to set up future storylines. At some point just before the first serving of desert Arthur speaks to the gathered knights.

"Brave fellow knights, I thank all of you for coming today. As all of you know, our lands in the north are constantly plagued by raids from heathen Picts. To prevent this I have asked the archbishop to send volunteer priests into the north to spread the word of our god. Today's feast is to honor the latest to accept this worthy task, and those who will accompany him to ensure his safety. That said, let me introduce to you father Tathan."

Arthur then gestures to Tathan to stand and speak. Father Tathan simply stands slowly, thanks the assembled knights, and then reseats himself. Arthur then continues speaking.

"To safeguard his trip the following worthy knights have agreed to accompany him into the wild lands of the north." Arthur then introduces the knights in the order of their Glory, highest to lowest. They are each asked to stand and given a chance to speak to the assembled knights. Those that follow the example of Tathan receive modest checks, while if they take advantage of the situation to briefly Orate about themselves they may receive Proud checks.

- Note: If one of the players wishes to play a priest for this adventure, let him take the place of Tathan. The gamemaster should adjust any further situations calling for actions from Tathan as appropriate for the new character.

**Glory:** 10 for boasting of your upcoming adventure to famous knights



## GETTING THERE

**T**HE PLAYER KNIGHTS may choose any route they wish for their northern journey. The simplest involve following the king's road the entire way. If this option is chosen then the group heads north from Camelot to Silchester. There, they may turn east to London before heading north to Lincoln, or they may turn west to Cirencester and then again on to Lincoln. From Lincoln the road eventually leads to Carduel near Hadrian's wall. Past the wall the road continues, but is in a considerably worse condition.

The entire trip in one direction should take a little more than a month, for Tathan has chosen to walk, not ride. Modest and religious knights may choose to follow Tathan's example. The trip may take longer depending upon gamemaster wishes about encounters along the road. Gamemasters wishing to liven up the journey will find useful examples of encounters along the king's road in the *Pendragon* supplements *Blood and Lust* and *The Perilous Forest*.

## Tathan

During the long journey the player knights have plenty of time to get to know the young priest. Despite his reserved appearance in Arthur's court he is full of eagerness and energy for his missionary work. Each day the player knights get an earful of facts about St. Ninian's missionary work in the north and on Christianity in general. Each knight receives a check in Religion (Christianity) whether they wish one or not.

## Gorre

The beginning of the last leg of the knights' trip starts when they reach the city of Carduel. This thriving and prosperous trade center is the last major stronghold of the type of civilization the player knights are used to. This is a chance for any last minute acquisition of goods that may not be available further north. If they visit the castle they find Sir Emlin of Liddel has been informed of their journey. He offers them proper hospitality for the duration of their stay in the city.

Hadrian's Wall is the first major sight viewed by the player knights after they leave Carduel. Unfortunately, in this area the wall is largely gone, destroyed by the ravages of war and weather.

Following the wall, the player knights come upon the river Lidel, boundary between Cambenet and Gorre. Gorre itself is mostly mountainous, or covered with dense, deciduous oak forests. This rough terrain makes farming troublesome. Most of the people still live in the old tribal fashion of the four Pict tribes that once controlled the area that is now Gorre. Feudalism is making slow

## Tathan the Priest

Tathan was raised in the magnificent Woodford manor, where he was the fourth son and expected to amount to little, if anything. By and large ignored by his family, Tathan became bookish and frequently visited nearby Amesbury Abbey to study with the priests and learn to read.

When Tathan was fourteen, and quite by accident, he revealed the devil in a ugly old sow that kept breaking the walls of its pen. His parents realized his true calling, and after disposing of the sow, sent Tathan to permanently stay at the abbey.

At the abbey Tathan's diligent studying paid off. He quickly advanced to the station of priest and continued to impress his superiors. Throughout this educational period he closely studied the life of St. Ninian, and vowed to devote his life to following in the steps of the famous saint. Therefore, ever since attaining the priesthood he petitioned the Bishop of Camelot to be allowed to travel as a missionary in the north. Tathan continued to excel in his work and studies so that his superiors would have no reason to refuse him. Finally, the Bishop sent his permission, though many believe he agreed just to stop the constant harassment of Tathan's frequent requests.

Current Insight 3165

SIZ 14	Move 3(+2)	Major Wound 10
DEX 13	Damage 4d6	Unconscious 6
STR 12	Hit Points 24	Knock Down 14
CON 10	Heal Rate 2	Armor 1 (robes)
APP 15	Age 25	

Attacks: None

Significant Traits: Chaste 15, Forgiving 14, Merciful 16, Modest 16, Pious 18, Temperate 17

Significant Passions: Love (God) 15, Loyalty (Archbishop) 13, Love (St. Ninian) 18

Significant Skills: Chirurgery 12, Courtesy, 10, First Aid 15, Intrigue 8, Orate 16, Read (Latin) 10, Religion (Christianity) 18, Sight 9

Magic Limit: 78

Magic Defense: 78

Personal Life Force: 4d20

Significant Talents: Banish 6, Bless 15, Demonise 14\*, Dispel 6, Divine Miracle 14\*, Protect 4, Sacred Space 5

\* = Natural Talent

Talismans: Divine Miracle 156



## King Bagdemagus

The nephew of Uriens and Morgan le Fay, Sir Bagdemagus roamed far and wide as an errant knight in his youth. Along with Uriens and Yvaine, Sir Bagdemagus is a member of the round table for his many great deeds, but most notably for his chivalry and forgiving nature.

Sir Bagdemagus was not happy to be left in charge of Gorre by his uncle when Uriens decided life at Camelot was more pleasant than that in Gorre. However, he had married quite young and now that his children are growing older he can spend more time with them. Sir Bagdemagus also quickly became adept at managing the lands of Gorre, so much so that the people refer to him often as the 'king'.

Glory 9,000

SIZ 17	Move 3	Major Wound 15
DEX 15	Damage 6d6	Unconscious 8
STR 18	Heal Rate 3(+2)	Knock Down 17
CON 15	Hit Points 32	Armor 14 (+3) (+shield)
APP 13	Age 43	

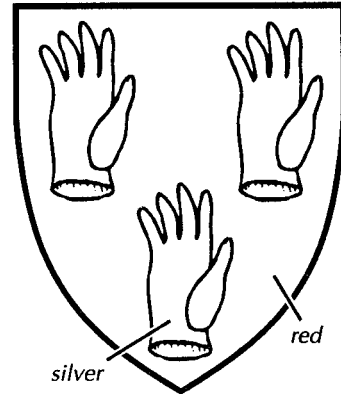
Attacks: Sword 21, Lance 22, Battle 17, Horsemanship 18

Significant Traits: Energetic 18, Forgiving 21, Generous 16, Honest 19, Lustful 16, Proud 16, Valorous 18

Significant Passions: Loyalty (Arthur) 18, Love (Family) 16, Love (Wife) 16, Hospitality 20, Honor 17

Significant Skills: Awareness 15, Courtesy 18, Falconry 13, Heraldry 14, Hunting 14, Stewardship 17, Tourney 16

## King Bagdemagus



tianity, for only the monastery of St. Albans attracts more pilgrims. Christian knights can have their fill of beautiful ceremonies and religious rites during their stay. If they make Pious rolls, they may also wish to accompany Tathan to nearby St. Ninian's cave. There Tathan and the knights fast for a day before returning to the monastery and resuming their trip.

St. Ninian's cave is small and humble, but full of the breath of god. Any pilgrim who fasts for an entire day and then makes a Critical success on his Religion skill receives a vision. The vision may be of anything the game-master wishes, but it would be best to make it a helpful vision of what awaits the player knights in the north.

headway though; Galloway in southwestern Gorre has many castles and is almost as civilized as Logres.

When the king's road reaches the monastery of Hoddom it splits, one branch heading north to the capital, Gaiholm, and the other continuing on to Dumfries before eventually heading north again. The obvious choice is to take the road through Gaiholm, for the players should contact the King there for information on current events in the north. However, at this point Tathan explains to the knights that Candida Casa, site of St. Ninian's tomb, is one of the most popular pilgrimage sites in all of the land. The trip west to the monastery and back takes several weeks, something Lazy and Worldly knights generally do not care to make. If the knights balk, Tathan begs them, for it has always been his dream to visit Candida Casa. It would be Cruel to have come so far and not let Tathan visit the place, but he will not go alone and reluctantly continues to Gaiholm if the player knights refuse his request.

## Candida Casa

The long hard cross-country trip is finally rewarded when the gleaming white exterior of the monastery of Candida Casa comes into view. Here at the monastery the knights have a chance to interact with people from all over Chris-

## Gaiholm

Once just a massive hill fort, Gaiholm the city has been built up to resemble the capital of the powerful kingdom it now is. A large keep in one corner of Gaiholm serves as

## Lady Alison

Married to Sir Bagdemagus at an early age, Lady Alison saw little of her husband during the early years of their marriage. She is quite pleased at his current position as steward of Gorre. It enables him to spend more time with her and help raise the children properly. Lady Alison will work against any plan that removes Sir Bagdemagus from Gaiholm.

Glory 1,780

SIZ 12	Move 2	Major Wound 13
DEX 14	Damage 4d6	Unconscious 6
STR 10	Heal Rate 2	Knock Down 12
CON 13	Hit Points 25	Armor none
APP 19	Age 41	

Attacks: Dagger 5, Battle 2, Horsemanship 15

Significant Traits: Energetic 13, Forgiving 15, Merciful 14, Prudent 16

Significant Passions: Love (Family) 16, Love (Husband) 15, Hospitality 17, Honor 14

Significant Skills: Awareness 12, Chirurgery 18, Courtesy 15, First Aid 19, Flirting 10, Industry 15, Intrigue 12, Stewardship 14

Woman's Gift: Natural Healer



the home for King Uriens and his family. The king and his son Yvaine are currently in Camelot, but the country is in the capable hands of Urien's nephew, Sir Bagdemagus. Sir Bagdemagus is an excellent steward and is present far more than Uriens.

Once in the city the player knights are eventually led before the court of Sir Bagdemagus. Always at his side is his loyal and loving wife, and today they are joined by their son and eldest daughter. The youngest has been sent away to stay in another noble's manor for a year to learn the ways of a proper lady. While the player knights discuss matters with Sir Bagdemagus, they are closely watched by his family. Lady Alison frowns at any mention of troubles that might take Bagdemagus away from the castle, while Lady Melissant looks bored, secretly wishing she could be off somewhere causing trouble. The prince, Sir Meliagrance, spends the entire time giving each player knight menacing scowls, and making sure they note his displeasure at their presence.

### King Bagdemagus

Bagdemagus is happy to see knights from Camelot and insists they tell him all the latest court gossip before any other business. After the knights have done so, they may mention their current task for Arthur. Sir Bagdemagus is not Christian, but sees the wisdom of Arthur's plan and extends Tathan and his escort hospitality for the duration of their stay.

At some time in the conversation Sir Bagdemagus remarks that recently Strangorre has requested some addi-

### Lady Melissant

Melissant is a reckless ball of energy. Only recently has her mother forced her to settle down more and learn the proper arts of courtly behavior. Although good natured and well endowed with fair features and waspish figure, she is more than a handful for any man. Her father has thus made it be know her dowry will be quite generous to ensure her marriage. Melissant will gain her first Amor when she meets a man that matches her level of energy. [Give Lady Melissant an Amor of 2d6+3 for any knight with values of Energetic and Reckless equal to or greater than Melissant's.]

Glory 180

SIZ 11	Move 2	Major Wound 12
DEX 15	Damage 3d6	Unconscious 6
STR 9	Heal Rate 2	Knock Down 11
CON 12	Hit Points 23	Armor none
APP 18	Age 16	

Attacks: Dagger 2, Horsemanship 10

Significant Traits: Chaste 14, Energetic 16, Forgiving 12, Reckless 14

Significant Passions: Love (Family) 14, Hospitality 13, Honor 14

Significant Skills: Chirurgery 10, Compose 8, Courtesy 12, First Aid 12, Flirting 10, Industry 9, Intrigue 8, Stewardship 10

Woman's Gift: Natural Healer

tional knights to help with some raiding Picts. While Sir Bagdemagus would love to help his vassal, there is more than enough trouble to go around and currently many of his knights are in the south fighting for Arthur under Uriens. He does not have the men to spare for simple raiders, but an invasion would be another matter and would definitely prompt his aid. Sir Bagdemagus tells the player knights he is glad they are headed for Strangorre, and perhaps they can help the king there.

After the player knights are done with the Bagdemagus and have excused themselves from his presence, Sir Meliagrance tracks them down to confront them with insults. His comments include such unfriendly phrases as, "I thought knights from Camelot were supposed to be taller, and better looking. You men look like your mothers didn't feed you enough as

### Sir Meliagrance

The only son of Sir Bagdemagus has grown up spoiled and vain. He has just been knighted, but already considers himself worthy of a seat on the round table. To prove this to himself he provokes knights into challenges whenever possible.

Glory 1,950

SIZ 16	Move 3	Major Wound 15
DEX 15	Damage 5d6	Unconscious 8
STR 14	Heal Rate 3	Knock Down 16
CON 15	Hit Points 31	Armor 14 (+shield)
APP 13	Age 21	

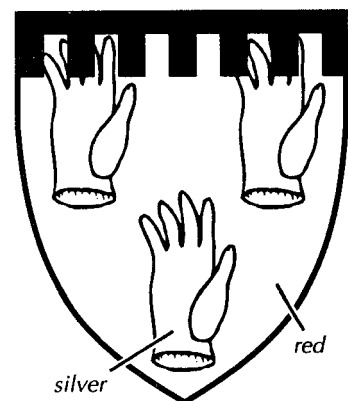
Attacks: Sword 15, Lance 13, Spear 6, Dagger 5, Battle 10, Horsemanship 10

Significant Traits: Proud 18, Reckless 13, Vengeful 14, Valorous 13

Significant Passions: Loyalty (Bagdemagus) 18, Hospitality 12, Honor 11 Love (Family) 15

Significant Skills: Awareness 8, Courtesy 5, First Aid 10, Heraldry 8, Hunting 12, Orate 8, Tourney 7

### Sir Meliagrance





children and you lost a bout with the pox." He might also try, "Is this the best Arthur has to offer? How am I supposed to tell whether or not the knights are guarding the priest or the priest is guarding the knights?" The game-master should feel free to add other bad insults of their own devising. Players may choose to roll against any of the traits or passions they feel appropriate, including Honor, Proud, Love(Family), and Loyalty(Arthur). If they succeed they may challenge Sir Meliagrance to a fight (for love) to avenge themselves for his verbal slurs.

Sir Meliagrance agrees to no more than one challenge and insists it be fought immediately. The training grounds are cleared and the site for the fight prepared while interest gathers in the castle. By the time the bout is ready to begin Sir Bagdemagus and his remaining family have arrived. Sir Bagdemagus makes one gentle request that the two knights forgive each other and make amends. His son does so because his father is asking him too, but only if the player knight yields and forgives first. If the fight does begin, Sir Bagdemagus and his wife leave displeased, but Lady Melissant stays to watch the excitement.

**Glory:** Standard glory earned for fighting Sir Meliagrance

## Strangorre

After leaving Gaiholm the player knights exit the southern uplands and enter the southern part of the great Caledonian forest, closely following the steep banks of the river Clyde for much of the way. Among the shadows of the

vast oak forest are scattered moors and the cleared farmlands of Strangorre.

The kingdom of Strangorre is based upon the tribal lands of the old Damnonii tribe, and many of its members still reside in the area. Much of the land is arable, providing farms that form the base of the feudal system of Strangorre — one of the few such systems this far north. This valuable land is under threat of invasion from three sides. To the west lies Dalriada, the Irish kingdom that has already taken large territorial gains from Strangorre. Only the aid sent by Uriens of Gorre has prevented all the land from falling to the Irish. To the north lies the Pictish highlands, full of wild Picts waiting for the opportunity to plunder the lush farmlands of Strangorre. Lastly, to the east lies the great Caledonian forest from which unpredictably emerge raiding Picts, strange creatures, and bands of mercenaries under the employ of Benoit, Lothian, or Escoc.

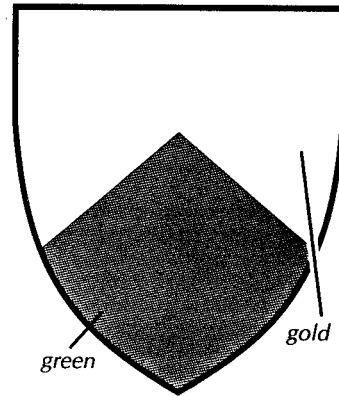
It was under King Brangore's father that Strangorre came under the overlordship of Gorre. Since then Gorre has let Strangorre remain virtually independent, only asking minor tribute, but only providing marginal support. King Brangore's task has been to keep his land together despite the enemies which surround and harass it. Given that his forces have been and still are small, he has had to rely upon his political skills to save his land.

Lothian, one of Strangorre's traditional enemies, is currently at peace due to king Brangore's negotiations with Baron Coel of Stirling. Some say is not King Brangore's skills that made the arrangements, but the fact that Baron Marchlew is continuing to cause Baron Coel trouble from eastern Lothian.

Strangorre's other traditional foe, Benoit, has been taking advantage of the kingdom's recent troubles. Bands of mercenaries and knights constantly journey along the edge of the Great Caledonian Forest to raid Strangorre. Often, these bands are supplemented by the forces of Duke Ansirius, who has never been one to negotiate in good faith.

The growing kingdom of Dalriada is the greatest threat to Strangorre. So far King Brangore has been unable to reach any sort of political solution to the its grow-

### King Brangore



### King Brangore

Life has not been easy for the king of Strangorre. Throughout his rule he has seen more and more territory lost to Dalriada despite strong support from Gorre. The last thing in the world he needs is another surge or trouble from the Picts.

Glory 7,800

SIZ 15 Move 2 Major Wound 14

DEX 11 Damage 5d6 Unconscious 7

STR 12 Heal Rate 3 Knock Down 15

CON 14 Hit Points 29 Armor 14 (+shield)

APP 13 Age 51

Attacks: Sword 20, Lance 18, Spear 13, Dagger 9, Battle 16, Horsemanship 16

Significant Traits: Generous 14, Just 15, Prudent 13, Trusting 12, Valorous 18

Significant Passions: Loyalty (Uriens) 15, Love (Family) 20, Love (Wife) 18, Hospitality 17, Honor 13

Significant Skills: Awareness 13, Courtesy 15, First Aid 12, Gaming 13, Intrigue 10, Recognize 15, Stewardship 16, Tourney 8



## Queen Heledd

The queen comes from the cruith family that once ruled the Damnonii tribe in this area. This helps the king gain the acceptance of the many Picts that have settled down and begun to accept the civilization of the south. The queen is active in this regard, often going to visit the peasants in their settlements. Heledd converted from heathenism to paganism due to her love for her husband.

Glory 1,420

SIZ 12	Move 2	Major Wound 10
DEX 15	Damage 4d6	Unconscious 6
STR 9	Heal Rate 2	Knock Down 12
CON 10	Hit Points 22	Armor none
APP 17	Age 45	

Attacks: Dagger 8, Battle 4, Horsemanship 6

Significant Traits: Honest 14, Proud 13, Prudent 17, Suspicious 16

Significant Passions: Love (Family) 19, Love (Husband) 12, Hospitality 11

Significant Skills: Chirurgery 13, First Aid 14, Folk Lore 12, Industry 19, Intrigue 11, Singing 9

Woman's Gift: Nimble Fingers

ing menace. Only the occasional aid of Gorre has halted the complete expansion of Dalriada. Despite King Conall of Dalriada's position of strength, King Brangore still holds out hope for some sort of political solution.

## Alclud

Continuing to follow the Clyde, the player knights finally see their destination towering in the distance. Alclud is a thriving port city with a busy market that almost completely covers the two peaks of the large hill it is built upon. In response to Dalriadan raids, a medium castle has been built atop the larger peak which rises dramatically, and defensively, from the northern shore of the Clyde. It is an impressive sight for any knight traveling in these lands; the player knights should be greatly pleased to be headed for it in friendship.

## Meeting the King

Upon their arrival at the castle, the player knights and Tathar are summoned before King Brangore. The king warmly greets the priest and welcomes the knights to his land. He invites them to stay and enjoy his hospitality as long as they like and asks them to be the guests of honor at a small feast the next day. King Brangore at no time lets on about the current troubles he is having with the Picts, though perceptive knights may notice he appears slightly

haggard, as if expending a great deal of energy to appear pleasant upon his throne.

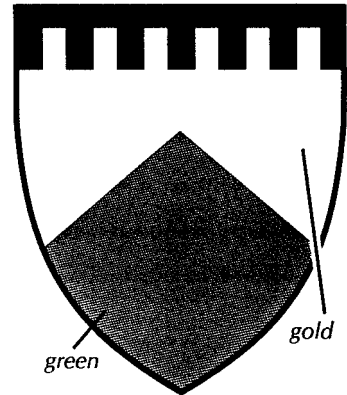
The small royal family is notable for their loyalty to each other. They all hold true to the pagan religion of the king. The queen converted from heathenism upon her marriage into the family. King Brangore married her for love

against the advice of his peers, but her ancestry has not hindered the kingdom. Quite the opposite, the local Picts have grown increasingly loyal under Brangore's reign, due in no small part to the presence of the queen.

The queen is dutifully loyal to her husband, with her only disappointment the failure to bear more than one child for him. While the king rules the land and protects the people, it is the queen who sees to their needs. Heledd often travels amongst her people to aid and educate them. More so than the king, her death would cause what is left of the kingdom to collapse.

When both king and queen are in Alclud they are never apart, and their one son often dutifully follows behind. When holding court Geriant is more likely to be present. He stands stoically in the background as if in

## Sir Geriant



## Sir Geriant, Prince of Strangorre

Sir Geriant lives a tormented life. Ever since he was knighted he has yearned to visit Camelot and adventure in the lands of the south, but troubles in Strangorre keep him from his dream. Sir Geriant would be deeply grateful to any who make his dream a reality by helping give Strangorre some respite from its constant harassment.

Glory 2,390

SIZ 17	Move 3	Major Wound 13
DEX 15	Damage 6d6	Unconscious 8
STR 16	Heal Rate 3	Knock Down 17
CON 13	Hit Points 33	Armor 14 (+shield)
APP 16	Age 25	

Attacks: Sword 18, Lance 16, Spear 12, Dagger 9, Battle 16, Horsemanship 15

Significant Traits: Energetic 13, Honest 15, Proud 14, Prudent 12, Valorous 16

Significant Passions: Loyalty (Brangore) 20, Love (Family) 19, Hospitality 13, Honor 16

Significant Skills: Awareness 10, Compose 8, Courtesy 12, First Aid 11, Gaming 9, Heraldry 14, Hunting 15, Orate 10





careful examination of the visitors. In truth, he is jealous of their freedom to travel, their fancy clothes and their civilized manner, but he would be too embarrassed to reveal this, even to himself.



## THE PROBLEM

**T**HE NEXT MORNING the player knights are awakened early by a servant and summoned before the king. As they gather before the king they note that Tathan has not been summoned along with them. Awareness rolls while waiting allow the knights to note that the king looks extremely worried and concerned about something. When they have all gathered together he again attempts to look unconcerned, but it is not as convincing once he begins to address the assembled knights.

“Good morning gentle sirs, I hope you do not mind me talking to you now about so pressing a problem, but last night I did not wish to alarm your holy man about the dire straits in which we find ourselves. As you know, much of our land has been taken forcefully by the Irish in past years. Now that we are seemingly seeing our first real break in Irish raiding there has been a great increase in Pict raids. They grow more and more daring with each one and now ruin entire villages. I have asked Sir Bagdemagus for aid, but he will not send knights just to chase raiding Picts. He will only send them if I can show that the Picts are organizing for another large campaign. This I believe to be true, but have not yet the proof. I would be most grateful to you if you could look into the situation before more of my people are made homeless. Many of my knights are out chasing Picts now, but most must remain stationed on guard against the Irish. This leaves you as my greatest hope. I understand Arthur’s knights are the finest in the world and feel every confidence that with you here we can yet save my people. Will you come to my aid?”

Once all the player knights have made their decision, the king helps out with any preparations they may need to make. He furnishes supplies and guides as necessary. Before the the player knights depart, the king hosts a mid-day feast to grant good fortune to the departing knights. Great merriment commences and the player knights are asked to join in the music and revelry as best they can.

**Glory:** 10 glory for being the first to volunteer to aid King Brangore.



## THE PICTS

**K**ING BRANGORE'S troubles begin and end in the highlands to the north of his kingdom, in the lands still controlled by those the Romans named Picts. These heathen people are descendants of the original inhabitants of the land. They have slowly been driven into the less hospitable lands of the north. Despite this, the remnants have managed to keep their culture intact and occasionally remind their oppressors of their presence by staging terrible raids into civilized lands. The Kingdom of Strangorre, by its unfortunate location, suffers the worst of these raids. Lately, the nearby clans of the Epidii have been organizing again for a major raid into the south.

### The Epidii

The Epidii are an ancient tribe, even among the Picts. One of the hardest of tribes as well, they have long lived in the rough lands of the Pictish highlands. The clans of the Epidii share the traits of their tribe; they are hostile, solitary and warlike when provoked. The spirits of the boar, the badger, the hawk, the ram and the wolf are common among clans of the Epidii.

When Sir Griflet's army was defeated it was due largely to the efforts of the Epidii tribe. The victory was costly though, and many fine warriors were lost to the clans. Since then the various clans have been peaceful, and except for the occasional raid, they have been quietly regaining their martial strength. Last year, though, saw the return of a powerful Fiosaiche long thought dead. He traveled through the clans with words of war. Many battle totems have rallied to his cause, and now he has enough warriors to begin his plan of terrible revenge.

### The Fiosaiche

Uuthiol was the Fiosaiche of the Cinioid clan, children of the boar. They once lived in the southern reaches of the Pictish highlands, but their clan was one of the first casualties of Arthur's war with the Picts. Their hillfort was burned to the ground and the clan destroyed. Even the children were too proud to flee to the safety of their enemies. Uuthiol went for aid to the otherworld, and returned to the charred remains of his once thriving home and clan.

Mad with rage and loss he journeyed into the otherworld where he brought back many powerful spirits to aid him and his allies in the other Epidii clans in their battles against the invaders. After Arthur's forces gave up, the other Picts returned to their homes, leaving Uuthiol without the revenge he craved.

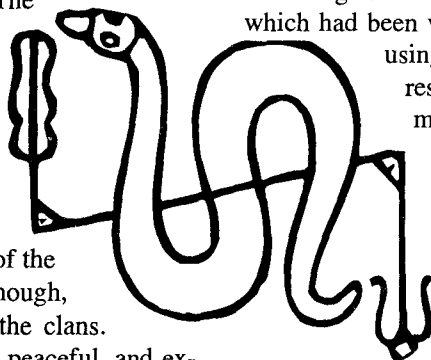
Instead of returning in shame to another Fiosaiche's clan, Uuthiol headed south following the path of Arthur's knights. He has since journeyed far and wide in Arthur's realm, once even coming within sight of Camelot itself. Uuthiol carefully studied chivalry and the ways of Arthur's knights — not to bring this knowledge back for his people, but to learn it so he could use it against Arthur's knights.

Once a plan finally grew into fruition in his twisted mind, Uuthiol returned north to his homeland. He attained his first goal when he summoned the old clan boar spirit which had been wandering lost in the otherworld. Then, using a ritual learned from a kindly enchantress in the south, he bound it into an enormous boar.

After recovering the clan's spirit, Uuthiol traveled from clan to clan among the Epidii. At each stop he rallied people to his cause. Uuthiol called upon past favors and impressed many with great shows of spiritual power. Presently, nine full

clans have sent their warriors to join Uuthiol at his rebuilt hillfort where his clan once lived. Several other clans plan to send their warriors as well.

The current stage of Uuthiol's plan involves treacherously killing the best knights that the Kingdom of Strangorre can produce. The knights' own sense of honor and chivalry will be their undoing. Once Strangorre's heroes are slain and its will broken from numerous raids, the entire Pictish horde plans to march upon Alclud and level both castle and town. After this victory, the Picts can return to the safety of their highlands. As Uriens, Arthur, or any other lord sends knights northward, their heroes will be slain treacherously as well. When the land is weak enough, the Pict horde will swarm south again and again until at last even mighty Camelot falls before them. Then, and only then, the spirit of Uuthiol's clan will be free to seek out another clan, one as worthy as its previous.





## LOOKING FOR THE PICTS

**S**EVERAL DAYS TO THE NORTH of Alclud are the lands where the Picts are concentrating their raids. When players knights arrive they find several small feudal areas that have recently been plundered by Picts. The Picts raid in small bands of 5-10 men with quick strikes followed by an immediate retreat. They purposefully leave many anguished survivors to tell their tales.

Several times the player knights come across the scene of a recently raided village. The people have returned and are trying to recover what little they can among the ruins. [Awareness. Success = The Picts destroyed a lot of stuff they could have stolen. Critical = In fact, it seems the Picts raiders stole nothing, seeking only to destroy.]

After the player knights have talked to some of the survivors of the raids they will likely attempt to track down the raiders. Successful Hunting rolls allow them to eventually track down one of the Pict bands. If you wish to make this stage of the adventure harder the players may also mistakenly pick up the trail of a band of Irish raiders. Use the statistics in the section on "Gaining Aid From

Dalriada." While this provides an entertaining fight, it brings them no closer to their goal of stopping the Pict raids.

## The Pict Band

When the Pict band is finally discovered, the player knights do not find the band of blue-painted madmen they might expect. The men they find are indeed painted blue, but they are not mad. In fact, they don't even look angry. Their leader attempts to parley with the party in broken English. Assuming chivalrous knights, the player knights listen.

The Pict leader has a deal for the knights. If the champion of the knights fights the Pict champion in an honorable fight, the Picts will temporarily stop their raiding. Should the player knight's champion win, the Picts will withdraw and promise not to raid for at least a year. If the Picts win, the player knights must withdraw to Alclud for a like time. Of course, other knights and men of Strangorre may try to stop raids, but they too must face the Pict champion before the Picts agree to cease their raiding. If no deal is made, the Pict bands continue to raid.

The Picts leave and return with their champion within the day. (He is nearby.) This means the player knights must decide upon a champion amongst themselves or find a way to delay the challenge until a more suitable cham-

### Uuthiol the Fiosaiche

Born into the Cinioid clan, his natural talents among the creatures of Faerie was quickly noted by the clan's Fiosaiche. He was trained quickly and took over the clan's spiritual needs after the untimely death of his mentor. The death of his entire clan during his absence has made him insane and left him only with the driving goal of destroying Arthur and his kingdom.

Insight 8,396

Clan: Cinioid, Children of the Boar (extinct)

SIZ 12	Move 3	Major Wound 10
DEX 15	Damage 4d6	Unconscious 6
STR 11	Heal Rate 2	Knock Down 12
CON 10	Hit Points 22	Armor 2 (Heavy Robes)
APP 15	Age 39	

Attacks: Dagger 12

Significant Traits: Vengeful 20, Honest 16, Proud 18, Arbitrary 16 worldly 17, Indulgent 18

Significant Passions: Love (Nature) 15, Hate (Arthur) 19

Significant Skills: Sight 16, Faerie Lore 19, Religion (Heathen 17), Geomantic Lore 15, Awareness 17, Celestial Lore 10, Orate 14

Magical Talents: Banish 9, Blessing 6, Control Faerie Creature 18\*, Summon Faerie Creature 22\*, Divination 5, Healing 5, Spiritual Walking 18, Travel 6, Weather Control 9

\* = Natural Talent

Magical Limit: 174

Magic Defense: 174

Personal Life Force: 9d20

Magical Tattoos: Boar, Bear, Golden Eagle, Raven

### Budros, Clan Cliniod's Samhladh

Budros, like Uuthiol, was deeply affected by the destruction of the Cliniod clan. Unlike Uuthiol, though, Budros became morose, lost and sorrowful as it wandered the darkest forests of the otherworld. Being bound into a live boar has finally rejuvenated it, and now it lusts for revenge upon its enemies. Budros's magic nature has magnified the strength and power of an already mighty boar.

SIZ 25	Move 4	Major Wound 30
DEX 16	Damage 11d6	Unconscious 14
STR 40	Heal Rate 12	Knock Down 25
CON 30	Hit Points 55	Armor 9

Modifier to Valorous: -5

Glory to Kill: 100

Attacks: Tusk Slash 21, Trample 18



pion for Strangorre can be found. That is up to them and their Prudent and Proud Traits.

## The Pict Champion

The Pict champion, Crautreic, is an enormous man wearing reinforced chain and helm, no doubt pillaged from the south. His armor is covered with blue mud and paint, and he wields a massive great axe. He fights from the ground and his spokesman demands his opponent do so as well. Crautreic will fight a foe on horseback if necessary, but this would not be a Just or fair fight.

The Picts themselves have no intention of being Just or fair. The blade of the Pict champion is coated with a horrible poison concocted by the Fiosaiche. It can only be noticed by a critical success on an awareness roll. As the fight progresses Crautreic tries to wound the Strangorre champion in any way. Once a wound is scored by the Pict, no matter how small it is, the Pict yields and begs for mercy. The Picts then sorrowfully depart back to the north, promising not to return for at least a year.

The victim of the poisoning must roll under his CON or die, albeit slowly, from the poison. The effects of the poison are represented by the daily loss of four points of STR. If the CON roll is a success, the lucky knight only finds himself in a light coma after his STR reaches zero, and then recovers STR at the same rate back to the original value. Failing the CON roll, the victim dies upon reaching zero STR.

### Wild Pict Warriors

These Pict warriors are children of the ram. Before fighting, they try to invoke their clan spirit to gain +5 in their weapon skill. In battle, they often use the Double Feint Combat Tactic to take advantage of their natural agility. The Picts prefer to use their Great Axes in combat, but when faced by mounted foes they use Great Spears to counter the height advantage.

SIZ 8      Move 3      Major Wound 11  
DEX 14      Damage 3d6+1d6\*      Unconscious 5  
STR 11      Heal Rate 2      Knock Down 8  
CON 11      Hit Points 19      Armor 0  
APP 7

Attacks: Great Spear 14, Great Axe 15\*, Javelin 18

\* Damage Bonus for Great Axe

Significant Traits: Lustful 14, Valorous 16

Significant Passions: Love (Nature) 12, Loyalty (Fiosaiche) 12

Significant Skills: Awareness 16, First Aid 14, Hunting 18, Faerie Lore 14

### Crautreic the Pict Champion

Crautreic is a hero to his clan, and is said to have had every woman in his clan. He invokes the power of the ram before any battle or challenge. The Pict Champion does not use the double feint tactic common to Picts. He instead intends simply to pound his way through an opponent's armor.

SIZ: 20      Move 3      Major Wound 15  
DEX: 14      Damage 6d6+1d6\*      Unconscious 9  
STR: 16      Heal Rate 3      Knock Down 20  
CON: 15      Hit Points 36      Armor 12  
APP: 15

Attacks: Great Spear 14, Great Axe 20\*

\* Damage Bonus for Great Axe

Significant Traits: Lustful 18, Valorous 19

Significant Passions: Love(Nature) 14, Loyalty(Fiosaiche) 15

Significant Skills: Awareness 18, Hunting 19, Faerie Lore 19

If the Pict champion is defeated without drawing blood in return, the Picts become enraged and claim the knights cheated. They all attack and quickly are joined by another raiding band that was hiding nearby.

### After the Fight

The Picts do not keep their promises, though they may have made many to convince the knights to fight fairly. Raids continue, as do more treacherous challenges to other groups of knights. Pict bands fight any group that has already been tricked once or for some other reason refuses the honorable challenge.

**Glory:** Standard for combat to the death.



## A KNIGHT IN NEED

**A** LIKELY OUTCOME of Pictish treachery is the deadly poisoning of one of the player knights. There is no easy cure for this poison, for it is laced with faerie dust. From their conversations with Tathar, they know he is no healer, and only common healers are available in Alclud. Fortunately, the player knights are very close to the lair of Melingell the witch. Local farmers and friendly Picts can guide the knights in her direction.



They mention she is a powerful healer, but always extracts a price for her services.

## Melingell the Witch

Melingell resides in a small hut on the edge of the great Caledonian forest. From this humble domicile she looks after the needs of the local pagans. Melingell presides over their religious ceremonies and her divinations forewarn the people of any dire threats. In return, the locals provide her with all her worldly needs. She only helps strangers for a price, one that depends upon her whim of the moment.

When the knights arrive at Melingell's hut they receive no reply to their greetings. If they continue to call out for Melingell she eventually awakens and invites her guests inside. Inhospitable knights who just enter her home find her gently snoring upon a straw mattress that takes up over half the space of the hut. In either case, once she is awakened she remains very tired, and chivalrous knights should offer her aid in standing. This is quite difficult for her, for as her age has grown, so has her girth. Other than signs of extreme exhaustion and obesity, she appears to be in rather good health for her age.

### Melingell the Witch

Old Melingell is a longtime inhabitant of the area. Driven north years ago by encroaching Christianity, she now seeks only solitude and the occasional amusement. She provides some magical aid for the pagans of the area with her divinations and occasional healings.

Insight 4,712

SIZ 13	Move 2	Major Wound 11
DEX 9	Damage 3d6	Unconscious 5
STR 11	Heal Rate 2	Knock Down 9
CON 11	Hit Points 20	Armor 1 (Clothes)
APP 10	Age 63	

Attacks: None

Significant Traits: Honest 18, Generous 12, Proud 18, Lustful 14, Energetic 8

Significant Passions: Love (Cerridwen) 15

Significant Skills: Celestial Lore 9, Faerie Lore 18, First Aid 12, Folk Lore 14, Geomantic Lore 10, Religion (Pagan) 12, Sight 16

Significant Talents: Animal Friend 7, Bless 10, Curse 18\*, Divination 20\*, Healing 13, Sacred Space 13, Summon Faerie Creature 12, Weather Control 10

\* = Natural Talent

Magical Limit: 70                      Magic Defense: 70

Personal Life Force: 4d20

Talismans: Curse 70

When the player knights explain their needs to Melingell she does not immediately agree to help, though she implies that she would be willing. Instead, she talks about the will of the gods and her visions of the future. It is these visions, she explains, that make her so tired. They are what enable her to protect here people though, so she does not fight them. After her digression she appears to be awaiting something from the knights.

What Melingell awaits is complements. Any complement will do. Stating how nice she dresses, or how well she keeps her home are acceptable. In Melingell's mind, flattery is the sincerest form of admiration. The complements most likely to sway her into action are those involving her personal looks and her job of protecting her people. Orations on her great beauty are certain successes, though they require some deceit on the part of the orator. The way to avoid deceit and still gain her favor is to ask of her people and praise her for their safety. If no one gets the idea to complement her, Melingell takes the initiative and asks the knights their opinions of her home and appearance. Once Melingell is suitably pleased, she agrees to heal the poisoned knight.

When Melingell's spell is complete the victim of the poisoning rapidly begins to recover. Each hour sees the return of a point of lost STR. The knight is immediately ready for easy travel and the return to report to King Brangore. Melingell offers the knights some bitter herbal tea for their journey, which the exhausted witch would be most disappointed if they refuse.

At some point a player knight is likely to question Melingell on her visions of the future. She is willing to relate some of them, but the amount she relates depends upon how impressed she is with them and their smooth tongues.

### What the Witch Knows

Melingell's divinations have shown the Fiosaiche Uuthiol riding upon a giant boar while leading an army of ravaging Picts as they raid into Strangorre. She recalls Uuthiol from his earlier involvement in the last war between Arthur and the Picts. After relating this information she may also speculate on a few impressions she has felt while viewing these scenes.

It is her feeling, and it is nothing more than a feeling, that the Fiosaiche plans to continue his use of treachery until his foes are weak and he can strike. The intuitions of so powerful a witch are not wisely ignored.

If the player knights have been extremely successful in pleasing Melingell, she offers an additional piece of advice. In one of her visions she saw a horrible man-eat-



ing giant that lives in a cavern near the evil Fiosaiche's hillfort. Melingell advises not facing the giant and Uuthiol at the same time.



## THE RETURN TO ALCLUD

**A**T SOME POINT, and possibly with useful knowledge in hand, the knights must return to Alclud. Upon reaching the castle the player knights are immediately summoned before a hopeful appearing King Brangore. The player knights should then report to the king all they have learned and allow him the evening to contemplate his next move. Depending upon what they have to report, they may encounter the rest of the king's family later that evening. For instance, if they tried to convince the king to immediately march north to fight the Fiosaiche, the queen corners them and tries to change their view to a more conservative, prudent one. If the play-

ers glorify the challenge with the Pict champion, Sir Geriant may single out the player knights' champion and query him eagerly about the fight.

The morning comes with another summons before the king. After thanking them for their kindness and great deeds, he begs their forgiveness, but must ask of their aid once again. The king has decided to seek aid from Gorre and even dares hope Dalriada may offer some help against the Picts as well. As some of the knights are likely loyal to Arthur, King Brangore thinks they may be more likely to convince Bagdemagus and Conall of the dire threat to Strangorre and possibly the rest of Britain. The knights and troops gained will be used to stage a pre-emptive strike upon the Picts before they poison any more knights or launch their attack upon Strangorre.

The player knights may volunteer for none, one or both missions for support. If they decide not to volunteer, the king sends others in their place. Go to the section "Into the Pictish Highlands" to continue unless the knights leave altogether and return home. If the player knights choose to pursue both missions, as the king would like, they may decide which land to travel to first. The king gives them a chance to rest up and re-supply before they are sent on their quest for aid.

## GAINING AID FROM GORRE

**U**PON THE RETURN of the player knights to Gorre they are again made welcome by Sir Bagdemagus. After formal greetings and polite conversation he asks their current business. Throughout the report Sir Bagdemagus asks careful, detailed questions to clarify certain points. When the tale is completed and the formal request for aid stated, Sir Bagdemagus tells the player knights such a serious question requires a great deal of contemplation. He asks that they stay for a few days and share his hospitality while they await his decision.

Sir Bagdemagus mentions he is hosting a small tournament the next week and invites the player knights to compete if they so wish. Afterwards, he plans to ask them again to state the case for Strangorre so he can determine Gorre's response.

The real reason for the delay is that Bagdemagus wishes to know what kind of knights his men will be following into danger. The tournament gives him time to observe them. Their behavior at it, as well as his previous

impressions of them, determines the extent he is willing to support Strangorre with his men. The more chivalrous and knowledgeable the player knights, the more of his knights Bagdemagus is willing to send on the mission.



## THE TOURNAMENT OF GORRE

**B**AGDEMAGUS HOSTS several small neighborhood sized tournaments each year. They are usually run with short notice because Bagdemagus is often hosting them for a specific purpose. In this case, he





## TWO KNIGHTS

### The Mysterious Knight, Sir Flann O'Hara

Sir Flann is a famous and highly chivalrous knight from Dalriada. His loyalty to King Conall keeps him in the north, but he enjoys tournaments so much that he often participates as an unknown knight in places where he might be killed if his identity was discovered. For this reason Sir Flann does not even speak at the tournament. When beaten honorably in a tournament, Sir Flann has his squire present the victor with a small golden goblet worth 1 Librium in thanks for the honorable fight and learning experience. He only truly respects those who have bested him on the field of honor.

Glory 6,892

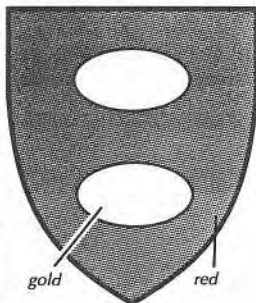
SIZ 16	Move 3	Major Wound 14
DEX 12	Damage 5d6	Unconscious 8
STR 14	Heal Rate 3	Knock Down 16
CON 14	Hit Points 30	Armor 12 (+3) (+shield)
APP 13	Age 27	

Attacks: Sword 22, Lance 19, Spear 15, Dagger 10, Battle 18, Horsemanship 18

Significant Traits: Energetic 14, Just 17, Merciful 15, Modest 16, Valorous 18

Significant Passions: Loyalty (Lord) 18, Loyalty (Family) 17, Honor 19

Sir Flann



Significant Skills: Awareness 14, Courtesy 15, First Aid 11, Heraldry 14, Hunting 13, Tourney 14

Horse: Charger (6d6)

### Sir Drustan

Sir Drustan is a pagan knight who greatly opposes Arthur's plan to pacify the Picts. When he discovers the player knights' mission, he does all that he can to hinder them. Sir Drustan's opposition stems from a great hatred of Christianity. He spreads rumors about the player knights among the ladies to sour their thoughts. Sir Drustan also tries to provoke the player knights into embarrassing themselves before Bagdemagus. If necessary, he directly challenges Christian player knights and attempts to use his passion.

Glory 4500

SIZ 15	Move 3	Major Wound 15
DEX 11	Damage 5d6	Unconscious 8
STR 14	Heal Rate 3	Knock Down 15
CON 15	Hit Points 30	Armor 12 (+shield)
APP 11		

Attacks: Sword 21, Lance 16, Spear 10, Dagger 10, Battle 16, Horsemanship 16

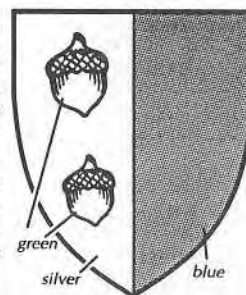
Significant Traits: Deceitful 13, Vengeful 15, Cruel 14, Reckless 14

Significant Passions: Hate (Christians) 16

Significant Skills: Awareness 12, Courtesy 10, First Aid 12, Heraldry 10, Hunting 8, Tourney 11

Horse: Charger (6d6)

Sir Drustan



wishes to test the behavior and virtues of the player knights. The tournament is run in the old style, with bohort, melee, challenges and spectacles. Full and classic style tournaments have yet to reach this far north, if they ever will. There are also no awards for winners of the events other than glory, honor and anything they can get in the events themselves.

### Before The Tournament

The week before the tournament is busy with preparations for the event. This is a good chance for the player knights to socialize with some of the local knights and ladies. Let them decide on their own what to do with their free time, keeping in mind that Bagdemagus is keeping a close eye on them. He looks much more favorably upon knights who spend their time in useful and chivalrous pursuits than those who end up drunk on the floor every evening.

The latter option is always available, while opportunities to do good may take some work.

## Two Knights

Most of the entrants are local knights because of the short notice given, but several days into the preparations a mystery knight appears for the event. He never speaks except through his squire. Many rumors flitter about the castle as to his true identity. Some say he has sworn never to speak until he wins a tournament, and hides his identity in shame at not having done so yet. Other speculation is even wilder. Some think him an unrecognized bastard of Uriens, come to gain his birthright, while others think he hails from the Round Table itself. The mysterious knight keeps to himself unless the player knights find some chivalrous task to occupy their time. In this case he silently



joins them, whether it be to chase off wolves, or hunt for a missing child.

A second knight who the characters are bound to encounter is Sir Drustan. When he first meets the knights and learns of their purpose he tries to dissuade them and convince them to return to the south. He even offers them choice goods of great value if they agree to leave now and not compete in the tournament. If this fails he spreads rumors about evil deeds done by the player knights. If the player knights successfully use intrigue to track down the source of the rumors, Sir Drustan admits to passing them along, but denies being the source. He refuses to name who told him, and if pressed swears that he stands insulted and will meet them on the challenge grounds of the tournament.

## Two Ladies

Two of the ladies of Bagdemagus' court are presented to add additional roleplaying possibilities at the castle. The first, Lady Celene, is young and impressionable. She hears of brave knights from Arthur's court and comes to see and speak (and flirt) with them. The second is Lady Amantha. When she hears of the player knight's arrival she sends an underling to watch them. Later in the week she may ask the most handsome of them, possibly more than just one, to come visit with her.

These two ladies lend themselves to many potential plots. Lady Celene might be noticed wandering off with the mystery knight. Are the player knights suspicious of this? Perhaps she just needs a favor, or possibly she has fallen for his quirky charms. On the other hand, she may be seen walking off into the darkness with Sir Drustan or another less than worthy knight. In this case, suspicions likely prove valid, and quick action may be required to save the young lady's virtue.

Lady Amantha brings a different set of potential challenges to the player knights. Her wealth and beauty would be a great reward for any who could manage to win her hand. Those who are asked to meet her and manage to sway her with fine gifts or honeyed words are rewarded by inclusion in her list of suitors.

## The Tournament Start

As with most tournaments, this one begins with the "making of windows." Bagdemagus' knights set up their pavilions shortly before the beginning of the tournament. Each knight displays his shield or its likeness and tries to place

himself in a location suitable to his station. After most of the tents are in place, Bagdemagus asks the player knights to accompany him on a walk through the pavilions to view his knights. As they stroll through the area he asks opinions of the knights about the "correctness" of his men's displays. [Tourney. Success = Bagdemagus' knights have done a very poor job of display. Critical = The player knights can point out each and every heraldic flaw]

## TWO LADIES

### Lady Celene

Celene is the eldest daughter of one of Sir Bagdemagus' closest friends. She can often be found mixing with gentlemen knights in the castle while husband hunting. Celene has been convinced by some of her friends that she is almost an old maid and is becoming rather desperate in her search for a mate. She is also very naive. A sophisticated southern knight could easily take advantage of her. Knowing this, Lady Alison and Sir Bagdemagus keeps a watchful eye over the intentions of any who approach Celene. Misleading her incurs the direct wrath of Sir Bagdemagus.

Glory 213

SIZ 12	Move 2	Major Wound 11
DEX 13	Damage 4d6*	Unconscious 6
STR 9	Heal Rate 2	Knock Down 12
CON 11	Hit Points 23	Armor 1(clothes)
APP 18	Age 18	

Attacks: Dagger 6 (\* subtract one for dagger)

Significant Traits: Chaste 14, Valorous 8

Significant Passions: Hospitality 15

Significant Skills: Courtesy 13, Dance 12, First Aid 16, Flirting 9, Chirurgery 17, Industry 15, Stewardship 12, Battle 6

### Lady Amantha

Lady Amantha is the widow of one of Urien's most powerful vassals. Since his death she has continued to manage the affairs of the estate, but custom demands she marry again soon. Due to the extent of her holdings her hand is much vied for. Lady Amantha feels no need to rush her decision, however, and wishes to sample the possibilities. Because she is already well-off, all she is looking for is a handsome face and a great deal of stamina. Winners of local tournaments have been known to receive visits of congratulations from Amantha.

Glory 1,204

SIZ 11	Move 2	Major Wound 13
DEX 8	Damage 4d6*	Unconscious 6
STR 10	Heal Rate 2	Knock Down 11
CON 13	Hit Points 24	Armor 1(Clothes)
APP 17	Age 25	

Attacks: Dagger 12 (\* subtract one die for dagger)

Significant Traits: Lustful 14, Valorous 6

Significant Passions: Hospitality 17, Honor 14

Significant Skills: Courtesy 14, First Aid 16, Chirurgery 14, Industry 17, Stewardship 18, Battle 10



The player knights may choose to lie to Bagdemagus and claim that his knights are doing fine. If they do not lie, but instead point out the flaws of Bagdemagus' knights, he screams at the first knight for embarrassing him in front of these noble guests and throws him out of the tournament. If the player knights decide to lie to protect his men he does not throw any more of them out. However, true knights should be both merciful and honest. The only way to truly impress Bagdemagus is to point out flaws, but to always praise the same knight for something else. Another possibility would be for some of the other knights to run ahead and help fix flaws in Bagdemagus' knights displays before he and the other knights reach them.

**Glory:** 10 for helping out Bagdemagus' knights avoid being thrown out

## The Helm Show

The tournament officially begins with the Helm Show. During it, several judges briefly examine the helms and crests of each knight to confirm their worthiness of entering the competition. For a list of infractions that would cause exclusion see *Pendragon* p. 250-251. Bagdemagus appoints one or two of the player knights as judges to test them another time. The judging is straightforward and goes without trouble until Bagdemagus complains. The knight currently being examined is thrown out of the tournament by Bagdemagus, perhaps he is even the one thrown out for having a poor display in the making of windows. Bagdemagus demands the player knights disallow the knight entry. [Just. Success = The knight has done nothing that warrants his exclusion. Critical = The judges would be forever shamed if they were to exclude a worthy knight such as this one.]

Bagdemagus feigns anger if the judges refuse to exclude his knight, but eventually agrees with them and publicly forgives his knight. If the judges do exclude his knight, Bagdemagus still changes his mind and allows him entry. The latter action causes Bagdemagus to think less of the judges.

**Glory:** 10 for standing up against Bagdemagus to let the knight in.

## The Bohort

The first event of the tournament is the bohort, an event for non-knights. This mass melee consists of squires, sergeants, foot men and civilians in a no rules free-for-all.

The only standard is that surrender and ransom are allowed, creating a grab-the-money-and-run scrambled morass of combat. All of the player knights' squires should ask their knights for permission to enter the bohort.

As the player knights entertain themselves by watching the bohort, have them make awareness rolls. A success allows them to notice one of their squires is mounted on his horse in the fray. While this not against the rules, there not being any, it gives him a distinctly unfair advantage. The squire captures many others and ends the bohort with almost a full librum's worth of captured ransom. The player knight must then determine what to do about his squire's action; Bagdemagus is watching. The best solution is to explain the unfairness of the squires action and force him to return his monetary gains, but to forgive him as well for his deeds. It is the knight's duty to teach the squire by example. If nothing is done about the squire's action, or if the squire is harshly punished, Bagdemagus is disappointed.

## The Melee

For this melee Bagdemagus states that he leads the home team and the player knight with the highest glory shall lead the other. Since the player knights are greatly outnumbered they may choose as many of Bagdemagus' knights as they believe necessary for a fair fight. The player knights may make the melee as even as possible or they may try to skew the odds in favor of one side or another. Bagdemagus makes no comment on the choices of the player knight team leader, even if he skews the odds.

Under no account will Sir Drustan fight on the side of the players. Sir Flann only fights on the side of the underdog and if asked to fight on a superior side, he resigns from the event and later challenges the team leader.

The melee can be run using the standard battle rules given in *Pendragon* on page 256-263 and also *The Spectre King* page 43-45 or the shorter version presented later here can be used. In either case the melee lasts no longer than 1d6+2 rounds. The total knight value involved is 60, counting the player knights.

**Glory:** Standard for tournaments.

## The Challenges

The individual challenges are the most dangerous part of the tournament. In this case though, none of Bagdemagus' personal knights issues any of the player knights a chal-



### Angry Bear

SIZ 25      Move 8      Major Wound 18  
DEX 10      Damage: special      Unconscious 11  
STR 25      Heal Rate 4      Knockdown 25  
CON 18      Hit Points 43      Armor 6 point fur

Avoidance: 3

Modifier to Valorous: 0

Glory to Kill: 10

Attacks: Two paw swipes @ 13. Only one target may be attacked each round. If any attack lands, the damage is rolled as two 3d6 attacks instead of one 6d6 attack. The bear continues to fight for one round after it receives a major wound or reaches zero hit points.

**Glory:** Standard for individual combat, either for love or for real

## The Spectacle

The last event of the tournament is the spectacle, a rather low form of entertainment, but loved by the crowds. This year an armored knight fights a bear while armed only with a dagger. Bagdemagus offers to let any of the player knights be the one to fight the bear. If they refuse, he finds one of his own knights to please the crowd. Archers stand by at the ready in case the bear actually begins to win.

lenge, thought player knights may issue challenges themselves. Bagdemagus' knights do, however, challenge each other and always with rebated weapons. The knights not directly under Bagdemagus, on the other hand, do challenge the player knights.

Sir Flann (the mystery knight) first challenges any player knight he has seen act unchivalrously or unknighly. If there are none of those he challenges the player knight with the highest glory, then the next highest, and on down. Sir Flann issues his challenge with rebated weapons, but lets his opponent chose horseback or afoot. He continues to issue challenges until he is either hurt or has fought all of the player knights.

A far more dangerous opponent is Sir Drustan, not for his skill, but because his challenge is with unrebated weapons. It is clear he wishes a fight to the death with the player knights. The winner keeps the loser's equipment. If none accept, he shouts loud insults concerning the cowardice of the visiting knights. Player knights with a high Honor or Loyalty to their lord should not stand for that, with a fight certain to follow.

Sir Drustan does indeed intend to kill his opponent, even if his opponent is unconscious on the ground before him. Only quick action by onlookers can prevent the death if this situation does occur. Sir Drustan, though, has no intention of dying himself and if injured first, he surrenders and begs for mercy.

The last and most important challenge is that issued by Sir Meliagrance. He challenges any player knight he has already come into conflict with or whoever has the highest glory. Like Sir Drustan, Sir Meliagrance's challenge is with unrebated weapons. The players knights should realize killing Bagdemagus' only son is a bad idea. If they refuse to fight unrebated, Sir Meliagrance eventually gives in and agrees to fight with rebated weapons.



## THE AID GORRE SENDS

**W**HEN THE TOURNAMENT finally ends, Bagdemagus calls the player knights before him one last time. His speech may be altered if the behavior of the player knights has been less than exemplary.

"Good knights, you have proven yourselves honorable, brave and forgiving. I am sure you are worthy to lead my men in the defense of Strangorre. Tell me again of what you know so that I may ponder the aid I may send," speaks Bagdemagus.

One of the player knights should Orate on their mission and what they have discovered. The more they know of Uuthiol's true plan, the more aid Bagdemagus is likely to send. Add up the points given on the "Knight Bagdemagus Sends" table with the results of the Orate roll to determine how may knights Bagdemagus sends.

### Bonuses to Orate Roll:

Pure speculation	-5
Knowledge of Uuthiol	+5
Knowledge of Uuthiol's plan	+10

### Oration

result	points
Fumble	-3
Failure	+0
Success	+3
Critical	+6



## Knights Bagdemagus Sends

Points are accumulative. Add these points to the result of the Oration roll and look on the table below.

Player knight fought Meliagrance	-1
Player knight forgave Meliagrance	+2
Player knight begins wooing Melissant	+1
Player knight asks for the hand of Melissant	+3
Previously fought Bagdemagus family	-1
Previously fought on side of Bagdemagus' family	+2
Player knights do not lie about the windows	+1
Player knights refuse to reject deserving knight during Helm Show	+1
Player knight treats bohort squire correctly	+1
Player knights choose even melee teams	+1

Player knights fight challenges honorably	+1
Player knight fought bear	-1
Forgiving Trait of most Glorious Knight:	
Less than 10	-1
Greater than 14	+1
Greater than 18	+3

### Total Knight Values sent by Bagdemagus:

points (from above)	Knight Values sent
Negative	Bagdemagus wishes you good luck.
0-5	10 Knight Values
6-11	25 Knight Values
12+	50 Knight Values

## GAINING AID FROM DALRIADA

**F**OR THE TRIP to seek aid from Dalriada, the quickest way is by sea. King Brangore provides a vessel to take the player knights to Tarbert in Irish territory. If the gamemaster wishes, the player knights may have to talk or fight their way through the Irish fleet and/or pirates that have been raiding up and down the coastal isles. Castle Tarbert sits upon a large hill on the isthmus connecting Kintyre with the mainland. Massive construction projects are clear signs of the continued success of Dalriada's King, Conall mac Comgaill. A modern town is growing rapidly about the castle.

After landing at Tarbert, the players must travel through the Knapdale forest towards Dunadd. Knapdale forest is a lightly wooded oak forest not unlike those back home in Logres. Knights may think fondly of their wives and homes that they have been parted from for so long. The Irish people of the forest are civilized and friendly; knights from the south receive only the finest hospitality from the people they encounter on their journey.

At some point on their journey they come across a group of Irish raiders headed for Strangorre. The Irish raiders have no wish or need to fight and would prefer just to pass on by. It could be a bad idea to attack Irishmen in their own land, especially when looking to their king for aid. The player knights must either let them go on their way or come up with some peaceful way to convince them not to raid Strangorre.

Finally, they reach Dunadd, capital of Dalriada. The city seems to rise out of the marshland surrounding it on all sides. Strong walls add to the natural defenses of the city, and if that were not enough, a medium castle sits well fortified upon the summit of Dunadd's central hill. The guardians of the city quickly and happily escort the player

### King Conall mac Comgaill

King Conall is the loyal vassal of Duke Galahaut of the Long Isles. He has impressed the Duke with his territorial acquisitions. However, his war with Escoce was a failure, and he is currently desperate for help against the ceaseless Pict raids. The Duke is not aware of Conall's situation, and the king would like to keep it that way.

Glory 9,700

SIZ 16	Move 3	Major Wound 17
DEX 14	Damage 5d6	Unconscious 8
STR 14	Heal Rate 3	Knock Down 16
CON 17	Hit Points 33	Armor 14 (+shield)
APP 13	Age 44	

Attacks: Sword 23, Lance 18, Spear 18, Dagger 12, Battle 20, Horsemanship 16

Significant Traits: Energetic 15, Honest 16, Prudent 13, Suspicious 12, Valorous 20

Significant Passions: Honor 18, Hospitality 16

Significant Skills: Awareness 12, First Aid 10, Gaming 16, Heraldry 13, Intrigue 9, Stewardship 18, Tourney 15



knights to see the king. If they reveal they are here on behalf of Strangorre, the reception is not as pleasant, but they are still taken to see King Conall.

## King Conall

King Conall is a man with a secret. Despite outward appearances of strength, Dalriada is a kingdom on the verge of collapse. King Conall has mistakenly committed too much of his strength into acquiring land from Strangorre. This has left him vulnerable to attacks from Escoce and wild Picts. Devastating losses in these battles forced a treaty with unfavorable terms for Dalriada. Despite the treaty, Escoce is continuing to provoke highland Picts into attacks upon Dalriada.

Despite King Conall's desperate situation he remains a proud man and pretends to negotiate with the players from a position of strength. After complaining about his faith in King Brangore and his own troubles, he agrees to supply some of his knights for a battle with the Picts. However, he also enjoys some sport, so he has a proposition. With standard tournament practice arms, the player knights make take turns challenging Irish knights. Each Irish knight defeated is to accompany the player knights back to Strangorre for the battle with the Picts. Once a player knight has lost once, he can no longer make challenges. At a minimum, he plans to send five knights, for he feels his greatest current threat is also the Picts. He also sends two groups of raiders, each worth a single knight value.

The king makes something of a festival of all this, jokingly mocking defeated knights from both sides. During the challenges another Irish knight joins the king's party. This is Flann O'Hara. If the king feels the player

## Eogan O'Hara

Eogan began studying the ways of a knight as should the eldest son of a noble family. However, he fared poorly in his training and was rejected from entering knighthood. He has since recovered some power by insinuating himself into an advisory position in the court of King Conall. There he continues to increase his power and the power of Dalriada through any means he can find. He is jealous of his younger brother Flann's success, but tries to not let it show.

SIZ 13	Move 2	Major Wound 14
DEX 12	Damage 4d6	Unconscious 7
STR 11	Heal Rate 3	Knock Down 13
CON 14	Hit Points 27	Armor 2(Heavy Robes)
APP 14	Age 31	

Attacks: Sword 8, Lance 6, Dagger 17, Battle 13, Horsemanship 12

Significant Traits: Vengeful 14, Suspicious 16, Cruel 12, Arbitrary 16

Significant Passions: Honor 4

Significant Skills: Awareness 12, Courtesy 14, First Aid 8, Flirting 10, Orate 18, Stewardship 16

knights are taking too many of his men, he orders Flann to make a challenge. Unless the knight he challenges previously defeated him, Flann attempts to inflame his loyalty passion to defeat the rest of the player knights. If he is forced to do this, or if he saw the player knights as honorable and chivalrous at the tournament of Gorre, he asks his king to accompany the players and is granted that wish.

## Treachery

One of the few people who shares knowledge of the kingdom's weakness is Flann's older brother, Eogan, an advi-

## Irish Knight

Glory 1350

SIZ 14	Move 2	Major Wound 14
DEX 11	Damage 4d6	Unconscious 7
STR 11	Heal Rate 3	Knock Down 14
CON 14	Hit Points 28	Armor 10 (+shield)
APP 11		

Attacks: Sword 15, Lance 13, Spear 6, Dagger 5, Battle 10, Horsemanship 10

Significant Traits: Valorous 15

Significant Passions: Loyalty (Lord) 14, Love (Family) 15

Significant Skills: Awareness 11, Courtesy 6, First Aid 10, Heraldry 5, Hunting 5, Tournery 10

Horse: Charger (6d6)

## Irish Raiders

SIZ 12	Move 2	Major Wound 14
DEX 11	Damage 4d6	Unconscious 6
STR 10	Heal Rate 3	Knock Down 12
CON 14	Hit Points 26	Armor 7
APP 11		

Attacks: Spear 10, Sword 10, Dagger 8

Significant Traits: Arbitrary 14, Reckless 16

Significant Passions: Loyalty (Lord) 12

Significant Skills: Awareness 14, Hunting 16





sor to King Conall. While he agrees the Picts are a danger to Dalraida, he thinks this whole Fiosaiche story is a plot to allow Strangorre to attack Dalriada. Therefore, if the player knights defeat more than 10 Irish knights, he attempts to stop the knights through treachery. Eogan switches the next padded lance for a real lance covered with fake padding. Only a critical success on an Awareness roll can note the switch. Eogan hopes the confusion and possible fatality resulting from his action stops the challenges.

If the switched lance does not succeed, Eogan tries other means such as slandering the player knights or planting stolen items in their gear. This should cause much confusion when the theft is accidentally discovered, and should also put the player knights in quite a bind. If the visiting knights cannot discover the real truth or talk their way out of the situation, Flann intervenes. He knows his brother well, and suspects that Eogan is responsible. Flann tells the player knights his suspicions, but it is up to them to prove their innocence by convincing or tricking Eogan into confessing.

## INTO THE PICTISH HIGHLANDS

**N**OW THAT THE FORCES to oppose Uuthiol have been gathered, they begin the long and dangerous climb into the Pictish highlands. The trip takes over a week because the horses must be slowly walked almost the entire trip. There are no attacks upon the knights because of their great numbers, but occasional Picts are seen spying upon and fleeing the encroaching military column. If smaller detachments are separated from the main column they may be attacked by bands of savage Picts.

### The Hillfort

Finally, as the column of knights crests a high ridge, the silhouette of Uuthiol's hillfort can be seen in the distance atop a large rocky mound. [Awareness. Success = Horses cannot be ridden in an assault on the hillfort. Critical = The player knight sees the entrance to a large cavern hidden among the boulders.] The hillfort is of recent construction and is nothing more than a circular wooden stockade with jagged walls reaching three meters at their highest. Picts are visible atop the walls and patrolling the ground near the hillfort.

### The Giant

If the player knights send off patrols to scout or do so themselves they risk two dangers: Pict patrols and Simutar the Giant. They may have also been warned by Melingell the witch and actively seek to find the giant before he can join forces with Uuthiol. Simutar arrived in the area shortly after Uuthiol's clan was destroyed and has ravaged the nearby lands so much that little food remains for him. He was about to move away from his cozy cavern in the

side of the hill when Uuthiol returned from his travels. Instead of eating the Fiosaiche, Simutar listened and was rewarded with a deal wherein Uuthiol and his people would provide him with enough food to remain here in his lovely home. Uuthiol has proven good to his word and Simutar has developed a growing loyalty to the Fiosaiche.

### Before the Battle

The first question the player knights must confront before assaulting the hillfort is to decide who shall lead their forces. Sir Geriant, King Brangore's son, is the obvious choice, but he may not be the best for the job. If Sir Flann

### Simutar the Giant

Simutar is a very hungry giant. For years he has survived upon cattle and wild animals, causing devastation to the local environment. When Uuthiol arrived, Simutar was promised regular feedings if he would aid the Picts. Simutar could not help but agree when Uuthiol mentioned the promised food would occasionally consist of captured knights. If given warning, he joins Uuthiol at the hillfort. Otherwise, Simutar fights at his cave until wounded, then he tries to flee to the hillfort. Horsemanship rolls are required to make mounts follow the enormous fleeing giant.

SIZ 40	Move 7	Major Wound 30
DEX 5	Damage 14d6	Unconscious 18
STR 50	Heal Rate 8	Knock Down 40
CON 30	Hit Points 70	Armor 20
APP 4		

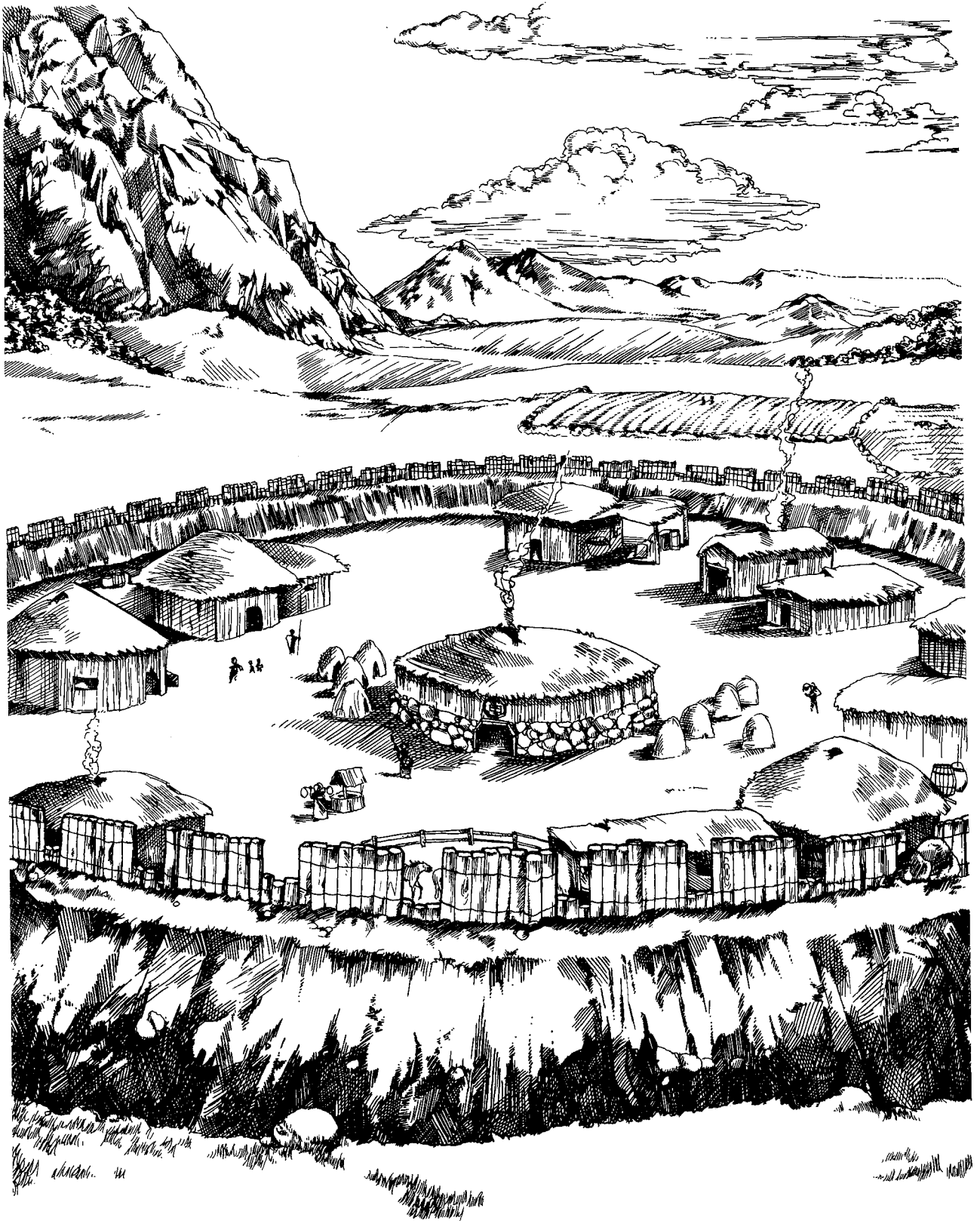
Modifier to Valorous: -5

Glory to Kill: 250

Attacks: Club 15, Stomp 10\*

\* May stomp twice each combat round

*The Treacherous Pict*





is along he would make a capable leader, but he always cedes his right to Sir Geriant unless ordered by Geriant himself to lead the forces. Some of the player knights may be better qualified, or think they are, than Sir Geriant. If so, they must decide whether to demand Sir Geriant step down and let another take his place as leader. Player knights must be careful in this, for those with a high Loyalty (Lord) and Honor realize Sir Geriant's right to lead the battle. However, it would be Prudent for a better qualified knight, if present, to lead. A Proud check should be awarded if Sir Geriant is replaced and the knight replacing him is not in fact a better battle leader.

## Mission of Hope

Tathar the priest has accompanied the knights into the highlands and now wishes to try something. In his heart he believes all men can change and be forgiven, and he wishes to enter the hillfort to talk to the Fiosaiche about God. If anyone protests, Tathar explains that God's blessing can only belong to those who seek peace before war. He does not bless the knights before battle if he is not allowed his mission of hope.

At this point Sir Geriant gives his support for Tathar's mission and volunteers to accompany the priest as escort. Player knights succeeding in Love (Family) rolls realize King Brangore and his land would be devastated by the loss of Sir Geriant on this likely fatal mission. One of the player knights may volunteer to take Sir Geriant's place and Sir Geriant can be convinced to stay behind. If a player knights does not, another of Brangore's knights replaces Sir Geriant. The volunteer should check Love (Family) and Valorous.

If more than one knight attempts to accompany Tathar, the Picts do not allow them entrance. Only Tathar and one other are allowed into the Hillfort. Once inside they are led by somber-faced Picts to the dwelling of Uuthiol the Fiosaiche. He is still completely mad and so happily welcomes Tathar and the knight into his home. There he acts with proper hospitality and listens politely to Tathar until the priest's voice begins to run out. Then Uuthiol snaps and calls for his men. He says the knight is allowed to leave, but that Tathar is to become food for his friend Simutar.

At this point the knight finds himself face to face with three angry Picts ready to escort him out. Dozens of other Picts mill impatiently outside the Fiosaiche's home. If the knight refuses to abandon Tathar, the priest pleads with him to save his own life and leave, but a chivalrous knight would lose honor for abandoning a holy man to save his

own life. In this case the three Picts attack the knight, who must survive for three rounds. This is the time required for Tathar to extract his holy talisman and pray over it. After the third round his prayer is answered.

With a terrible crackling noise, a bolt of lightning crashes through the roof of the Uuthiol's dwelling and strikes dead one of the Pict warriors. The superstitious Picts are terrified. The knight and Tathar can run to safety outside the hillfort before the Picts regain their valor.

**Glory:** 25 for accompanying Tathar to the Hillfort.



## THE BATTLE

**T**HE NEXT MORNING the sky is cloudless as the sun shines brightly upon the slopes of the nearby fortified hill. Only the squeal of a far off boar disturbs the morning quiet. The forces of Brangore unhurriedly prepare for the assault. Eventually though, the order is given and the assault begins.

The Pict forces have a knight value of 50 and if Simutar is also present this number is increased to 60. On the side of Strangorre are the forces gathered by the player knights, 20 additional knight values sent by King Brangorre, plus the player knights themselves. (A standard knight counts as 1 knight value. See page 260 of *Pen-dragon* for a table of Knight Values.)

If Tathar is present to give the forces a blessing, he does so. This gives the battle commander a +1 on all his rolls during the battle.

The gamemaster may use the standard Battle Rules as presented or use the Modular Battle System presented on page 120 of this book. As this is effectively a small battle, the whole army fights as one unit.

## Finale

When and if the hillfort falls, the surviving Picts flee back to their clans. Uuthiol, having no other home but this, remains huddled in his dwelling. He is still guarded by the boar Budros, who must be slain in order to reach the Fiosaiche. The boar is a vicious foe and willingly fights to its death, which finally releases its spirit. Uuthiol takes no



part in the fight, simply huddling in the back corner of his home.

When the great boar is finally dispatched, the player knights may find the confrontation with their great enemy to be less than they expected. Uuthiol's defeat has driven him even further into madness, into a world where his clan still lives and he leads them against Camelot every night. To the outside world though, this appears only as extended drooling. Uuthiol's crimes deserve the penalty of death, but the gods favor the mad. If Uuthiol is simply slain, the matter ends there. If Uuthiol is brought back to King Brangorre he is held for a period of time and eventually released — the King sure his madness is permanent. Uuthiol can not use his great powers while mad. He wanders the land for the rest of his days, broken and insane. It is possible a great healer could cure him, but then that raises the question of whether he should be killed. But that is a story for another day.



## RESOLUTION AND RETURN

**W**HEN THE BATTLE is finally over and the wounded are being cared for, it is time for the player knights to turn their thoughts to home. Knights with land and families doubtless wish to return. King Brangore thanks them profusely for their great aid in saving his land. Those knights without close ties elsewhere are asked by Brangore to stay. He grants land to any who accept and treats them as greatly trusted vassals. Hopefully they may aid in Brangore's negotiations with Conall of Dalriada to the benefit of both lands. If more

than one knight decides to stay, it gives Sir Geriant a chance to visit Camelot. He goes with those heading south to spend at least a year at Camelot before he must return to his father in Strangorre.

On the way home the knights must also pass through Gorre again. Here also is a kingdom in need of strong knights to settle the wild lands. Knights that particularly impressed Bagdemagus with their virtue may be asked to stay and join his forces. Perhaps one of the knights had begun wooing Melissant and chooses to settle in Gorre until the matter is resolved. Or someone else may have been entangled in the romantic clutches of one of the women at the tournament.

## Arthur's Thanks

When the exhausted knights finally ride through the golden gates of Camelot, they arrive to Arthur's warm welcome. Messengers have ridden ahead of the knights with news of their triumph. Servants rush about to help everyone get cleaned up and rested for an appearance in court, but Arthur has no intention of waiting. He appears and greets the knights as they are sorting themselves out, thanking them individually for their efforts against the Picts. Arthur tells them all to get some rest, celebrations can wait for tomorrow.

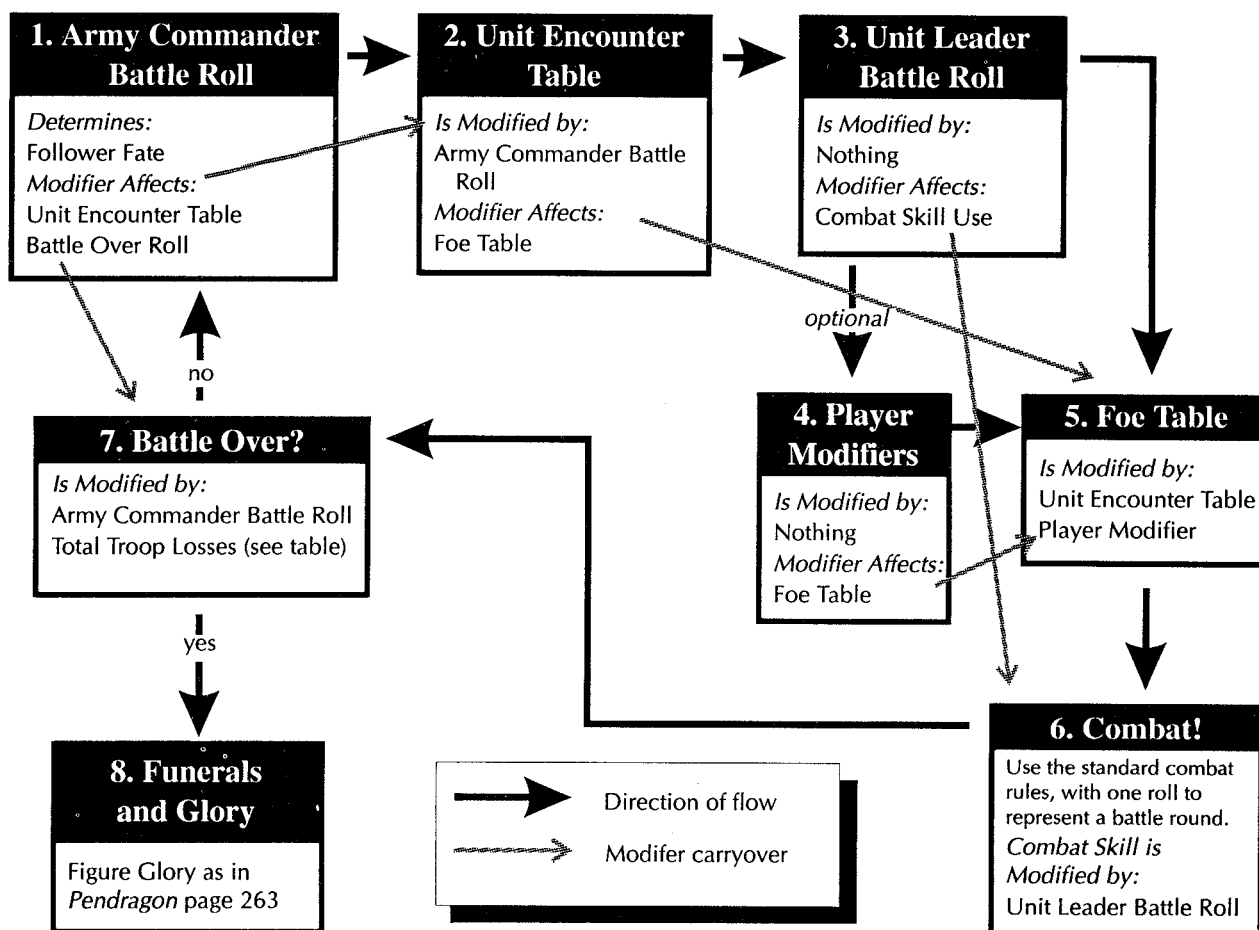
The next day the knights arise after their first real rest in months. Attendants see to their needs until mid-day, when a victory feast is held. At the feast Arthur toasts the valiant knights for their long and dedicated service, letting all who would listen know that these men represent the finest virtues of chivalry. If any of the knights have gained sufficient Glory (8,000 points or more), they may be invited to join Arthur at the Round Table. Finally, after the long celebration they can return to the comforts of their home and family.

**Glory:** 250 for any knight completing the mission of escorting Tathar and aiding the Kingdom of Strangorre.



## SIMPLIFIED MODULAR BATTLE SYSTEM

### Start Here



**E**ACH TYPE OF BATTLE is simplified into five modular tables that are plugged into a simple flow-chart. Above is the standard arrangement, which is followed by specific examples for use in the "Adventure of the Treacherous Pict." To run any particular battle you need to change some or all of the modules to make it specific to your battle.

### Fortifications

If the battle involves a castle or fort with a defensive value, each point of defense counts as 10 knight values for the purposes of taking losses. Once the knight values of the defense are lost, the defenders begin taking real losses. Do not add the defensive points to the army's strength for the Army Commander Battle roll.

### 1. Army Commander Battle Roll

Affects Unit Encounter Table, Battle Over roll and determines Follower's Fate. This roll is modified by standard factors listed on page 260 in the *Pendragon* rules book. Roll for each side to determine losses. Subtract the losses from the army's Knight Values.

#### Army Commander Battle Roll

Battle Roll	Mod.	Follower fate (reduction from current forces)
Critical	+4	No appreciable follower loss
Success	0	10% Losses. 2% killed, 8% wounded
Failure	-2	50% Losses. 10% killed, 15% captured, 25% wounded
Fumble	-4	75% Losses. 50% killed, 25% captured



## 2. Unit Encounter Table

The modifier from this table affects the Foe Table. Roll 3d6 and consult the table below. The roll is modified by the result of the Army Commander Battle Roll.

<i>Unit Encounter Table</i>		
3d6	Mod.	Result
03	-3	Your unit is completely surrounded
04-05	-2	Your unit is badly outnumbered
06-08	-1	Your unit is outnumbered
09-12	0	Your unit evenly matches the enemy unit
13-15	+1	Your unit outnumbers your enemy's unit
16-17	+2	Your unit greatly outnumbers your enemy's unit
18	+3	Your unit completely surrounds the enemy's unit

## 3. Unit Leader Battle Roll

The modifier from this table affects the player's combat skill roll in step 6.

<i>Unit Leader Battle Roll</i>	
Result	Modifier
Critical	+5
Success	0
Failure	-5
Fumble	-10

## 4. Player Modifiers

As an optional rule, players may try to make things harder or easier for themselves by attempting to select their opponents with a Heraldry roll. This modifies the foe table, below.

<i>Player Modifiers Roll</i>	
Heraldry	Result
Critical	+ or - 2: Player's choice.
Success	+ or - 1: Player's choice.
Failure	No affect.
Fumble	+ or - 2: Opposite player's choice, or gamemaster's choice

## 5. Foe Table

Roll 3d6 to determine the foe the player knights face in battle. The die roll is modified by the player modifier from step 4 and the result of the Unit Encounter Table in step 2. The foe changes every round.

<i>Foe Table</i>			
3d6	Opponent	Skill	Damage
03	Pretender	07	3d6
04-05	Young Knights	15	4d6
06-08	Young Knights	18	4d6
09-12	Ordinary Knights	20	5d6
13-15	Notable Knights	21	5d6
16-17	Famous Knights	22	5d6
18	Extraordinary Knights	23	6d6

## 6. Combat

Use the standard combat rules, with one roll representing a battle round. If the gamemaster wishes, he can fight out each actual combat instead of relying upon just one roll. The weapon skill used in combat is modified by the Unit Leader Battle Roll from step 3. Optionally, a critical success against the opponent means that the player knight gains a prisoner. See page 263 of the *Pendragon* rules

## 7. Battle Over?

If the battle is not for a predetermined length, roll 3d6 on this table to see if the battle ends this round. This roll is modified by Army Commander roll and by troop losses, see below table.

<i>Situation</i>	<i>Modifiers:</i>
Presently outnumbered	-1 (+ if on larger side)
Presently outnumbered 2-1	-2 (+ if on larger side)
Presently outnumbered 5-1	-3 (+ if on larger side)
Loss of 25% of total force.	-1
Loss of 50% of total force.	-2
Loss of 75% of total force.	-3
Result of Army Commander Roll	+4 to -4

<i>Battle Over Roll</i>	
3d6	Result
03	Total defeat. Battle ends
04-05	Decide to retreat. Battle ends
06-15	Battle Continues.
16-17	Foes retreat. Battle ends
18	Total victory. Battle ends

## 8. Glory

Use the standard glory listed on page 263 of *Pendragon*.





## Specific Examples

### Tournament of Gorre

#### Army Commander Battle Roll

Roll	Mod	Follower Fate
Critical	+4	No losses.
Success	0	5% Losses. 5% Captured.
Failure	-2	20% Losses. 15% Captured, 5% Wounded.
Fumble	-4	50% Losses. 40% Captured, 9% Wounded, 1% Killed.

#### Foe Table

3d6	Foe	Skill	Damage
03	Pretender	07	3d6
04-05	Young Knight	15	4d6
06-08	Young Knight	16	4d6
09-12	Ordinary Knight	18	5d6
13-15	Notable Knight	19	5d6
16-17	Flann/Drustan	see character	
18	Bagdemagus	see character	

#### Battle Over?

Ends after 1d6+2 rounds.

#### Glory

Standard for tournament. If using lengthier optional individual combat rule then instead apply regular (for love) glory awards.

### Assault on the Hillfort

#### Army Commander Battle Roll

Roll	Mod.	Follower Fate
Critical	+4	No losses.
Success	0	5% Losses. 5% Killed
Failure	-2	20% Losses. 10% Killed, 10% Wounded
Fumble	-4	40% Losses. 20% Killed, 20% Wounded

#### Foe Table

3d6	Foe	Skill and Damage
03-05	Young Pict	use Pict warrior statistics with skill minus 5
06-15	Pict warrior	use Pict warrior statistics
16-17	Pict leader	use Pict champion statistics
18	Simutar the Giant	see character

#### Battle Over?

3d6	Result
03	Strangorre forces routed and flee angry Picts.
04	Strangorre forces forced to retreat.
05-16	Battle Continues.
17-18	Remaining Picts flee the hillfort.

#### Glory

Standard for Battle, doubled in any round a knight fought with Simutar the Giant.

# KING ARTHUR PENDRAGON

Knight's Sheet

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 .....

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## Equipment Carried

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

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

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

☐ Travel Gear [on horse #.....] .....

☐ War Gear [on horse #.....] .....

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## 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

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## Squire

Name .....

Age.....

First Aid.....

Battle.....

Horsemanship.....

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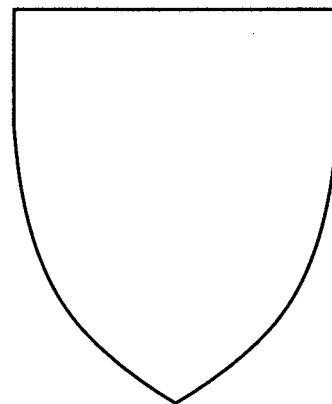
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## Glory

Glory This Game



## Current Hit Points

Wounds .....

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☐ Chirurgery Needed

## Combat Skills

Battle.....

Horsemanship.....

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## Joust Score

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

## Horses

Best Warhorse (#1) .....

Type .....

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

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

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

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

Other Horses .....

Own Riding (#2)..... Move.....

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

(#4)..... Move.....

(#5)..... Move.....

## Selected Events

Born . . . . . Ennobled . . . . .  
Squired . . . . . Landed . . . . .  
Knighted . . . . .  
Member of Round Table . . . . .  
Died . . . . .

## Holdings

Annual Land Glory . . . . .

## Equipment at Home

Denarii . . . . .  
Libra . . . . .

## Army

Old Knights. . . . .  
Middle-Aged Knights . . . . .  
Young Knights. . . . .  
Total Family Knights . . . . .  
Vassal Knights. . . . .  
Other Lineage Men . . . . .  
Levy . . . . .

## Family

Year Wed. . . . .	Spouse Name . . . . .	Status . . . . .
Will . . . . .		
Children Born . . . . .		
		Family Characteristic . . . . .

## Annual Glory Rewards

Traits . . . . .	Chivalry . . . . .	Holdings . . . . .
Passions . . . . .	Religion . . . . .	<b>Total</b> . . . . .

## History

# Glory

[illegible]



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# PENDRAGON CALEDONIA

- |   |                   |   |                     |
|---|-------------------|---|---------------------|
|  | Coastline         |  | City & Castle       |
|  | Forest            |  | Church or Monastery |
|  | Marsh & Bog       |  | Crannog             |
|  | Mountains         |  | Dragon              |
|  | Hills             |  | Dun                 |
|  | Rivers            |  | Faerie              |
|  | Roman Road        |  | Faerie Horse        |
|  | Track or Trail    |  | Giant               |
|  | Wall              |  | Mermaid             |
|  | Broch             |  | Monster             |
|  | Cairn             |  | R man Fort          |
|  | Castle            |  | Well                |
|  | City or Town      |  | Hill Fort           |
|  | Place of Interest |   |                     |
|  | Standing Stones   |   |                     |

A scale bar labeled "Miles" with markings at 0, 5, 10, 15, 20, 25, and 30.



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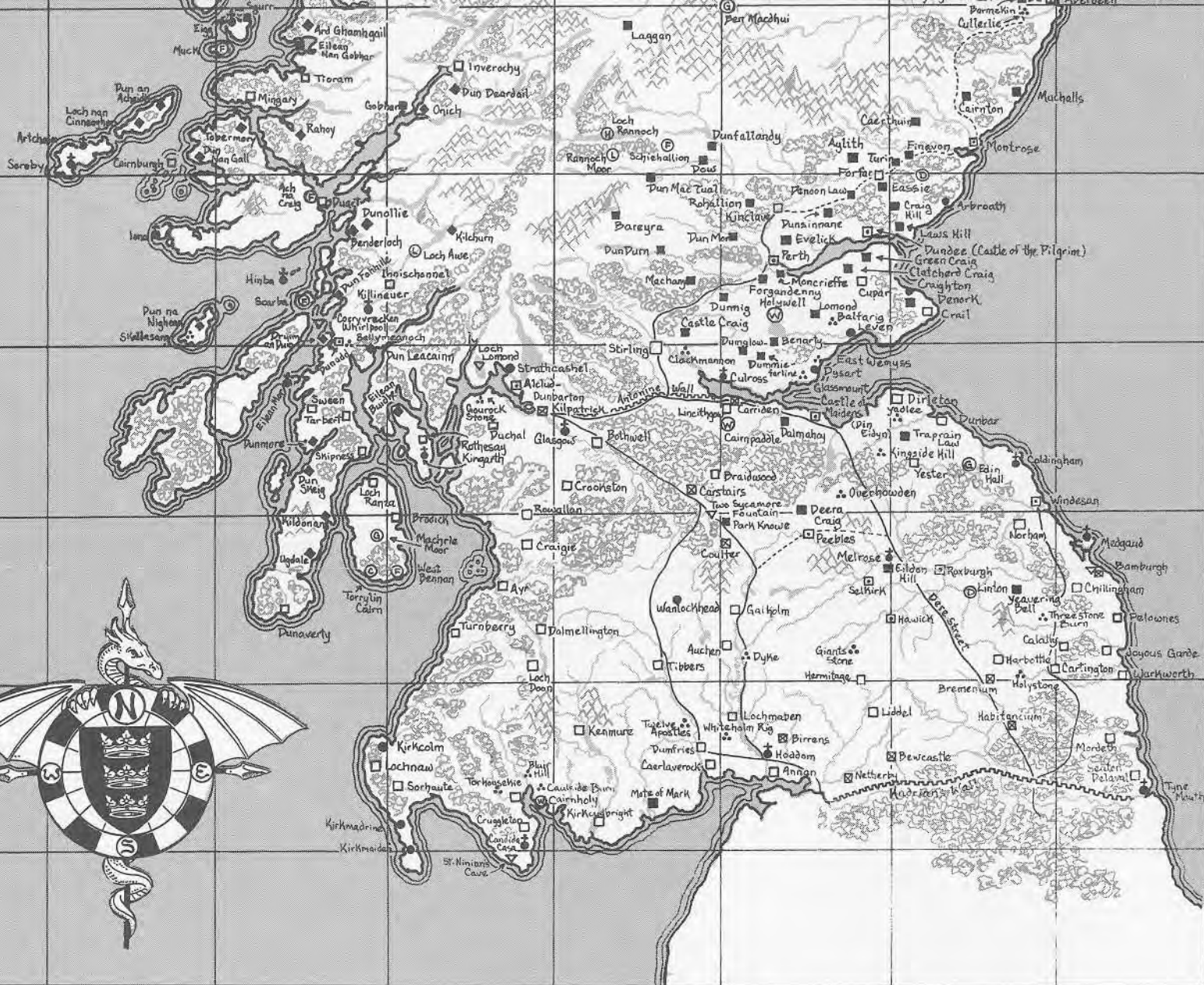
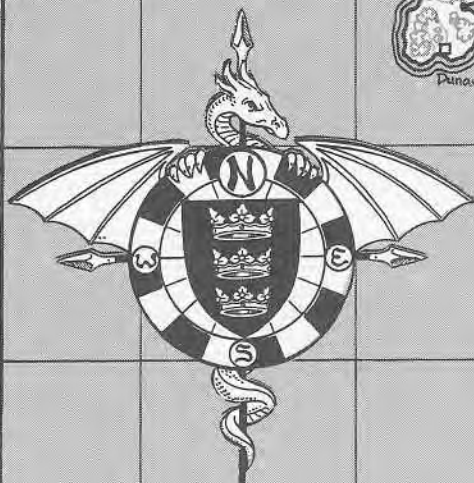
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# BEYOND THE WALL

EXPLORING THE  
LANDS NORTH OF  
HADRIAN'S WALL



The Wall is Hadrian's Wall, a miles-long fortification built centuries ago to hold back the hordes of wild savages living north of civilized Britain. Beyond it lies Caledonia, a bleak and harsh land where civilization and feudalism have never reached. Tribal Picts, the "Painted Men," rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights.

BEYOND THE WALL is a supplement for the PENDRAGON roleplaying game system, describing the land beyond Hadrian's

Wall as it might have existed in the time of King Arthur. This book features notes on generating Pictish characters, a survey of Pictish customs and religions, and a map and guide to the land of Caledonia. Religion among the Picts is extensively

covered, including articles concerning the Celtic Christian Church and an explanation about Heathenism. Complete rules adds the shamanic tradition to the Pendragon magic system. A Pictish Campaign and several ready-to-play adventures are also provided.

## WHAT IS PENDRAGON?

Pendragon is a roleplaying game wherein you and your friends participate in heroic adventures. 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 the actions of the villains, and describes how his or her character reacts. You can face the same dangers that Arthur and Lancelot encountered, but this time you decide your knight's actions!



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