



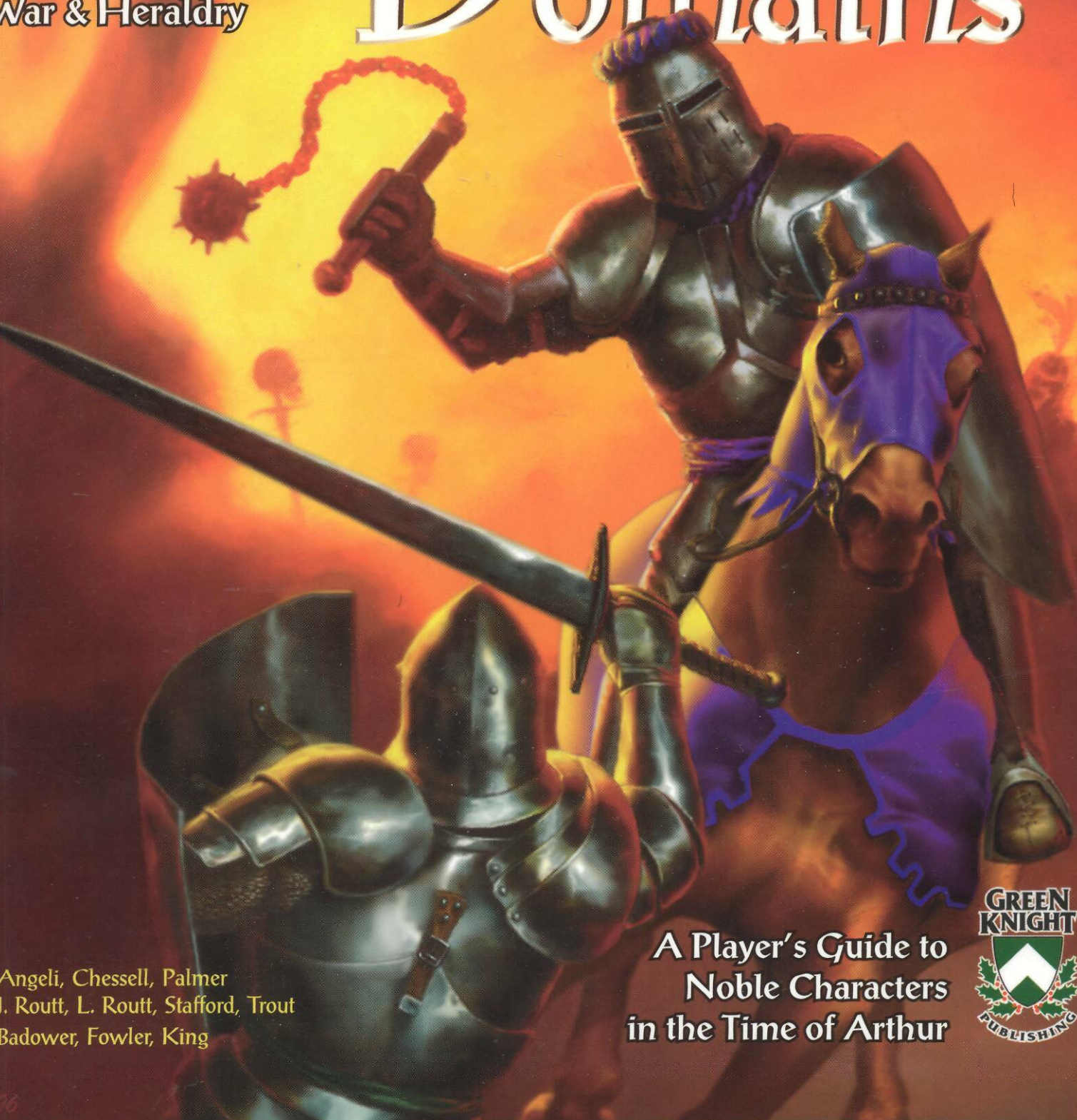
Pendragon

Roleplaying Adventure

2719

**Land, Titles
Wealth, Prey
War & Heraldry**

Lordly Domains



Angeli, Chessell, Palmer
J. Routt, L. Routt, Stafford, Trout
Badower, Fowler, King

**A Player's Guide to
Noble Characters
in the Time of Arthur**





LORDLY DOMAINS

by

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and **Charlie Krank** (for the editing and production of the *Noble's Book*).

This book is for Pat, who introduced me to both *Pendragon*
and the *Noble's Book*, long before I fully appreciated them.

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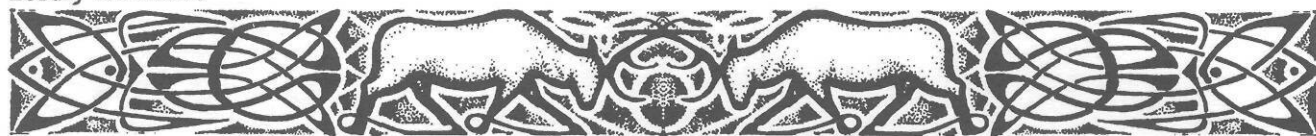


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INTRODUCTION

THIS BOOK IS ABOUT NOBLES, their responsibilities and privileges. It contains rules and information concerned with the acquisition of land and the nature of nobility, all of which expand upon the concepts presented in the *Pendragon* rules, making the use of noble characters a viable option.

When we embarked upon this project it seemed that a revision of the old *Noble's Book* would simply require tweaking a few numbers and cleaning up the text in places. But it soon became clear that a great deal more was required to properly cover the topics. The rules presented in this book form a foundation of sorts for the feudal system in *Pendragon*, and it is important that they are appropriate and accurate. So, while the topics covered should be familiar to those who own the original *Noble's Book*, most of the chapters have been entirely rewritten.

Chapter one contains the foundation for the economic system. When it became clear that the land ownership and economics rules required non-trivial changes, we realized that we would have to slightly adjust the focus of the system. The idea was to make the description of fiefs, and the rules used to maintain them, more intuitive, thus making it easier to modify or ignore rules to suit a variety of styles of play. The result is a set of rules based around the settlements which comprise a holding, rather than treating them as secondary. In addition we found it helpful to make the link between noble ranks and household knights and soldiers in their service. Now it should be possible to look at a fief and see why the lord has the lands he controls, and maintains the forces he has at his disposal. Finally, we realized that a knight would not be able to carry out many knightly adventures if he was required to oversee the maintenance of his land in person, so we clarified the various caretaker offices, and expanded the treatment of the people who carried them out for their lords.

The second chapter, *Grand Events*, covers a number of the pursuits that nobles are expected to enjoy and offer to his guests. A section discussing feasts and festivals is supported with a list of the usual festivals of the period. The process of hosting a tournament is similarly treated, with a detailed discussion of the different stages in the process, and an indication of the time and costs associated with hosting a suitable tournament. A list of well-known tournaments is also provided.

A noble of sufficient stature is expected to conduct hunts to entertain his guests. The rules provided in this

book are more detailed than those given in the basic *Pendragon* rules. Even if the process described does not fit your particular style of play the section should provide useful reference for the various forms of hunting which were common. The sport of Falconry was a similarly noble pursuit, and it is given an equivalent treatment, complete with rules and information about the various forms of the sport.

The discussion of *Grand Events* is rounded out with rules for the acquisition and upkeep of the dogs and birds required for the kinds of hunting discussed. These sections also provide descriptions and relevant statistics for the various breeds of those beasts available to the lord.

The third chapter is concerned with the special forms of combat often associated with land ownership. The creation and maintenance of fortifications is considered, along with rules for the sieges raids, and invasions which plague the landowner, and for the mercenaries he may well have to hire to protect himself.

The chapter on Heraldry discusses the history, form, and function of heraldry in Arthurian society. It describes the process used to design a heraldic coat of arms for a character, and covers the workings of inheritance and cadency (the order of heirs).

The scenario, *Of Allies and Enemies*, is a working demonstration of some of the concepts presented in this book. It can offer even fairly inexperienced knights an opportunity to administer some land for a time and perhaps earn the right to join the ranks of nobility.

The last chapter of the book is a set of illustrations: detailed cutaways depicting the inside of a lord's keep, which should help an aspiring noble to better picture his own defenses.

An appendix includes an expanded list of quarries for noble hunts. Statistics and commentary are provided for a wide range of suitable creatures.

This book contains quite a lot of information designed to enhance the *Pendragon* experience for knights with great ambitions. I hope the work we have done serves to enrich your games and widen your horizons.

— Liam Roult



NOBLE LANDS

Rules for creating and maintaining lands

FVERY GOOD NOBLE should understand his responsibilities to the land and those who work it. Many knights are not born into noble families, instead obtaining holdings as grants from grateful patrons. These unfamiliar responsibilities may threaten to overwhelm such new nobles.

The business of knighthood and nobility is an expensive one and, though the potential rewards are great, a landowner must be as much accountant as warrior, as much magistrate as farmer. Those who live on the land and work for the noble look to him for guidance and protection. A good leader can expect hard work from his charges, even though the social divide is great. A poor leader will soon fall foul of his own failings, as poorly tended fields yield scant crops, or the peasants try to storm his keep.

The responsibilities of a landowner vary with the size of his holding. A Baron with a sizable province has a great deal more responsibility than a simple Vassal Knight holding a single manor. And the duties of a landowner may often seem to outweigh the financial benefits, especially as nobles are expected to spend their money generously.

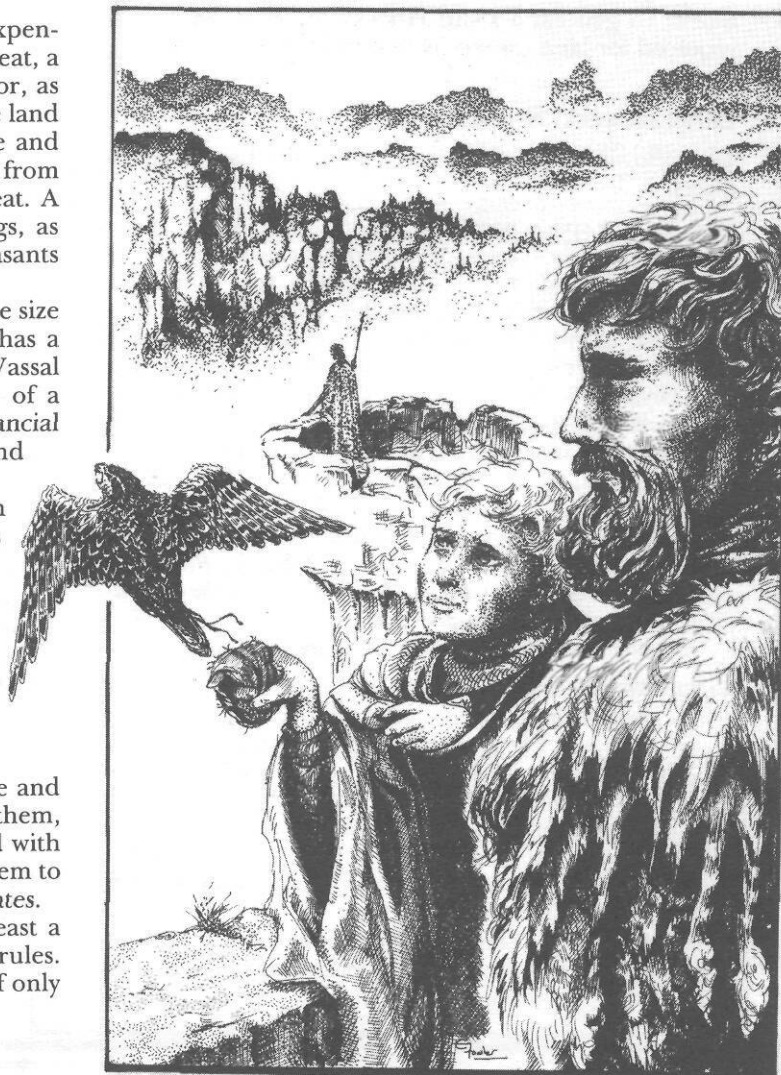
Owning land in the Britain of *Pendragon* is an opportunity for greatness. The size of a knight's holding is a measure of the position and power he wields at the royal table, and in the royal army. Through the able management of lands it is possible to attain great glory without the risk of combat or the loneliness of the knightly quest.

Using these rules

This chapter presents the rules required to create and maintain land holdings in *Pendragon*. Using them, players may take on the responsibilities associated with noble ranks. Gamemasters may also wish to use them to keep track of the players' liege's or neighbors' estates.

Any character with a personal holding of at least a single manor can choose to operate it using these rules. The economics are such that for small holdings of only

a single manor it is often not worth the effort to use all of the rules, and so a simplified subset is presented for use by Vassal Knights. As always, though, the players and gamemaster should expand or contract the rules as suits their particular style of play.





THE LAND RECORD & LAND HISTORY

THE *PENDRAGON Land Record Sheet* is used to record the details of a fief. Its entries show the various settlements which comprise the holding, the vassals who have been granted lands, and the most important neighbors. A **Land Record Sheet** should be filled out for all significant fiefs, whether or not they are owned by a player knight.

The companion *Land History Sheet* is printed on the reverse of the Land Record. It is used to keep track of the yearly changes to the land. During the Winter Phase player landholders use the information on the two land sheets to help determine the results of the year, which are then recorded on the **Land History Sheet**. In general a **Land History Sheet** is really only required for land owned by player characters.

Land Record Sheet

The following entries are included on the **Land Record Sheet**.

Fief: In the space provided, write in the name of the land, county, castle or position as is appropriate. Fief names often contain references to a significant feature of the land (a notable geographical landmark, common weather pattern, or historical event). Some examples: *High Pass, Oakdale, The Vineyards, Seaham, Stone by Usk, Hart, Bywell, Bardsey, Tynemouth, Rholslanog Farm, Mountain Ash, Bakewell, Northwent, Stamfordham, Bore Stone, The Greens, Whitefield Farm, Newton House, Drumblade, Ferry Links, Braggerton, Foggy Glen, Lynch Hill, North Redhill, Maidenstone, Redgrave, Woolston, Shoreham on Sea, Oakington, Uncleby, Oddington, Upchurch, Birdbrook, Broad Chalk, Deal, Cliff at Hoo, Upton Snodsbury, Saltford, Puddleton, Peterborough, Yarnton, Brooke, Eye, Kingston on Soar, Brushfield, Wheatly, West Stow.*

Land Title: The details of the land title deed should be carefully completed. A fief must be given as either a *gift* (for the life of the recipient only), or a *grant* (given forever to the recipient and his heirs). The text of a standard agreement has been included, with space to list additional obligations, if they are required. Such additional requirements often include a pledge of a certain number of knights (including the landowner) to be provided upon request. Other common obligations include: gifts or tribute paid to the liege annually, payments to sup-

port a fleet or a contingent of footmen or sergeants, duty to defend a castle or city, or the duties of a household officer.

Settlements: This section allows you to describe the various features of your fief. It is split into three parts: your *Demesne*, your *Vassal Lands*, and any *Ungoverned Lands*. The details required are different for each part.

As described later in this chapter, a landowner's most important lands are within his *Demesne*. Here you should list all of the important features, including all cities and towns, any *hyrds* or *hydes* of land, *mines*, *rights*, and *tolls*. For each entry make sure to note the *FOOD* and/or *COIN* income expected each year. For towns and cities, make sure to note the name and *POP* in the description, as well as any special features.

Noble land holders often grant parts of their expansive fiefs to their vassals. Each such grant should be noted under *Vassal Lands*. For each vassal, include the *POP* of the holding, the *Loyalty* of the vassal (which may be determined randomly by rolling 17-1d6), and the yearly *Income* the lord expects to receive from the vassal.

In some cases it is impossible for a noble to adequately oversee all of his lands. Lands beyond the capacity of the lord and his vassals to maintain are known as *Ungoverned Lands*, and are recorded in the final part of this section. Note the *POP* of each such area.

Information: Basic facts about the fief are recorded here. Note the *Type* of the fief (whether it is a *Manor*, *Estate*, *Duchy*, etc.), the *Region* in which it is located, the name and rank of your *Liege*, and the name of the town which is the *Seat* of your power. Also fill in the *Total POP* of the fief, the number of Household or *Entourage Knights* who serve your character, and the number of *Other Vassals* who serve you. Finally, make a note of the location of any *Other Fortifications* in your fief.

Arms: A knight's arms represent the oath of fealty by which he received his lands, and so the land and the coat of arms are inextricably linked. Reproduce the landowner's arms here. If the fief is a grant, then the noble's heirs inherit both the arms and the lands.

Land Record Sheet

Fief

Land Title _____

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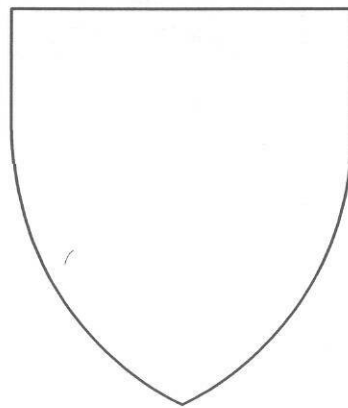
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Signed:

Demesne FOOD COIN[illegible][illegible]

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Type
Region
Liege
Seat
Total POP
Entourage Knights
Other Vassals
Other Fortifications:

[illegible]

Standard Income

Demesne

Settlements
Lord's Portion
Court Fees

FOOD COIN

Vassals

Gifts
Court Fees

Total

Harvest Effects

Bad or Famine
Excellent
Superlative

-
+
+

Standard Expenditures

Life-style
Demesne Maintenance
Soldiers []
Entourage []
Feasts
Hunts
Tourneyes
Liege Court Fees
Gifts to Liege

FOOD COIN

Total

History

Year State of
 the Land Events

Income Treasury
FOOD COIN FOOD COIN



Loyalties: While player knights possess their own passions, there are many situations where a landowner needs to determine how various groups of people react to events.

The *Liege's* loyalty indicates the strength of obligation that the landowner's lord feels. Every landholder (except Arthur and a few other kings) has a liege lord. This passion is used when a landowner

attempts to call upon his liege for support, during a raid or invasion, for example. The value of this passion can be randomly determined by rolling 1d6+12.

The *Entourage* loyalty is an indication of the loyalty felt by the landowner's household knights (his entourage). It rises and falls over time depending upon the treatment the knights receive from their

LAND TERMINOLOGY

A FEW TERMS used in the land system have archaic wording or special meanings associated with them.

Fief - In these rules, each land holding is known as a *fief*. Some *fiefs* will contain only a single *manor*, while others are expansive kingdoms containing many smaller *fiefs*. While most *fiefs* are ruled by members of the nobility, land is sometimes granted to members of the clergy, or others without noble titles.

Demesne - The lord's personal land is known as his *demesne*. In small *fiefs*, all of the land falls into the *demesne*, but as the size of the *fief* increases, the lord is unable to oversee all of the land. The lands which are not contained in the lord's *demesne* are usually granted to vassals as small *fiefs*. The more powerful the lord, the larger the size of his *demesne*, in general. Often the *demesne* is the ancestral home of a noble family.

Ungoverned lands - Any lands ruled by a lord which are neither part of his *demesne* nor granted to any of his vassals. Such lands are responsible for their own defenses, and generate no income for the lord.

Population (POP) - The population supported by an area of land is often used as a basis for comparison. Each point of *POP* represents roughly 480 peasants, 120 of whom live in a *town*, the rest in nearby *villages*. Without peasants to work it, land does not generate any income.

Village - Small communities of farmers and craftsmen are called *villages*. There is no fixed size for a *village*, and they vary from a single dwelling to around 100 peasants. Villagers are called upon by their lord to work the fields and tend the beasts.

Town - *Towns* are established settlements which support from 1 to 20 *POP*. Only a third of the peasants supported by a *town* actually live within it, the rest are spread around the area in *villages*.

City - *Cities* are settlements which have grown to the point where they are no longer ruled by the local lord. Most *cities* pay some form of tribute directly to their king, and are ruled by guilds, berghers, or even Roman-style senates. A city commonly supports more than 20 *POP*. *Cities* do not require support from the local lord, nor do they provide income.

Manor - This is the smallest unit of land granted to a knight. While most Vassal Knights possess only a single *manor*, higher ranking nobles may maintain several *manors*. Each *manor* covers a significant area, and contains fields, forests, and *towns*, as well as a major dwelling for the lord. While the details of each *manor* vary, all are considered to have:

- 1-3 *POP* of peasants in a *town* or two and some small *villages*,
- a chapel in one *town*,
- plowed fields and groves of trees to generate food,
- additional income from tolls,
- a suitable home for the knight overlord.

Altogether, a small *manor* usually generates 7£ per year, of which 6£ are required to maintain the life-style of the lord, and 1£ is spent to maintain the lands themselves.

Estate - When a number of *manors* are ruled by a single lord they are known collectively as an *estate*. *Estates* comprise from three to six *manors*, and support 3 to 7 *POP*.

Bannerety - The holdings of a Banneret knight are known as a *bannerety*. A knight of this standing supports between three and twenty knights, and his lands commonly support 1 *POP* for each knight. A character rarely starts play with a holding larger than a *bannerety*.

Shire - A *shire* is an area of land based around a *city* or large *town*. A number of nobles may have holdings within a single *shire*. By and large, *shires* represent convenient political boundaries within *counties* and *kingdoms*, although some *shires* function independently. Roughly speaking, the number of *shires* contained in an area can be determined from the **Regional Homeland Tables** in the *Pendragon* rules: each potential D20 value represents a single *shire*, so that Silchester (which spans 09-12, including the *city* and all lands) is understood to comprise four *shires*.

County and Duchy - A large land holding consisting of one or more *shires* ruled by a Count or a Duke. A *county* usually supports from 75 to 95 *POP* of peasants, and around the same number of knights. A *duchy* may be twice or three times that size.

Kingdom - A collection of *duchies*, *counties* and *shires* ruled by a King. Britain contains twenty-seven *kingdoms*, which range in size from those containing a single *county* to the vast expanse of Logres.

Stronghold - A defensive fortification. Each noble maintains at least one castle or keep somewhere on his lands, and may have a large number spread across his lands. While most *strongholds* require twenty or fewer men, it can be valuable to have a larger garrison to safeguard weaker fortifications.



lord. It can be initially randomly determined by rolling 1d6+12.

The **Soldiers'** loyalty indicates the loyalty of the footsoldiers the lord has hired for defence. It can be initially randomly determined by rolling 2d6+6.

The **Peasants'** loyalty is used in situations where the population's pride of their home and lord is in question or when they must be galvanized into decisive action. It can be initially randomly determined by rolling 2d6+3. Over time the peasants may also develop either a **Hate Lord** or a **Love Lord** passion. These passions measure the social unrest or satisfaction felt among the peasantry within the fief, and should only be generated in extreme situations. When a holding is passed to an heir or another new landholder, all of the peasants' passions should be started anew.

The loyalty of the **Church** can be quite valuable to a landholder. The church may be a Christian institution or a pagan one, depending upon the situation. Religious leaders may be able to help calm the peasantry if they are positively disposed to the landowner, or they may foster dissent, if treated poorly. An initial value for this passion can be found by adding the landowner's **Pious** to a roll of 2d6-10, as long as the knight is a follower of the local faith, or simply 2d6-2, if he is not. In some situations both pagan and Christian institutions may be found in a fief. When this is the case, add another passion in the space provided.

Neighbors: The final space on the sheet can be used to make notes about the nearby fiefs and their landowners. A landowner is well-advised to know who is living on his borders, and whether to guard against them or offer support.

Fief Map: This map should show the important features of the holding. A rough scale, perhaps of travel time, should be included, as well as a compass. Make sure to show: *castles, towns, cities, roads, forests, unfordable rivers, bridges, fords, marshes, churches, cemeteries, stone circles, historical landmarks, old Roman roads, battle sites*, and the location of the items described in the Settlements section of the sheet.

Land History Sheet

The **Land History Sheet** is used to keep track of the yearly changes to a fief. The following information is recorded.

Standard Income: Space is provided to keep track of the usual annual income obtained from the various parts of the fief.

The income in the **Demesne** is recorded in three parts: each of the **Settlements** provides a tithe based upon its size and the details of its contents; the fields and groves of the **Lord's Portion** are split between the various settlements in the demesne, but their income should be totaled here, rather than included above; and finally, the total **Court Fees** for the demesne should be indicated.

There are only two important parts of the income derived from **Vassals**: the total of any annual monetary **Gifts** due from landed vassals; and the total **Court Fees** obtained from mediating their disputes.

From the values noted above, the land owner can determine an average total yearly income. The **Harvest Effects** section is used to record the effects that various good and bad years have upon that expected income. Using the rules provided later, you should determine how each special harvest affects the total income of the fief, and note it down.

Standard Expenditures: The various common annual expenses are recorded here. Every landholder must maintain a suitable **Life-style**, the annual cost of which can be found later in this chapter, as part of the description of each noble rank. The costs associated with **Demesne Maintenance** are figured annually, and are usually equal to 1£ for each point of POP. Common **Soldiers** are paid 1£ for each five to be kept (space is provided to note the how many soldiers are being provided for). The Household Knights which comprise a noble's **Entourage** must be maintained. The exact cost per knight varies, depending upon the quality of living which is to be supported. A table is provided later in the chapter. Most nobles are expected to provide significant **Feasts, Hunts, and Tourneys**. The costs for these events should be reduced to annual expenses, even if they are required more infrequently (a Regional Tournament costing 150F/154C which must be provided every three years is more easily provided as 50F/51C each year). A lord is required to pass on his **Liege's Court Fees**: one third of all of the Court Fees the lord collects are due to his liege. Any yearly **Gifts to Liege** should also be noted, as required by the land title. Additional regular expenses can be added in the spaces provided, including any Church tithes, or expenses for maintaining animals.

History: The bulk of the sheet provides space to enter the yearly events affecting the fief. The notes for each **Year** should include the *State of the Land* (see box on page 27) and the details of any financial transactions: the *Income* (or expense) in **FOOD** and **COIN**, and a running record of the *Treasury*.



FIEF CREATION

LAND IS ONLY GRANTED to knights who have demonstrated that they are worthy of such a great honor. A grant of land is a major event in the life of a knight. The procedures described here should encourage the gamemaster and player to create the lands for a new landowner carefully.

Population and Settlements

The basis of the *Pendragon* fief lies not in the area it covers, but rather in the number of townships it encompasses, and the total population of those settlements. It is for this reason that the population of a fief and its distribution, are the first features determined for any land holding. It is only once those facts are known that the income for the fief can be calculated and its potential estimated.

Ultimately, the gamemaster is responsible for deciding the size of any fief, whether it is to be controlled by a player knight or not. Using the **Basic Holding Information** below, the gamemaster should be able to determine the composition of most new fiefs. The table gives the range of population found in each type of fief, along with a die roll to use for randomly generating the

population of a fief. The remainder of the table is used to determine the spread of population across the lands.

The major population centers in Britain can be divided into five categories: *Small Towns*, *Medium Towns*, *Large Towns*, *Minor Cities*, and *Major Cities*. In the period of *Pendragon* there are only a handful of Major Cities in all of Britain (most notably London and Camelot) and so they are treated specially. The four tables at the bottom of the **Basic Holding Information** assist in the generation of random settlements of each of the other categories. A roll of 1d20 on the relevant table indicates the overall population of the settlement and surrounding villages.

When generating a fief, an average number of settlements of each town category is shown for each type of holding, along with a die roll which may be used to randomize the process. Given the range of population in each fief, however, that information is only a rough guide.

When generating a fief it is important to start by generating the largest town where the lord has his stronghold, his seat of power. The size of this largest settlement is often best explicitly set, rather than randomized, as it is so central to the shape of the fief.

Basic Holding Information

Holding	Ruler	Total Population	Largest Possible Town	Small Towns	Medium Towns	Large Towns	Small Cities
Manor	Vassal Knight	1-3 POP (1D3)	2 POP	1			
Estate	Banneret	4-7 POP (1D4+3)	7 POP	0	1		
Bannerety	Banneret	8-40 POP (3D10+5)	7 POP	6 (1D6+3)	2 (1D2)		
Barony	Baron	40-50 POP (1D10+40)	12 POP	8 (2D6)	4 (1D6)	1	
Shire	Baron	45-80 POP (4D10+40)	12 POP	12 (3D6)	6 (1D6+3)	1	
County	Earl or Count	75-95 POP (2D10+70)	18 POP	12 (3D6)	6 (1D6+3)	1	1
Duchy	Duke	100-300 POP (21D10+80)	20 POP	32 (8D6+3)	16 (3D6+3)	6 (1D6+2)	1
Kingdom	King	100+ POP	20+ POP	32+	16+	6+	1+

Small Towns		Medium Towns		Large Towns		Small Cities	
1-8	1 POP	1-4	4 POP	1-4	8 POP	1-4	13 POP
9-15	2 POP	5-11	5 POP	5-8	9 POP	5-8	14 POP
16-20	3 POP	12-16	6 POP	9-12	10 POP	9-11	15 POP
		17-20	7 POP	13-17	11 POP	12-14	16 POP
				18-20	12 POP	15-17	17 POP
						18-20	18 POP



The rest of the settlements in the fief should be generated in descending categories. Determine the total number of towns for each category (using some combination of dice and gamemaster fiat), and then work out the sizes of each town. At least a third of the population in a fief should be found in small towns. If the number or size of the larger towns consume an inordinate proportion of the total population, some of them should be dropped. Any shortfall in population should be made up with additional small towns. Make sure to name all the towns, even the smallest ones.

Once the population and settlements of the fief have been decided upon, the landowner is ready to determine the income and expenses which it generates and consumes. Manor holdings (those granted to Vassal Knights), are explained first, followed by more extensive rules for use with larger noble holdings.



A SINGLE MANOR

THE SMALLEST FIEFS, ruled by Vassal Knights, consist of only a single manor supporting 1-3 POP. The sample manor described in the *Pendragon* rules (pp.234-5) is typical of such holdings. It is a fief of this size which most knights are first granted by their lords. Some knights may even have inherited a family manor as part of their character generation.

Because these fiefs are so small, it is usually not worth using the complete lands rules provided for noble characters (in the next section). For that reason, this section provides a simplified form of those rules. The players and gamemaster might use these rules to become familiar with the concepts of land owning, and gradually increase the level of detail over time as the fiefs grow. Similarly, it may be inappropriate to use the full system provided in *The Annual Harvest*, later in the chapter, for these holdings.

Population

The total number of inhabitants supported by a single manor and its associated town, and the income generated, are shown on this table:

Manor Population and Income

POP	Number of inhabitants	Sources of Income			Total Income
		Food	Goods	Rights	
1	120 in a town 360 in villages	1£	1£	2£	4£
2	240 in a town 720 in villages	2£	3£	4£	9£
3	360 in a town 1080 in villages	3£	5£	6£	14£

The Lord's Demesne

Each landowner has a personal holding known as his *demesne*. Because of the small size of manor holdings, the demesne and the fief are one and the same.

In general, in addition to the manor buildings and town, the demesne contains land specially set aside to provide additional food and income for the lord. These fields and groves are known as the *Lord's Portion*, and initially generate a yearly harvest of roughly 3£ FOOD for each 1£ FOOD income collected from the town. The smallest manor, therefore, has fields and orchards which generate 3£ FOOD each year above and beyond the 1£ FOOD paid in taxes by its town. The largest manor holdings have lands which generate an additional 9£ FOOD each year (on top of the 3£ the lord receives from the town).

It is possible to expand the size of the lord's portion over time by clearing more fields and obtaining more livestock, as described in the Projects section of *The Annual Harvest*. It is never possible for the lord's portion to exceed five times the food income obtained in taxes from the town.

The exact nature of the COIN and FOOD income of the fief is left to the gamemaster and landowner to decide, perhaps based upon the details of the holding's geography. Some fiefs have an abundance of plow fields, while others are better able to support the tending of animals or fishing. Most holdings rely upon a mix of farming techniques to support their population. A variety of goods and services may be produced locally, and common rights include tolls, mines and forestry.

The description of the various parts of the fief, and the income generated, should be recorded in the *Demesne* section of the **Land Record Sheet** (as described on page 8) and **Land History Sheet**. It should also be possible to draw a simple map of the fief in the space provided, showing the locations of the various towns, fields, rivers, forests and roads.



Expenses

A single manor is a very small land holding. It is usually not worth calculating its finances in great detail. It is sufficient to determine an average balance of income and expenses. These calculations are simplifications of the ones used in the **Noble Holdings** section which follows. Players may use the more detailed rules if the gamemaster agrees.

There are a number of yearly expenses which must be met to maintain even a small holding. Some expenses require the expenditure of COIN, and some require FOOD. If insufficient of a required resource is available it is possible to make one-for-one conversions during the winter phase, but if additional finances are required during the rest of the year trade is only possible at a rate of 2£ for 1£ of the desired type. Any shortfall must be taken out of the lord's purse, perhaps leading to bankruptcy.

Life-style: A Vassal Knight (or equivalent landowner) requires 3£ FOOD and 3£ COIN per year to maintain his family and home. Such expenditure maintains him as an Ordinary Knight. Additional expenditure may raise his social status. Those who cannot afford to maintain themselves at an Ordinary status are considered Poor Knights. In the most severe of situations, when unable to spend even 1£ FOOD and 2£

COIN each year, a knight is said to be Impoverished. The specific effects of a knight's status are discussed in **The Annual Harvest** section of this chapter, and in the *Pendragon* rules.

Soldiers: Most manors have a garrison of at least two soldiers for defence. The exact number of such men-at-arms hired is at the discretion of the lord. Every five soldiers require 1£ FOOD for the year, with any fractions rounded down.

Land Maintenance: The lord is responsible for the land's well being, and must pay for upkeep as it is required. Repairing roads, bridges, and wells costs 1£ COIN each year per point of POP in the fief.

Taxes: It is the right of the liege to charge his vassals a tax. Most POP 1 holdings have such a small income that the liege usually waives any taxes. In larger manors, where the income from Rights is regularly over 3£, it is customary for the liege to demand an annual gift as tribute. The magnitude of the tribute is determined by the liege when the fief is granted and does not normally change unless additional land is added to the holding.

Note these expenses in the space provided on the *Land History Sheet*. It should now be obvious whether the fief will make or lose money for its lord.

INCOME AND EXPENSES

THE FOLLOWING TERMS are used to describe the various forms of income and the standard expenses associated with maintaining a fief.

FOOD (F) - Such income is provided in the form of produce from the fields and groves which surround each town. FOOD is kept and counted separately from the other forms of income, as some expenses can only be paid for in FOOD.

COIN (C) - Income which is not in the form of FOOD is known as COIN. Such income must be counted separately from FOOD, as some expenses can only be paid for using COIN.

Hyde - A hyde is a set of fields and groves which are able to generate, on average, 1£ FOOD during the course of a year.

Hyrd - A hyrd is an area of land which supports sufficient animals to produce an average of 1£ FOOD each year. Such animals include sheep, goats, and cattle. Hunting is not considered to be a regular source of food in this way.

Goods - Goods represent physical items which can be traded for, or used in place of, COIN. Such items are generated primarily by towns, and include ale, pottery and craftwork items. Goods are counted as COIN for the purposes of bookkeeping.

Rights - Rights are the COIN income generated by tolls, mines, salvage, and forestry. In large fiefs it is customary for the liege lord to demand up to ½ of this income as his own.

Court Fees - A significant amount of money is spent each year on legal costs in a fief of any reasonable size. All but the smallest settlements generate court fees, one third of which is due to the lord's liege for the cases which he has been required to judge.

Gifts - While this can refer to any gift of financial aid, it is usually used to indicate taxes given to a liege.

Lord's Portion - The FOOD income generated by the hydres and hyrds maintained by the peasants specifically for their lord.

Life-style - Nobles must maintain a certain visible quality of life, appropriate to their noble status. The costs associated with this Life-style are split evenly between FOOD and COIN.

Entourage - A group of attending knights who travel with a noble when he visits his lands. When the noble is unavailable the entourage makes the procession in his place. The noble must be able to support these knights.

Soldiers - Soldiers, or men-at-arms, are hired professional fighters. These men are competent, well-armed, and won't run away in the face of danger. Such fighters are the mainstay of armies. Each five soldiers cost 1£ FOOD per year to maintain.

Knights - Knights are well armed and armored warriors, usually possessing some hereditary rank. There are different classes of knights, ranging from household knights to vassal knights, and up into the ranks of nobility. Ordinary household knights cost 3£ FOOD and 3£ COIN each year to support.



Steward Record Sheet		Name		
KING ARTHUR PENDRAGON	Personal Data Lord Fief Age Social Class Culture/Religion SIZ DEX STR CON APP Total Hit Points	Traits & Passions <input type="checkbox"/> Chaste / Lustful <input type="checkbox"/> <input type="checkbox"/> Energetic / Lazy <input type="checkbox"/> <input type="checkbox"/> Forgiving / Vengeful <input type="checkbox"/> <input type="checkbox"/> Generous / Selfish <input type="checkbox"/> <input type="checkbox"/> Honest / Deceitful <input type="checkbox"/> <input type="checkbox"/> Just / Arbitrary <input type="checkbox"/> <input type="checkbox"/> Merciful / Cruel <input type="checkbox"/> <input type="checkbox"/> Modest / Proud <input type="checkbox"/> <input type="checkbox"/> Pious / Worldly <input type="checkbox"/> <input type="checkbox"/> Prudent / Reckless <input type="checkbox"/> <input type="checkbox"/> Temperate / Indulgent <input type="checkbox"/> <input type="checkbox"/> Trusting / Suspicious <input type="checkbox"/> <input type="checkbox"/> Valorous / Cowardly <input type="checkbox"/>	Skills Awareness <input type="checkbox"/> Courtesy <input type="checkbox"/> Heraldry <input type="checkbox"/> Industry <input type="checkbox"/> Intrigue <input type="checkbox"/> Orate <input type="checkbox"/> Read (.....) <input type="checkbox"/> Recognize <input type="checkbox"/> Religion (.....) <input type="checkbox"/> Stewardship <input type="checkbox"/> Tourney <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	Distinctive Features	Loyalty (Lord) <input type="checkbox"/> Hospitality <input type="checkbox"/> Honor <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Glory	



NOBLE HOLDINGS

UWNSHIP OF LAND is one of the rights, even requirements, of nobility. The most lowly noble controls at least an estate and has a few vassals. Land not only provides the income to support a noble and his family from year to year, but also assures their future, as the rights of nobility pass from father to son through the generations.

In *Pendragon* we generally recognize six noble ranks: *Banneret Knight*, *Baron*, *Count*, *Earl*, *Duke*, and *King*. While the sizes of the fiefs controlled by these ranks differ greatly, the basic procedures used to create, maintain and control them are the same. Descriptions of each of the noble ranks are given in **The Ranks of Nobility**, starting on page 22.

These rules differ in the details from the ones provided above for a single manor. The small size of the towns in a manor holding allows for the omission of a number of concepts which are found here. Larger noble fiefs may require *stewards* to watch over land for a lord, *castellans* to run his fortifications, and *remote holdings*, which are discontinuous with the rest of the fief.

The Scope of a Fief

At its most basic, a fief is the land holding of a single knight, regardless of its size, whether it is a single manor or a County which takes days to cross. Within a fief may be found townships, villages, endless hydes

and hyrds, forests, roads, and all manner of other features. The sheer size and variety of even a modest estate is more than most landowners can cope with alone. When the lands stretch as far as the eye can see and contain hundreds or thousands of people, then the Knight needs help looking after his holdings.

The Steward

Most nobleman engage the services of a talented steward to handle the daily maintenance of their property. A steward is responsible for all aspects of developing and maintaining the lord's lands, from ensuring the crops are tended and harvested, through organizing the peasantry and craftsmen required for any building projects. The steward acts on behalf of his lord, leaving the knight free to attend to the important matters of war and court. In some cases a particularly enterprising wife may serve as her husband's steward, or perhaps one of his trusted household knights, but as often as not a specialized individual is located for the position.

Ultimately it is the duty of a steward to attempt to increase his lord's income without incurring any additional debts to their liege. Expansion of this type aims to maximize the land devoted to crops, and the yield of those crops, without claiming any additional territory. The POP of well-stewarded land will gradually increase, as will the income obtained from the land, although no further taxes will be imposed by the liege.

A *Steward Record Sheet* is provided to keep track of the details associated with a land's steward. The sheet provides ample space to include all of the common information to allow the steward to be used in a variety of settings, including those described in **The Annual Harvest** section, later in the chapter.



Castellans

Each stronghold must have a senior officer to oversee its daily operations and its defense. The holder of the position is always a trusted and respected knight, awarded the title of *Castellan* in recognition of the service he has given his lord.

A noble should appoint a castellan for every stronghold within his demesne, with the possible exception of his own (although most nobles of the rank of Baron or higher would normally appoint one even for their primary stronghold). A *Castellan Record Sheet*, below, should be prepared for each knight appointed, and kept with the records of his fortification. The sheet provides space to keep track of all of the relevant information for such senior knights.

Castles without an acting castellan suffer a significant reduction in their defensive capabilities when under siege, as there is no familiar chain of command (as described in the **Fortifications & Encounters** chapter). To avoid such a penalty a castellan must never be absent from his stronghold for more than a few weeks during the year, thus the office is not well-suited to active player knights.

The duties of the castellan are separate from those of the steward – the castellan is the governor of the castle, and his attentions are rarely turned to the lands which surround it – but there is nothing to prevent a castellan from also serving his lord as the steward of the lands.

With the office of castellan comes a generous life-style. His lord must maintain each castellan as a Rich Knight, at an annual cost of at least 5F/5C. In addition to those material benefits, a castellan is also granted a one-time *Glory Award* when named to the office, equal to one tenth of the glory obtained by his lord on attaining his position, as shown in the **Sample Glory Table** on page 120 of the *Pendragon* rules.

The Lord's Demesne

A noble lord is only able to personally control a limited area, known as his demesne. The entire demesne must be located within a single day's hard ride of the lord's stronghold. In addition, a noble may not personally oversee more than 1½ times the POP of the largest town he is permitted to control (indicated in the **Basic Holding Information** on page 13). The lord should be able to maintain himself and his entourage of household knights and stronghold garrison (as detailed in **The Ranks of Nobility** section later this chapter) with the resources found in his demesne.

Example: A Baron may make his stronghold in a large town of up to 12 POP. His demesne contains this large town, and any additional settlements within a day's ride, up to a maximum of 18 POP. He must ensure that this land can provide sufficient income to support his entourage and garrison.

The lands beyond the lord's demesne must be granted to vassals or left unprotected and ungoverned.

Vassals and their Holdings

The most efficient way to ensure the remainder of the fief is properly protected and tended is to grant portions to vassals, just as the lord's land is granted to him by his liege.

Vassal Knights are the lowliest of such vassals and are not granted a place in the nobility for the manor which they oversee. A powerful noble may have vassals of any rank up to his own. In this way a Banneret may grant land to a number of Vassal Knights, and even to other Bannerets, but never to a Baron (who would outrank him). All landed vassals swear fealty to the lord

Castellan Record Sheet

Personal Data

Lord
 Stronghold
 Age
 Culture/Religion
 SIZ (Knockdown)
 DEX
 STR
 CON (Major Wound)
 APP
 Total Hit Points
 Damage D6
 Unconscious

Distinctive Features

.....

Traits & Passions

☐ Chaste / Lustful ☐
☐ Energetic ... / Lazy ☐
☐ Forgiving ... / Vengeful ☐
☐ Generous... / Selfish ☐
☐ Honest ... / Deceitful ☐
☐ Just / Arbitrary ☐
☐ Merciful... / Cruel ☐
☐ Modest ... / Proud ☐
☐ Pious / Worldly ☐
☐ Prudent ... / Reckless ☐
☐ Temperate.. / ... Indulgent ☐
☐ Trusting ... / .. Suspicious ☐
☐ Valorous ... / ... Cowardly ☐

Loyalty (Lord) ☐
 Hospitality ☐
 Honor ☐
 ☐
 ☐

Name

Skills

Battle ☐
 Horsemanship ☐
 Sword ☐
 ☐
 ☐
 Awareness ☐
 Heraldry ☐
 Recognize ☐
 ☐

Hit Points Wounds

Glory



who has granted their land, and usually promise to provide military support and financial gifts.

The **Basic Holding Information** tables on page 13 can be used to help plan vassal holdings. The largest town is commonly the location of the fief's lord, but an examination of the other major towns in the fief should indicate the types of holdings which may be created. A vassal may never have a holding larger than his lord's demesne.

Example: A Banneret is granted a fief containing eight towns of POP 7, 5, 3, 3, 2, 1, 1, 1. The largest town will contain his stronghold. The POP 5 town, however, may become the core of an Estate or Bannerety for a vassal. In addition one or more of the smaller towns could be granted to Vassal Knights.

A regular **Knight's Sheet** should be filled out for each landowning vassal, and notes made about the composition of all such vassal holdings in the space provided on the **Land Record Sheet**, indicating the towns and resources under the knight's care. While many vassal holdings need never be more carefully detailed, the gamemaster or players may find it helpful to fill out additional **Land Record Sheets** for some of them.

Ungoverned Lands

If no knight can be found to oversee part of a fief, the lands must be left ungoverned. Such lands have no military forces to protect them from raids or conquest. The roads and buildings fall into disrepair without the funds for annual upkeep, and without courts the peasants dispense their own harsh justice. The fief's lord can gain no income from such lands.

Remote Holdings

In some situations the lands of a fief are not contiguous. Lands taken by conquest or granted by a distant noble are often many days distant from the borders of the bulk of a noble's fief. It is common for the lord to grant remote lands to powerful vassals who are able to protect them without immediate support from their lord. When that is impossible the lands must be left ungoverned, or perhaps gifted to an ally with closer borders.

Finances

In Arthurian Britain lands are the major sources of wealth. A noble soon discovers that the defense and maintenance of lands is very expensive. Without careful management even a lord blessed with a bountiful fief can end up penniless.

The basic financial decisions are made during the creation of a fief. It should be possible to ensure that a fief is financially reasonable by the time its sources of income and standard annual expenses are determined.

Sources of Income

There are four primary sources of income in a noble fief: the settlements in the lord's demesne, the hydes and hyrds that comprise the lord's portion, tithes collected from vassal landholders, and monies generated by the court. The base values for each of these types of income are determined as part of the generation of the fief.

Settlements

Each of the towns in the lord's demesne must pay an annual tithe based upon its population. It is possible for the lord to demand more from the peasants, as described in **The Annual Harvest** section later in this chapter, but the **Settlement Income Table** shows the standard annual income the lord can expect from his towns.

Settlement Income Table

POP	Number of inhabitants	Sources of Income			Total Income
		Food	Goods	Rights	
1	120 townsfolk	1£	1£	2£	4£
2	240 townsfolk	2£	3£	4£	9£
3	360 townsfolk	3£	5£	6£	14£
4	480 townsfolk	6£	9£	8£	23£
5	600 townsfolk	8£	13£	10£	31£
6	720 townsfolk	10£	17£	12£	39£
7	840 townsfolk	12£	21£	14£	47£
8	960 townsfolk	15£	27£	17£	59£
9	1080 townsfolk	18£	33£	20£	71£
10	1200 townsfolk	21£	39£	23£	83£
11	1320 townsfolk	24£	45£	26£	95£
12	1440 townsfolk	27£	51£	29£	107£
13	1560 townsfolk	31£	59£	33£	123£
14	1680 townsfolk	35£	67£	37£	139£
15	1800 townsfolk	39£	75£	41£	155£
16	1920 townsfolk	43£	83£	45£	171£
17	2040 townsfolk	47£	91£	49£	187£
18	2160 townsfolk	51£	99£	53£	203£
19	2380 townsfolk	56£	109£	58£	223£
20	2500 townsfolk	60£	120£	70£	250£
each					
+1	+120 townsfolk	+10£	+20£	+15£	

Note that for each town resident there are three more who live in the villages scattered around the countryside. The income from goods and rights should be considered to be COIN, while the rest is obviously provided to the lord as FOOD. The food and goods income from towns is affected by the quality of the harvest, but the income from rights remains constant.



When creating the *fief* a name should be chosen for each town and the nature of its resources determined. The geography of the land should help the player and gamemaster to determine what crops are cultivated, what herds are kept, and what form the income from rights takes. The gamemaster should feel free to alter the balance of the three types of town income to suit the particular situation, perhaps increasing the food produced by a town surrounded by fertile plains, at the expense of rights, for example. The details of each town's income should be noted in the Settlements section of the *fief's Land Record Sheet*, and the total income calculated and recorded in the appropriate part of the *Land History Sheet*.

Lord's Portion

The peasants of each town maintain certain *hydes* and *hyrds* specifically for their lord. The produce from them belongs entirely to the lord, and is collected in addition to the income provided by the towns. In general the lord collects 3£ FOOD for each *librum* FOOD

paid in tithe by the town. It is possible to increase this to as high as 5£ per *librum*, through special building projects, as described in **The Annual Harvest** section of this chapter. Because the income from the lord's portion is always FOOD, it is subject to the effects of each year's harvest.

The gamemaster and landowner should determine the nature of the *hydes* and *hyrds* maintained by each town and note that information on the **Land Record Sheet**. The income from the lord's portion is also noted on the **Land History Sheet**.

Court Fees

It is the duty of a landowner to stand in judgement of those who are accused of crimes within their *demesne*. The courts are not a free service, however, and a lord stands to make a significant sum of money each year as a result. Each year the lord collects COIN equal to the *total POP of his demesne minus three*. The number and size of the towns in the holding have no effect upon this income, nor do harvests.





There are always a certain number of disputes which must be handled by a higher power (unless the lord of the holding is a King, and owes allegiance to no man). To reflect this, one third of all court fees collected must be passed on to the liege to cover those costs, as described in the **Annual Expenses** section below.

The court fees collected by the lord of a holding should be noted in the appropriate space on the **Land History Sheet**. Note that additional court fees are paid to the lord by his vassal landowners, as described in the next section.

Vassals

Landed vassals are the source of two types of income: a vassal usually owes his lord some form of yearly tithe, or gift, and the lord is due a third of all court fees generated in their vassals' holdings, as mentioned above.

When determining the court fees due, it is sufficient for a landowner to simply calculate the vassal holding's (POP-3)/3£, even if the vassal's lands have not been detailed. The court fees due from all vassals should be totaled and recorded in the appropriate entry on the **Land History Sheet**.

A lord is advised not to ask for more than half the vassal's total POP in Libra each year. The gifts owed by a vassal can take many forms. The most obvious is an amount in FOOD or COIN dependent upon the size of the vassal's holding. Often, however, the tithe is partially or fully paid in other forms. Perhaps a vassal promises to provide an armored and trained knight for his lord's army each year (not a cheap proposition), or provides a garrison for another town or keep. The lord may demand almost anything from his vassals when the land is granted. He would be best advised to consider carefully what he asks, in order to avoid ruining his knights' chances to develop the land he has granted them.

The nature of the tithe due from each vassal should be noted on the **Land Record Sheet**, and the monetary

portion listed in the appropriate space on the **Land History Sheet**.

Annual Expenses

With so many sources of Income, one might expect that nobles have a great deal of excess money in their coffers. The sad truth is that most nobles are quite near to financial poverty although they have beautiful homes, large armies, and plenty of food on their tables each night. While a noble draws in many Libra in FOOD and COIN, his expenses are equally as expansive. The lord is responsible for maintaining the roadways, building fortifications, outfitting knights and soldiers, paying ransoms, gifts to his liege, tithes to the Church, and a host of other expensive duties. It is a miserly fief that turns a profit every year.

While it is impossible to predict all of the expenses a noble might incur in a given year, certain standard ones can be determined when the fief is created.

Life-style

It is important that a noble maintain a suitably lavish life-style for himself and his family. **The Ranks of Nobility** section later in this chapter lists, amongst other things, the annual costs involved in keeping up the appearance of each noble rank. It is possible to get away with spending 1£ less than is called for without any adverse effects, but spending any less than that results in a significant loss of status, the effects of which are discussed in the *Pendragon* rules and **The Annual Harvest** section of this chapter.

The annual life-style expenses should be noted on the **Land History Sheet**.

Demesne Maintenance

The landowner is responsible for building and repairing the roads, bridges and other public works in his demesne. The costs are modest, a mere 1£ COIN per point of POP each year. If the lord fails to supply the required funds, travel across his lands becomes more difficult (downgrade the royal roads to local roads, local roads to paths, and paths to tracks), and the peasantry should lose a point of Loyalty (Lord).

Space is provided to note the costs associated with demesne maintenance on the **Land History Sheet**.

Soldiers

A lord undoubtedly needs to employ soldiers to garrison his strongholds and fill out his army. In times of war the lord may require hundreds of these mercenaries, and even in times of peace he must keep a few at each fortification, as described in **The Ranks of Nobility**. Soldiers require only FOOD for their upkeep; each five soldiers costs the lord only 1£, and three or fewer can be supported for no apparent cost.

VARIABLE RIGHTS INCOME

SOME PLAYERS MAY WISH to make the income derived from their lands a little less predictable. They should consider replacing the indicated fixed income from *rights* with a die-roll.

When converting a fixed income to a variable one, roll 1D6 for every 4£, adding any remainder after the rolls have been made. Thus an income of 14£ would be replaced by a roll of 3D6+2£.

Using this method the income may vary widely from year to year, perhaps causing hardship for the landowner. In that respect it is perhaps more realistic, but it may not suit all styles of play.



There is space provided for the lord to note the total number of soldiers he maintains, and to record the total cost on the **Land History Sheet**.

Entourage

To enforce his will a noble requires more than soldiers. Each landowner has an entourage of household knights, the size of which is included in **The Ranks of Nobility** section later in the chapter. These warriors travel with him as he travels through his lands, and act as the core of his military force. In addition the lord must station a few knights at each stronghold to command the troops, one of whom should be granted the office of castellan, as described earlier.

Knights are expensive to maintain. Providing the armor, weapons, horse and other trappings for a new knight costs his lord at least 8£. Once he is knighted a warrior's annual maintenance can be found on the following table.

Knight Support Table

Quality	FOOD	COIN
Poor	2£	2£
Ordinary	3£	3£
Rich	5£	5£
Superlative	6£	6£

A knight's military value (KV) is increased when his quality of life is high and reduced when it is low. Most household knights are maintained as ordinary knights, who are assumed to live within the lord's stronghold. Knights who hold offices for their lord are usually kept at a rich level, or better.

Space is provided on the **Land History Sheet** to indicate the total number of knights in the lord's entourage and the total monies expended each year. It is wise to keep other notes indicating which knights are maintained at which levels.

Hosting Responsibilities

A noble must provide various feasts, hunts and tournaments for his peers and liege. Such responsibilities are an important duty for nobles of all ranks. The descriptions in **The Ranks of Nobility** indicate what is expected of each noble. The costs for expensive events are often spread over several years, especially when the noble is not called upon to host an event every year.

The annual costs associated with the various feasts, hunts and tourneys should be indicated on the **Land History Sheet**, and the events themselves should be included in the history, as it is written.

Court Fees

As mentioned in the **Sources of Income** section, one third of the court fees collected by a lord are actually

due to his liege, to cover the cases which have been forwarded to the liege's authority. To determine the fees due to the liege, simply total the court fees obtained from the demesne and from all vassals, and divide the result by 3. The only nobles who are exempt from this expense are those who owe their allegiance to no higher power, namely Kings.

The total due to one's liege for court fees should be noted in the appropriate space on the **Land History Sheet**.

Liege

Most nobles are vassals of greater nobles. Just as a landowner expects a yearly tithe from his vassals, he is bound to provide gifts to his own liege. The nature of a landowner's tithe should be determined as the fief is created, in consultation with the gamemaster, and made part of the land title on the **Land Record Sheet**. The actual amount and form of the gifts may vary, but it is wise for the liege to ask for a total of no more than ½ the fief's POP in Libra each year, and in some cases the liege may waive the tithe if circumstances warrant.

Some form of monetary gift is usually part of the tithe due from any moderate-sized fief, and should be noted in the relevant space on the **Land History Sheet**.

Other Expenses

There are many other possible expenses for noble landowners, most of which are specific to the campaign. There are a few additional yearly expenditures which bear mentioning, however.

It is often wise to support the Church, be it Christian or Pagan. An annual tithe of between a tenth and a fifth of the fief's POP in Librum should satisfy most religious institutions, and more might be considered generous. Nobles who are unwilling to pay any form of tribute to their religion should be prepared to weather the inevitable backlash.

As described in the **Grand Events** chapter, a noble who keeps a large number of hounds, birds or horses may incur expenses beyond those required to maintain their life-style.

It is common for landed nobles to support less fortunate relatives. Unless such relatives are knights, the expense involved should be considerably less than the annual costs to maintain the noble's life-style. The details are best worked out with the gamemaster.

Ornery neighbors may demand tribute to keep them from raiding across their borders. Such arrangements should be carefully considered, as a powerful aggressor is not likely to be content with any regular payment forever. Perhaps the cost of raising an army to humble such a neighbor is worth considering.

Any regular additional expenses should be noted on the **Land History Sheet** so they are not overlooked. One-time expenses might just be noted in the history section of the sheet as they occur.



THE RANKS OF NOBILITY

THROUGHOUT THE ARTHURIAN TALES there are two general categories of noblemen: those who are titled and those who are untitled. The exact differences between the two are often difficult to define. Bannerets, Household and Vassal Knights, even Squires are all considered to be untitled members of the nobility. Barons, Earls, Counts, Dukes, Kings and Pennaths are all titled nobles. Many nobles are also landholders, and indeed it is often the ownership of the land which is considered to define a noble. The title held by the greater nobles is the title deed for the lands they rule, and it from that hereditary right that their power is derived.

In this section we examine the rights and responsibilities associated with the noble ranks. Much of this information is central to the creation of the noble's fief. The material here is derived from the descriptions in the *Pendragon* rules, but has been expanded to complement the rules for land ownership presented in this book.

MINIMUM GARRISONS

WHEN DETERMINING how many knights and soldiers are required to adequately maintain a stronghold, the rules provided in the **Fortifications & Encounters** chapter may be used. The following table provides the usual minimum garrisons for common fortifications, which can be used in place of the more complete rules.

<i>Primary Stronghold</i>	<i>Minimum Garrison</i>
Manor House	the Vassal Knight, 2 soldiers
Motte & Bailey	4 knights, 16 soldiers
Strong Motte & Bailey	5 knights, 25 soldiers
Small Castle	4 knights, 6 soldiers
Fortified Town (POP 10+)	17 knights, 73 soldiers
Medium Castle	5 knights, 15 soldiers
Large Castle	5 knights, 15 soldiers

Lesser Nobles

The most lowly nobles are those who exist only to serve their lord, and hold no land of their own. While Squires and common Household Knights clearly outrank even the most powerful mercenary soldiers, they are outside the scope of this discussion.

Vassal Knight

A Vassal Knight has been granted a small fief by his liege, but it is scarcely sufficient to support his own needs, and he certainly does not have any vassals himself. While he has obtained the land that may ensure his family a place in noble circles, his power is limited, and he still is primarily part of his liege's army.

Vassals: none.

Fief: A manor holding may contain up to 3 POP in one, or occasionally two, towns.

Obligations: A Vassal Knight need not host any special events. In many cases his liege does not even demand a tribute beyond his loyalty and sword in times of battle.

Life-style: The income from his fief should enable a Vassal Knight to maintain himself as at least an Ordinary knight, and perhaps as a Rich one, spending anywhere from 3F/3C to 5F/5C each year. It would be inappropriate for him to appear as a Poor knight and would reflect badly on his liege.

Entourage: A Vassal Knight has no need of an entourage and is not permitted to have vassals of his own.

Fortifications: His stronghold is the manor house located in or near the town that defines his lands.

Banneret Knight

A Banneret is a landowner of greater distinction than an ordinary knight, but of less influence than the least of the titled nobles, the Baron. He holds his own land and commands at least three other knights in battle. Literally speaking, a knight is called a Banneret when he is permitted by his liege to carry a small banner of his own in battle. Such banners are used to identify leaders, to help their vassals locate them.



Vassals: By virtue of being a Banneret, he has no less than three knights who call him liege. His vassals are drawn from any lower noble rank, or may even be Bannerets themselves. The most powerful Bannerets can have up to 35 knights under their command.

Fief: Bannerets control townships of up to 7 POP. Their personal demesne may be any size up to 10 POP. A Banneret rarely controls a fief of larger than 40 POP, including all vassal holdings both local and remote.

Obligations: A Banneret need not hold any major events. He does owe his liege a tithe, the nature of which varies from situation to situation.

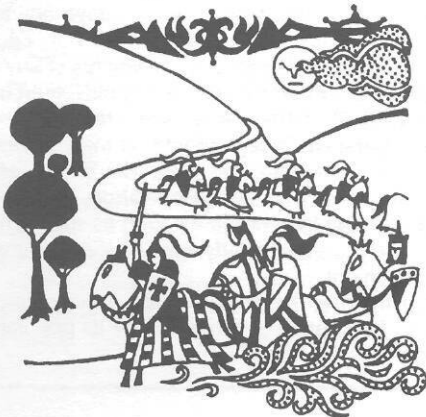
Life-style: A Banneret must outfit himself as is appropriate to his position. He should spend at least 5F/5C a year to maintain himself and his family, horses, and equipment, as befits a Rich Knight.

Entourage: The Banneret must take the time to visit all of his vassal holdings, in what is known as his *progress*. An entourage of Household Knights travels with the lord on such occasions and forms the core of the lord's military force. The exact size of the entourage depends upon the power of the Banneret, ranging from none (just himself) to as many as 6 knights. The entourage must be supported by the resources found in the Banneret's demesne.

Fortifications: The main stronghold of a Banneret's demesne is usually a Motte and Bailey fort, perhaps a strengthened one. More imposing structures might be built by a powerful Banneret, but his liege does not require him to support more than a single Motte and Bailey.

Baron

The Baron is a landholding knight whose liege is a king. Some Bannerets should probably be given the title Baron, as they received their lands in this way. In this book the term Baron refers only to the greater Barons, the powerful lords who control expansive fiefs and lead dozens of knights in battle.



Vassals: A Baron commands anywhere from 25 to 70 knights of various ranks, most of whom are likely to be landholding Bannerets and Vassal Knights.

Fief: A Baron may rule any town of up to 12 POP, and lay claim to a demesne of a total of 18 POP. The full extent of a Baron's lands rarely exceeds 80 POP, including the various vassal holdings.

Obligations: Barons have a number of important social obligations. Once a year a Baron is expected to sponsor both a Hunt (with a prize of at least 1£ and a Feast costing 2d per knight) and a Neighborhood Tournament (with one hundred competitors, for an expected cost of 4F/6C).

Life-style: The prestige of a noble title requires a certain visible standard of living. A Baron must maintain a large household staff and live in all ways as a Superlative knight. Taken together these costs total to 13F/13C each year.

Entourage: The entourage of a Baron, who travel with him to royal court and on his *progress*, usually numbers between 4 and 20 knights, although the most powerful Barons may keep even larger hosts. These men are all Ordinary Household Knights, although a favored knight or two may be kept as Rich knights.

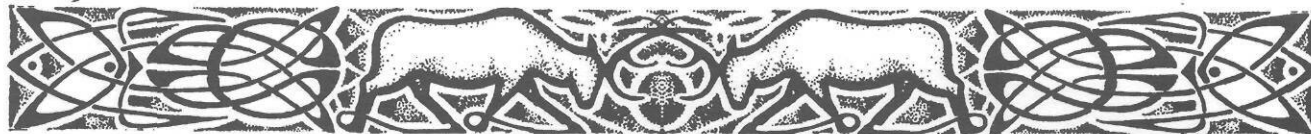
Fortifications: The holdings of a Baron usually include at least one small castle. Typically such a stronghold is built overlooking, or even within, the largest township in the fief. Further castles are either given to vassals or assigned a castellan.

Earl and Count

The titles Earl and Count refer to nobles of much the same rank in *Pendragon*. Both of the titles imply rule over a large region called a county. Commonly an Earl controls not only most of his own county, but also lesser lands in other counties. Earldoms are sometimes named after the chief seat in the fief or after the major county.

Vassals: By virtue of controlling such large areas of land, Earls usually must have a large number of landed vassals. An Earl must have at a minimum 45 knights, and he may control as many as 95.

Fief: An Earl's fief is never small. It contains a whole county, various castles and keeps, and often remote holdings as well. Earls are allowed to control much larger townships than Barons, in fact any single township may have up to 18 POP. Earls may lay claim to a demesne of as much as 27 POP, which may require a significant number of castellans, or even minor Bannerets to oversee (such Bannerets are treated as Household Knights in this situation, as the land is within the demesne of their liege). In total the fief of the Earl should never exceed 95 POP.



Obligations: The lord of such vast lands has many public responsibilities, chief amongst them are the provision of an annual Hunt (with a prize of at least 1£ and a Quality Feast costing 2d per knight), a special Feast for his peers and lords (costing 2d per knight), and a Local Tournament (with five hundred competitors, costing at least 72F/74C).

Life-style: An Earl must spend at least 42F/42C each year to maintain himself, his family, and a veritable army of retainers in an appropriate fashion.

Entourage: The *progress* of an Earl can force the lesser vassals into poverty with its sheer size. A visit from an Earl is usually a reserved for situations where a vassal must be brought into line. Even the most headstrong of nobles is unlikely to cause trouble after two or three such visits. An Earl's *progress* may stay for up to a full season in one place, and with at least 21 knights and perhaps as many as 45, the cost of food alone is staggering. The Earl must be able to support such a large number of Household Knights with the produce of his own demesne, as well as any castle garrisons.

Fortifications: Earls commonly have more than a single stronghold. As it may well take more than a few days to travel the length of such vast holdings, an Earl must construct strongholds to protect his lands. It is often the case that multiple castles are required even within his demesne, to provide adequate protection. A standard Earl is considered to have at least one medium castle and from one to three small castles spread across his lands.

Duke

Dukes are the highest ranking nobles who are not part of the royalty. As such they are both rich and powerful. They usually hold the equivalent of several counties and have lesser holdings throughout several kingdoms. The title of Duke is almost always granted by the Pendragon, and is usually only for the life of the knight. Thus there can be both a King of Cornwall and a Duke of Cornwall at the same time.

Vassals: A Duke commands a minimum of 100 knights and may control as many as 300.

Fief: Duchies often are made up of a large number of counties, shires, estates, and scattered banneries and manors. The Duke may claim a demesne of only 30 POP, with no single township larger than 20 POP. The total POP of an entire duchy is at least 100 and may not exceed 300.

Obligations: A Duke's social obligations are as extensive as his holding. Each year he is expected to host a number (1D3) Hunts (with a prize of at least 1£ and a Quality Feast costing 2d per knight) or lavish Feasts (2d per knight). It is also expected that he hold Court once a year (including a Superb Feast

costing 4d per knight, and an additional 2d per knight each day). Finally, he is expected to host a Regional Tournament (with around 2000 competitors, for a total cost of 150F/154C) every few years.

Life-style: The trappings and retinue required for a Duke cost 82F/82C each year. This maintains him as a Superlative Knight.

Entourage: No fewer than 42 knights are present wherever the Duke travels, and a powerful Duke may have as many as 72 Household Knights.

Fortifications: Duchies contain at least a single large castle, 1-3 medium castles, and another 2-6 small castles.

King

The King is the highest rank of nobility. In most cases a King owes his allegiance to no one person, instead serving a set of personal ideals. He might claim an allegiance to his people, to ancient Roman law, to the divine right of kings, or to the act of history which made him king. Eventually the powerful Kings submit to Arthur Pendragon, who then becomes the High King of all Britain.

Note: There are many figures referred to in the literature as King who do not seem to fit this description. Such nobles are given the title of Pennath in *Pendragon*, described overleaf.

Vassals: A King must maintain a minimum of 100 vassal knights. There is no upper limit on the number of vassals a King may command.

Fief: Kingdoms are often even more spread than Duchies. The King of Logres may lay claim to Brittany in France, for example. Even so, the King still only directly controls his demesne and grants much of his holding to vassals in his name. It should be noted that Kings may control settlements of any size, including major cities of more than 20 POP. In

CITIES

KINGS ARE THE ONLY NOBLES with enough power to control settlements with more than 20 POP. Such major cities were never directly ruled by knights of any rank, instead they were ruled by berghers, guilds, merchants and senates, with all of their involved politics.

Cities operate as independent holdings, as though they are held by a vassal for the King. The city is responsible for its own basic defense and operation, although it pays a tax to the King in accordance with its size. When beset by serious threats a city calls upon its King to protect it, as any vassal might.

When figuring the income from a city, remember to calculate the court fees generated by its population, one third of which are due to the King.



total even the demesne of a powerful King may not exceed 50 POP. There is no maximum size for a King's entire fief.

Obligations: It is through his hosting and handling of social obligations that a King demonstrates his generosity and character. It is common for a King to hold an annual Court (including a Superb Feast costing 4d per knight, and an additional 2d per knight each day) and several Hunts (with a prize of at least 1£ and a Quality Feast costing 2d per knight) and Feasts (2d per knight). A King should occasionally sponsor a Regional (with around 2000 competitors, for a total cost of 150F/154C) or Regal (with around 3000 competitors, for a total cost of 1050F/1050C) Tournament.

Life-style: To maintain himself as appropriate for his station, with the proper escorts, retinue, pages, and all the denizens of his royal castle, costs a King 108F/108C each year.

Entourage: The progress of a King is a spectacular sight unless it is your household they are invading. A King is expected to travel with no fewer than 58 knights and may have as many as 93.

Fortifications: Kings have many fortresses and castles, some as mere retreats and others as military strongholds. A kingdom is expected to contain at least a single large castle, 2-5 medium castles, and 3-8 small castles.

Pennath

Pennath is a special title given to independent landholders whose status does not equal that of a King. Pennaths are often called Kings by their subjects and neighbors as a tribute to their independence, but their wealth and prestige are comparatively minor.

It is difficult to make general statements to cover all Pennaths, as their power and lands vary widely. Once the size of a Pennath's fief is known he should be judged by the standards set for the other noble ranks, including the annual life-style costs and fortifications.

Vassals: As for the closest rank of noble.

Fief: Pennaths' holdings are generally situated in a single region, often isolated from easy outside contact. The lands might lie completely within the borders of another kingdom to which the Pennath does not pay homage. The total POP of a Pennath's lands should not exceed 100, nor should his demesne contain more than 40 POP. While a Pennath may rule cities of any size, keep in mind that major cities are a grand prize for other nobles, and a weak Pennath is unlikely to hold one for long.

Obligations: As for the closest rank of noble.

Life-style: As for the closest rank of noble.

Entourage: As for the closest rank of noble.

Fortifications: As for the closest rank of noble.

THE ANNUAL HARVEST

UNCE A FIEF HAS BEEN CREATED there are two ways for a landholder to proceed. It is quite acceptable to use the average annual income and expenses determined as part of fief creation as a simple backdrop for a campaign focused on a knight's life of adventure, painted in bold heroic brushstrokes. Alternatively, these rules can be used to address the specific events and decisions which affect a fief, leading to a more medieval feel, where owning and managing land can be a rewarding, though expensive, part of the story.

The land and its people can be affected by a number of different types of events each year. This section of the book outlines those events and the effects they have on the *Pendragon* landowner.

Landowning knights are constantly put into positions where a careless action may lead to ruin. Every

new challenge is a chance for the lord to prove he is a good landlord, and as often as not there is the kernel of a fine adventure just waiting to be played out. A visiting liege, a troublesome neighbor, or raids by local warlords are perhaps the most obvious events, but are by no means the only ones a landowner might be expected to deal with in a given year.

The results of the harvest each year are critical to the financial stability of a fief, and of course to the survival of the people who live there. A number of diverse factors influence the harvest including the skill of the land's steward, the quality of the land itself, the bounty of the previous year's harvest, and the effects of the random events which have occurred in the last year.

A poor harvest or an unforeseen and costly expenditure may force the lord to resort to one of a number of



special measures. The lord may have to cut back on his personal expenditure and that of his family, or he may be forced to underpay his entourage. Soldiers might be dismissed. He may extract a greater tithe from his peasants, or demand greater tribute from his vassals. Most landowners also have to be prepared to have such demands imposed upon them by their liege.

There are many reasons for a landowner to invest money and effort in building projects. Fortifications are invaluable against raids and invasions, towns' populations can be increased without acquiring additional lands by force, and church works foster a good relationship with that important medieval institution. Such major projects take at least a year and require a significant coordination of funds and manpower. The steward is ultimately responsible for ensuring that each project is completed with an acceptable balance between time taken and money spent.

Long-term, large-scale projects always require planning. Building projects, raising an army, purchasing

siege equipment, and organizing military conquests and raids all require a lord to commit his resources at the beginning of the year.

Random Events

To determine the number of random events that occur during the year roll 1D6-2. For each event, roll first on the **Event Timing Table** and then on the **Annual Events Table** to determine the timing and nature of the events. In years when other predetermined events occur, these tables might not be necessary. Random events are often suitable as adventure seeds.

Event Timing Table

1D6	Season
1-2	Spring
3-4	Summer
5-6	Autumn

Annual Events Table

1D6 Event (roll 1D20)

- | | |
|-------|---|
| 1 | Bad News |
| 1-10 | Raided - see below |
| 11-12 | Fire - lose 1D6 POP of largest town |
| 13-14 | Blight - no hyrds income |
| 15-16 | Raising rivers - bridge destroyed |
| 17-18 | Unseasonable storms - no fishing income |
| 19-20 | Rats and rot - lose half stored FOOD |
| 2-3 | Liege Visits (see below) |
| 1-10 | One visit, for 3D6 days |
| 11-18 | Two visits, each for 3D6 days |
| 19-20 | Busy times - three visits of 3D6 days |
| 4 | Summoned by Liege |
| 1-6 | For Spring |
| 7-12 | For Summer |
| 13-18 | For Fall |
| 19-20 | For a distant campaign, for the entire year |
| 5 | Good Income |
| 1-4 | Gift from liege - add 1D6 x 1/2POP in COIN |
| 5-15 | Great hunting - add 2D6 FOOD |
| 16 | Small treasure unearthed - add 1D20 COIN |
| 17-18 | Gift from faeries - add 1D6 COIN |
| 19-20 | Blessing from faeries - add 2D6 FOOD |
| 6 | No Event Occurs |

Raided

If a player knight is raided during the course of the year, the size of the raiding army and its origin should be determined. Gamemasters are encouraged to come up with likely situations or enemies which fit within the context of the particular campaign, but if stumped the tables below can be used to randomly create an oppo-

HARVEST OVERVIEW

Random Events

- How many? (1D6-2)
- What season? (**Event Timing Table**)
- What events? (**Annual Events Table**)

Harvest

- Stewardship roll (modifies Harvest roll)
- Modifiers (last year, raids, date, curses & blessings)
- Final result (**Harvest Results Table**)

Taxes

- The four Universal Aids
- Tallage
- Impost

Special Measures

- Normal procedures
- Desperate measures

Project Completion

- Speed of projects
- Mass labor projects (**Project Results Table**)
- Skilled labor projects

Calculate Balance

- Include Events, Harvest, Taxes, Projects, Raids, etc.

Loyalties & Passions

- Foster better relations
- Resolve vassals and peasants checks

Plan for Next Year

- Start projects
- Raise armies and purchase siege equipment
- Declare Raids and Invasions



THE HEALTH OF THE LAND

THE LAND GIVES LIFE to all things. It nourishes the beasts in the woods and sustains the crops through the cold. The State of the land in each fief is rated on a scale from 1 to 20. Six distinct levels of fitness are recognized within that range.

State of the Land

Value	Description
0	Wasteland
1-2	Impoverished
3-6	Poor
7-14	Normal
15-18	Rich
19-20	Bountiful

A bountiful harvest one year will strengthen the land, while a famine may cripple it. In general, the State of the land can never fall below 1, nor can it ever rise above 20. If, however, the State is 1 for six consecutive years, then it falls to a 0 and becomes a permanent wasteland.

The lands of a newly created fief start with a State of 12 (normal), and are considered to have had an average previous harvest.

Using the State of the Land

In addition to keeping track of the fertility of the crops, the State of the Land can be used to assist the gamemaster by answering questions about the land and its inhabitants.

Whenever the gamemaster needs to determine the availability of some goods or the reaction of a peasant, the State of the Land can be used with suitable modifiers.

Goods	Reactions
Draft horses +0	Give directions +2
Leather armor -2	Offer meal +0
Reinforced chain -4	Provide lodging -2
Jewelry -5	Give up horse -5

Wasteland

A land becomes a wasteland only after suffering six consecutive years of extreme impoverishment. Once cursed, a wasteland is permanent (unless some way is found to cure it through roleplaying). If, at

any time before the expiration of this six year limit, the land's State rises above 1, it may fall to 1 for an additional six years before becoming a waste.

A wasteland is a bleak and forbidding region of dead forests, blasted heaths, hostile fauna, bones, ruins, and poisonous water. It cannot be resettled by humans, and only the Unseelie Court finds it delightful.

A wasteland yields no food, and cannot support any life for long. Any inhabitants feel no Loyalty to the land's owner.

Impoverished lands

In such lands the peasants are gaunt and silent, without will or energy, and starving brats cry for missing parents. Villages are often found abandoned. Doors sag, roofs have fallen in, and broken carts lie awkwardly about. Fields are empty, barren even of weeds. Orchards are bare and withered. The cows are dry, and no game runs in the forests. Dry leaves rustle in the listless wind. The songbirds are silent. Only the ravens cry out as they feast upon the dead.

Reduce the Peasants' Loyalty by 1 each such year. Any Love for their Lord is likewise reduced. Also place a check against their Hate (Lord), and resolve it normally.

Poor lands

In poor lands the peasants are surly and evasive and the women and children hide when knights appear. Their clothing is worn and ragged. The fields are choked with weeds, and the orchards give forth nothing more appealing than tiny worm-ridden green apples. Pigs show their bones and cows give thin milk. The woods offer poor hunting. Only fairy trees remain in leaf and fruit. The surviving animals are cagey and those caught are lean and tough.

Unrest may breed under such conditions. Any attempt to raise the Peasants' Loyalty to their lord suffers a -2 modifier to the roll. Any Love (Lord) trait is reduced by a

point each year unless its current value or less can be rolled.

Normal lands

The harvest provides sufficient to feed the people after the Lord's tithe has been taken. The barns are full of hay for the winter. Contented cattle and pigs give birth to healthy offspring. The woods are alive with beasts and growth. The animals, while wily, provide good meat when caught.

Resolve any checks against the Peasants' traits as normal.

Rich lands

The Peasants are peaceful and content. They speak openly with strangers and are kind and honest. The sounds of celebration drift out from warm huts in the night. Children come in flocks to watch as splendid knights ride by. The fields and orchards are fruitful. The milk is rich in butterfat and the pigs are numerous and fat. The fleece of the sheep is like a billowing cloud. The forests are filled with wild cherries and apples aplenty, and the sounds of new life are all around.

Rolls on the Peasants' Hate (Lord) passion are made with a modifier of -2 while the lands are rich.

Bountiful lands

The peasants are all plump and jolly and have enough beer, bread and pork for many winter feasts. The fields are thick with barley, the orchards plump with apples, and the mill ponds full of fish. The livestock foal twins and the chickens are prone to lay eggs with double yolks. The woods are rich with game waiting to be hunted. Wild berries and nuts abound.

Each year the lands are at this level, place a check against the Peasants' Loyalty (Lord) passion, and determine whether it increases as usual. Any Peasants' Hate (Lord) passion is reduced by a point each year unless its current value or less is rolled. Any Hate (Lord) rolls are made with a -2 modifier.



ment which, with a little imagination, can be seamlessly integrated into the game.

Raider Army Size

1D6	Size of raiding party
1	one fifth of defending army
2	half of defending army
3-4	equal to defending army
5	twice the defending army
6	five times the defending army

Raider Origin Table

Years	Origin (1D6)
495-524	1-2 Neighboring Kingdom
	3 Internal Brigands
	4-6 Saxons (South & East), Picts (North), Irish (West)
525-531	1-3 Neighboring Kingdom
	4-5 Internal Brigands
	6 Irish (West & North) or French (East & South)
540-554	1-5 Neighboring Kingdom
	6 Faerie Court
555 onwards	1-6 Neighboring Kingdom

Once the opponent has been determined, use the **Raids** rules starting on page 72 to play out the encounter and determine the effects on the POP, raiders, defenders, and harvest.

Liege Visits

Every feudal lord whose fief consists of more than just his demesne travels with his entourage through his lands from one holding to the next to visit and inspect. This is the lord's *progress*, and it is continued by his household even if he himself cannot be present. All knights present when a liege visits in this manner should record an experience check for Courtesy, Intrigue and, after 510, also Joust. If the Liege visits during the same season the area is raided or a battle is imminent, the liege's entourage is ready to join battle against the enemy.

Feeding a Liege's entourage can be a very expensive proposition. The cost for a Liege's visit is 2d. per day per knight, which takes into account costs for others in the entourage as well. To determine the size of a liege's entourage, refer to **The Ranks of Nobility**, earlier in this chapter.

Harvest

To determine the success of the harvest in the current year, the landowner must determine the efficacy of his steward's Stewardship. That roll results in a modifier for the **Harvest Results Table**. It is combined with a few other modifiers, and finally the landowner rolls on the **Harvest Results Table**.

Stewardship

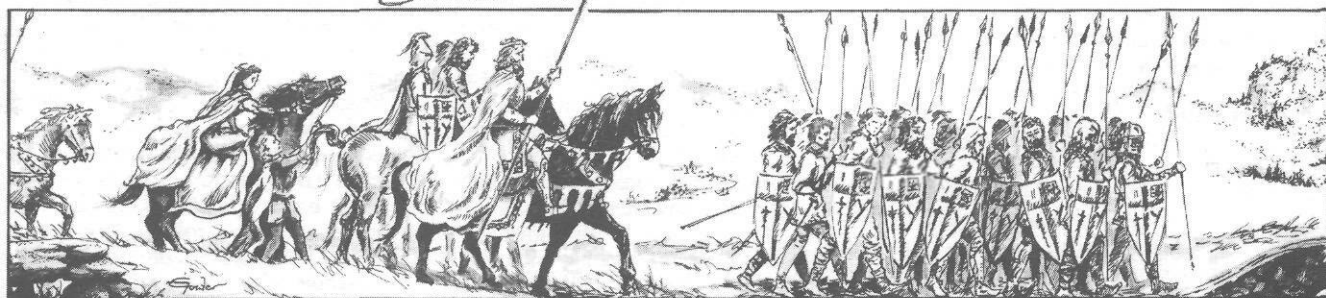
Stewardship is the skill of administering the land and its resources to the best advantage. A single person is entrusted to use his stewardship skills to oversee a noble's land. Usually this is a steward, but the lord or his wife might accept the responsibility.

The steward oversees the daily affairs of the land and its residents. He enforces traditions and upholds the peasants' rights, working to gain the confidence and friendship of the common folk so that their efforts will be available to the lord when required. Ideally the peasants trust the steward to treat them fairly and are inspired with Loyalty to work with enthusiasm. The steward's ability to motivate the people is reflected in **Pendragon** by rolls on his Just and Energetic traits.

Annual Stewardship Roll

The steward may attempt a Stewardship roll each year. A good result indicates that good financial management has helped to reap the best possible results from the fields, while a poor one is a reflection of unintentional waste throughout the year. The quality of the result modifies the landowner's roll on the **Harvest Results Table**, as shown:

Critical	+3 to harvest roll
Success	+1 to harvest roll
Failure	no modifier
Fumble	-3 from harvest roll





Other Modifiers

A number of other factors influence the harvest results. Each is discussed briefly in the following paragraphs.

Raids or Invasions

Raids and invasions often encroach upon noble lands in *Pendragon*. Any such incursion negatively affects the year's harvest. The following modifiers are applied to the landowner's roll on the **Harvest Results Table**.

Light raiding	-2 from harvest roll
Heavy raiding	-4 from harvest roll
Major invasion	-8 from harvest roll

Previous Harvest

The quality of the harvest last year affects the quality of the harvest this year, at least in extreme cases. For example, when a famine has hit your crops it may take several years to build the land back up to its former glory. The following modifiers are applied to the landowner's roll on the **Harvest Results Table**.

Famine	-2 from harvest roll
Bad or Good	no modifiers
Excellent	+2 to harvest roll
Superlative	+3 to harvest roll

Arthur's Reign

Arthur's continued benevolent reign brings widespread well-being to his whole domain. As the High King, he extends his prosperity and plenty across most of the country until the onset of violence after the split of the Round Table. The following modifiers are used with the landowner's roll on the **Harvest Results Table**.

495-509	-1 from harvest roll
510-524	no modifier
525-531	+1 to harvest roll
540-554	+2 to harvest roll
555 onwards	no modifier until Round Table splits, then -1

Curses and Blessings

Magical occurrences are sometimes encountered in *Pendragon*. Disturbing a faerie grove might result in a curse affecting all cattle belonging to a lord, or an appreciative holy man might bless the fields.

Basic curses and blessings result in a simple modifier to the harvest roll. More powerful curses and blessings should only be gained through campaign play.

Curse	-1 from harvest roll
Blessing	+1 to harvest roll

Determine Harvest Results

Results of the year's harvest should be rolled for each landowner's demesne. There is no need to roll for vassal holdings, although there may be some situations where the gamemaster determines it is worth examining each vassal holding in turn or looking at a knight's liege's harvest.

The income multiplier portion of the harvest result is applied to all of the hydes and hyrds in the lord's portion, to the FOOD income from the townships, and to certain sources of rights, usually Fisheries, Hunting and Manufacturing. The harvest results do not affect the income from mines, offices, salaries, tolls, wreckage rights or income from port dues.

It is wise to calculate the effect of the three different levels of harvest and to record the differences in the space provided on the **Land History Sheet** under **Harvest Effects**.

In addition to affecting the income for the year, the harvest often has a profound effect on the land's *State of the Land* (see **The Health of the Land** on page 27). All new fiefs start with a *State of the Land* of 12, which should be recorded on the first year of their history.

Harvest Results Table

1D20	Harvest	Income	State of the Land
1-2	Famine	x0	-3
3-8	Bad	x0	-1
9-12	Good	x1	no change
13-19	Excellent	x1½	+1
20	Superlative	x2	+3

Taxes

There are six recognized forms of taxes in *Pendragon*, all of which are outlined in the core rules on pp.245-6. This section provides some additional details and





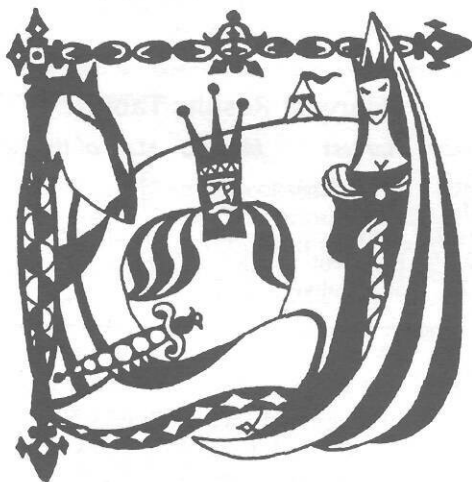
updates the effects for use with the economic system presented in this book. The first four taxes are commonly known as the *Universal Aids*. They are the special situations in which a lord may legitimately attempt to collect additional income from his vassals. The fifth is tax is the *tallage* placed on vassals in times of conflict. The final tax is the *impost* placed on peasants in times of need.

The Four Universal Aids

Knighting of the Eldest Son

Knighting a warrior costs his lord a minimum of 8£. Included in that cost is the equipment of an Ordinary Knight. A noble is entitled to equip his eldest son at his own level, as his heir, which can be considerably more expensive. Figure that the lord must pay at least a third again as much as the annual life-style expense for the rank he wishes his son to be knighted at.

On the occasion of his son's knighting the lord can raise an additional amount from his demesne equal to his normal yearly income. If this amount (and any savings the lord has) is insufficient to outfit the candidate appropriately he may decide to outfit the new knight at a lower rank. The effects of this reduction in rank are left to the gamemaster to decide upon, but might include a reduction in the son's loyalty to the family or a Glory penalty for the lord or son.



Wedding of the Eldest Daughter

When the lord arranges a suitable match for his eldest daughter a lavish festival must be provided. The lord can raise a number of Libra equal to the POP of his demesne.

To Ransom the Lord

When a fief's lord is being held by enemies the steward can reasonably expect to raise a ransom of at least the lord's usual annual income from his demesne and

vassals. Make a peasant's Loyalty (Lord) roll for each town, modified with the harvest result for the State of the Land (-3 to +3). A success or better obtains 1½ times the annual income, a failure 1 times, and a fumble only ½. The same process should be attempted for each vassal, using their Loyalty (Liege) passions. Vassals who volunteer to pay more than 1½ their usual tithe earn Loyalty (Liege) and Generous checks.

If the lord is captured a second time the obligation must be imposed as an impost or tallage.

To Support a Crusade

The lord can raise a year's worth of income from his vassals in the first year of a crusade. In the case of a protracted campaign the lord can expect to raise half this amount in each of the following years, for as long as the crusade continues.

Tallage

When a king goes to war extra funds are always required. The costs are usually passed on to his Dukes and Barons, who in turn pass it on to their Bannerets, who request it from their vassals. These requests are all examples of *tallage*.

A liege need not have a specific purpose in mind when he demands tallage from his vassals, and ultimately it is up to each to decide whether to pay the requested amount.

A vassal who succeeds with an Intrigue roll (or has one made on his behalf) can guess the reason for his lord's tallage request from the rumors surrounding the court. A request for tallage is always accompanied by a summons to appear before the lord, and a vassal who does not wish to pay might well decide to stay away. Roll Loyalty (Liege) for each of vassal who might decide not to respond to the lord's summons.

When players call upon their vassals for tallage the amount raised by each of them is equal to the total POP of each holding, if they respond. Non-player knights usually have a default Loyalty of 15, but this should be reduced each time their liege summons them with a request for tallage.

Players summoned by their liege may use their own Loyalty (Liege) without modifiers. Players who decide to avoid the tallage lose a point of Loyalty (Liege).

Each year there is a chance that each player landowner's liege will call for tallage. Roll on the table below to determine the scale of the request. It is unusual for a liege to ask for tallage more than once a year.

Call for Tallage Table

1D6	Tallage request
1-2	No call for tallage
3-4	Asks for POP in assorted £
5-6	Asks for 1½ POP in assorted £



Impost

The final form of tax is imposed by a lord directly on the towns and villages of his own demesne. For this to be successful the peasants must fail their Hate (Lord) passion if they have one. The towns pay an amount equal to $\frac{1}{2}$ again what they would normally pay the lord. This process is repeated for each township over POP 3; lesser ones may be totaled and rolled as one. When an impost is successfully imposed, the peasants either get a check against their Hate (Lord) passion or lose 1 from their Love (Lord).

Special Measures

A landowner must determine his total income and tally his anticipated expenses for the year, taking into account any tallage imposed upon him by his liege. Any shortfall must be made up in some manner, perhaps using the normal procedures and desperate measures given below. While normal procedures are fairly common, a lord is only permitted to attempt a desperate measure if all other avenues have been explored.

Normal Procedures

Each of these may be attempted only once per year.

Distribute Stored Grain

The FOOD kept in storage may be distributed as required to feed the people. This strategy requires that there be excess food from a previous harvest available.

Convert Treasury to Food

COIN may be converted to FOOD. During the spring a conversion rate of one to one is allowed. At any other time of the year 2 COIN can be exchanged for 1 FOOD.

Convert Excess Food to Coin

In times of fiscal emergency, especially when desperately seeking ransom for a liege or relative, food can be traded for goods. During all seasons other than spring, 2 FOOD buys 1 COIN. In spring the rate is one for one.

Squeeze Townsmen

Putting pressure on the townsfolk yields 1£ of COIN per POP, but each town decreases in size by 1 POP. The Lord gains an experience check on his Arbitrary.

Squeeze Peasants

The first time the peasants are squeezed, the lord gains 1£ per 1£ of FOOD usually produced in a year, and he gains both Cruel and Arbitrary checks. The second and subsequent times he gains $\frac{1}{2}$ £ per 1£ of FOOD usually produced, and the also gains Cruel and Arbitrary checks. Every squeeze attempt raises the peasants' Hate

(Lord) passion by 2 or reduces their Love (Lord) by 1 if they have such a passion.

Shortchange Knights

The lord's household knights may be denied up to half their normal income and still remain on duty. Knights who receive only 1£ of FOOD or COIN per year are considered Poor Knights, and their Loyalty (Liege) drops by a point each year they are shortchanged.

Desperate Measures

The following desperate measures should not be used until all of the normal measures have been attempted. As with the normal measures, each of them may only be attempted once each year.

Shortchange Self

Lords may choose to reduce their own income in times of desperation. They may subtract up to 1£ of COIN or FOOD without suffering any obvious consequences. If a lord determines to shortchange himself to a greater extent, he receives no annual Glory for his position. In addition it is likely that he will fall in standing, from a Rich Knight to an Ordinary Knight, for example. Nobles who allow their standing to fall for too long may find their authority challenged by their neighbors, or even their vassals.

Release Soldiers

In times of extreme need the lord may dismiss some of his soldiers, perhaps even reducing his troops to below his minimum garrison requirements. Although this reduces his expenses for the holding, it may jeopardize the lord's control over the fief, and if his liege calls for a muster the lord may have insufficient men to satisfy his oath.

Releasing soldiers always results in a Raid during the next year by bandits and disgruntled ex-soldiers in addition to normal number of random events.

Release Household Knights

Some or all of a lord's household knights may be released, although the lord loses honor for failing to support his vassals. If even one knight is released, the lord cannot increase his honor for the year. If a tenth of the lord's total knights are released, he loses 1 point of Honor, to a maximum of 8. Each knight dismissed saves 3£ in COIN and 3£ in FOOD.

Sell Land

Land can only be sold back to the liege who *gifted* it. If the land was a *grant* it reverts to the liege on the death of the landholder and there is no reason for him to buy it back. However, the liege may approve the transfer of lands to another of his vassals, and is entitled to half of the price paid.



Project Completion

There are four ways a lord may improve his holding. He can clear land, engage in town construction, build fortifications, or erect religious structures. The first two types of projects, clearing land and town construction, require only unskilled labor and are treated differently from the other two.

Projects are designated at the end of each winter accounting turn. Both time and money must be allocated in the winter preceding the year in which the work is to be accomplished. Once money is committed the plans cannot be changed, only cancelled by events beyond the lord's control.

In general a steward or landlord can attempt only one project per year, although it is conceivable that another person might manage another project if sufficient funds and laborers are available. As a general guide, only one project may be attempted for each 5 POP or part thereof in the lord's demesne, regardless how many overseers are engaged.

If raiding or invading forces were successful within the fief during the summer then the peasants are not available for work. If money is set aside for a particular project but the peasants cannot work, that money can be reassigned next winter.

Speed of Projects

Even when money is no object only a certain amount of building can be accomplished by the inhabitants of the holding each year, and it may take several years to complete large projects. The usual maximum building expenditure is equal to the normal yearly income of the holding. This can be increased by hiring in outside help at increased wages. Every doubling of the amount spent on building increases building output by a quarter (round down).

No matter how much money is spent, the steward determines the effort's success with the same die rolls, so there is always the risk of throwing away a lot of money to no end.

Mass Labor Projects

When building castles and other fortifications, a great percentage of the work is done by paid professionals. However, when clearing land or engaging in town construction the majority of the workforce are peasants, who need to be organized and inspired to work.

Investment

Clearing 1 hyde of land (or developing 1 hyrd, 1 fishing right, or other source of FOOD) cost 5 £. To increase a town by 1 POP costs as much as the town generates in single year. This money is committed to feeding the work crews, paying salaries for skilled foreman, buying raw materials and tools, and any other expenses.

Inspire the Peasants to Work

The steward must attempt a Justice roll to inspire the peasants. His result modifies the peasants' Loyalty (Lord) roll, which is used to determine whether or not they work efficiently for their lord this summer.

The peasants must also roll on their Love (Lord) or Hate (Lord) passion if they have one, and the result from that roll also modifies the Loyalty roll.

	Result	Loyalty Modifier
Steward's Justice	Critical	+2
	Fail/Fumble	-2
Peasants' Hate (Lord)	Success	-3
	Critical	-5
Peasants' Love (Lord)	Success	+3
	Critical	+5

Roll the peasants' Loyalty (Lord), using these modifiers. If the roll fails, the steward was unable to motivate the peasants to accomplish any real work, and the project fails as if there had been a raid on the fief. If the peasants critical their Loyalty (Lord), the steward gets a +3 to each of the project results rolls, below.

Steward's Project Management

The steward must roll both Stewardship and Energetic. Refer the results of these two rolls to the **Project Results Table**.

Project Results Table

Success with	Result
Neither roll	Complete failure, both money and time are lost
One roll	Time is wasted, money is recovered
Both rolls	Project is successful, money and time expended

Skilled Labor Projects

When building fortifications, bridges, and places of worship, a skilled force of free men does most of the work. This workforce shows up if it is paid, for spring, summer and fall, regardless of the steward's encouragement or the effects of Light Raiding – all the lord need do is pay, and the work is done. Heavy Raiding causes enough local pandemonium that work must be abandoned, but a successful Stewardship roll recovers half of the abandoned project's cost.

Fortifications

Refer to the **Castles and Defensive Works** section of the **Fortifications & Encounters** chapter for costings, advantages and other details of the fortifications which can be constructed.



Bridges

Bridges are not figured as part of town improvement projects which increase POP. In *Pendragon* we recognize three categories of bridges:

Bridge Reference Table

Type	Town POP	Build	Repair
Wood	<5	10s	5s
Stone	4-10	1£	10s
Large	10-20	10£	5£

A Lord who fails to provide a bridge of the required type for a town receives no income the town – treat it as if it falls within ungoverned lands.

Places of Worship

For most religions, the worshipper's contributions pay for the building and maintenance of their places of worship. The peasants take pride in their house of worship, and especially fine religious buildings are famed far and wide. A wise lord should recognize that giving generously to the Church gains him favor with both the Church and the peasants.

The Church is exempt from most ordinary laws and claims allegiance to a higher power, which makes for a source of great conflict between the Church and the nobility.

It is a bad thing indeed to fall into the Church's disfavor, as not only will the lord's betters distance themselves from his stance, leading to isolation from noble society, but excommunication might result, encouraging righteous folk to "cleanse" the lands of their ungodly ruler.

Places of worship are expected to be of a suitable size for the number of worshippers who attend them. The following tables show the largest expected house of worship in a demesne, the expected types of church buildings for towns of different sizes, and their costs. When a lord exceeds these expectations, he receives a check on his Pious and Generous traits, and the Church begins a Loyalty (Lord) passion at 1D6+2, or checks it, if the passion already exists. The lord can receive these bonuses at most once per year.

Church Costs Table

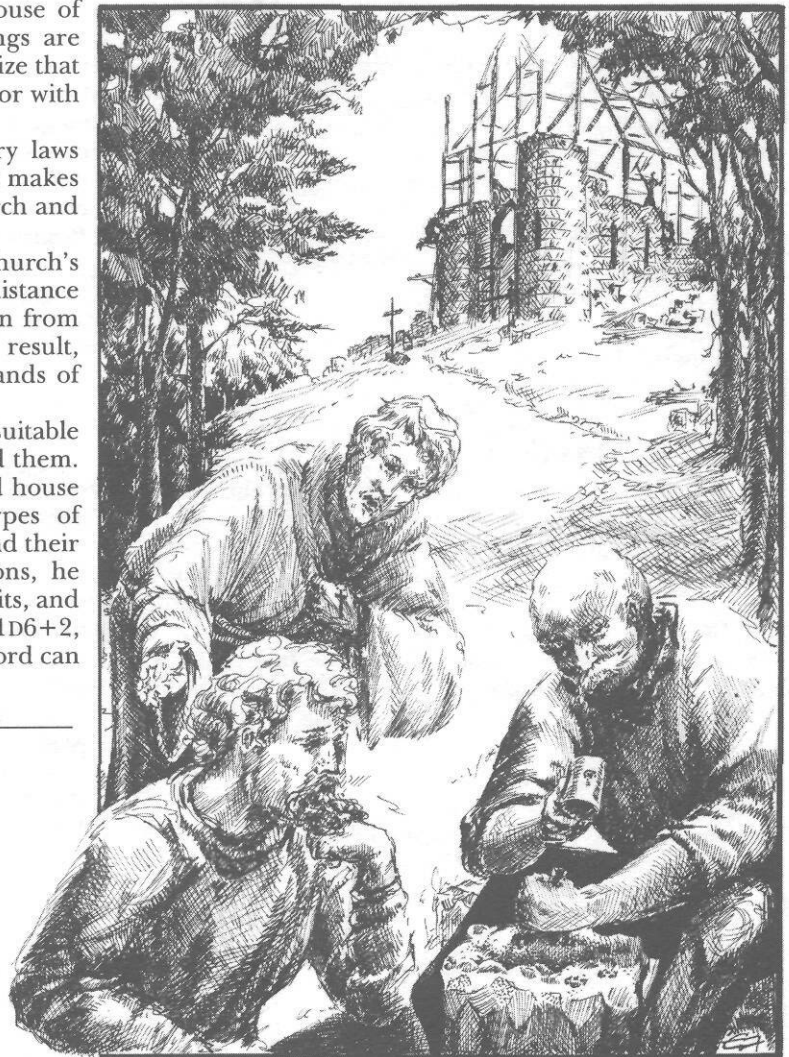
Type	Cost
Small Chapel	8£
Chapel	20£
Fine Chapel	50£
Church	100£
Fine Church	500£
Small Cathedral	1,000£
Cathedral	5,000£
Grand Cathedral	10,000£

Church Size Tables

Demesne POP	Church Size	Town POP	Church Size
1-10	Small Chapel	1-3	Village Chapel
5-9	Chapel	4-6	Small Chapel
10-24	Church	7-9	Chapel
25-34	Fine Church	10-15	Church
35-54	Small Cathedral	16-17	Fine Church
55-74	Cathedral	18-20	Small Cathedral
75-100	Grand Cathedral	20-50	Cathedral

Determine Balance

A lord must determine his total income and expenses for the year. All sources of income should be considered, including the tithes he is due, the effect of the harvest, the monies obtained in any raids, any taxes he has imposed, and any of the special measure he has





had to employ. A fief's expenses should include all standard costs associated with the lands and troops, as well as those required for projects (discussed below), or imposed upon the lord by his liege. Once the final balance has been calculated, be sure to update the **Land History Sheet** for the year with the correct values for Income and Treasury.

Loyalties & Passions

Every year the landowner should roll for increases in the loyalties and passions of his subjects and the church, if there are checks to resolve.

Fostering Loyalty

It can be difficult to win over the populace, particularly after a year when it has been necessary to tax them heavily. A lord may encourage his subjects to trust him by returning part of their annual tithe to them. In a year where the harvest is good or better, the lord may decide not to collect the income due to him from his towns or to only collect a part of the total amount due, with the following effects:

collect no income:	check Loyalty (Lord), or +1 Love (Lord), or -1 Hate (Lord)
collect POP£ or less:	check Loyalty (Lord), or check Love (Lord)

In general the peasants should not have both a Love (Lord) and Hate (Lord) passion at the same time. Such passions are independent of their loyalty, however.

Plan for Next Year

The final part of the harvest portion of the winter phase is planning for the next year. There are a number of major decisions which must be made and projects embarked upon at the start of a year, not in the middle, so that preparations are made sufficiently in advance. The lord must consider whether to improve the land, spend money to build armies, purchase siege equipment as insurance in case of darker times ahead, or set out on raids or other military campaigns.

Improving the Land

Owning a fief is more than just collecting revenue and building castles. The lord has a responsibility to main-

tain the land as well as rule it. While the lord must spend money each year to repair damaged bridges, maintain the roads, build homes, and so on, from time to time other expenditures crop up.

The Lord may also decide to invest in fortifications to protect his settlements from raiders and invasions.

Raising Knights or Soldiers

A lord may knight and outfit a qualified individual at a cost of 8£ or may accept the homage of a poor knight or squire who seeks a liege. The lord is limited only by the amount of money he wishes to spend raising knights, and the availability of such candidates.

Loyal soldiers may be raised at no cost from the peasantry at a yearly rate equal to the FOOD income from the lord's portion and the towns in the demesne. Calls to vassal knights for soldiers raise 4 per POP in their holdings, above and beyond any agreements to provide soldiers as part of their tithes.

The lord may also wish to hire mercenaries, as described under **Hiring Mercenaries** in the **Fortifications & Encounters** chapter, on page 80.

Purchasing Siege Equipment

Siege equipment, which can be used to attack or to counter a siege, can be bought at different rates in different years, as shown below. Also noted are the effects on the standard price lists given in the *Pendragon* rules.

Siege Equipment Cost Table

Years	Equipment cost
495-509	10£ per point, Great City Price List unavailable
510-524	5£ per point, Great City Price List unavailable
525-531	1£ per point
540-554	1£ per point until the plague of 550, then +50% on all prices
555 onwards	2£ per point, and all prices doubled

Refer to **Types of Siege Equipment** on page 75 for further details on costs and specific equipment.

Military Campaigns

A lord who intends to raid or invade a neighbor must plan such ventures in advance. The season and army size should be determined and noted, along with the details of the commander for each such sortie. Unplanned military expeditions suffer a -5 to all relevant Battle skills.



GRAND EVENTS

Various forms of entertainment for the noble classes

UNCE THE CROPS ARE HARVESTED and the battles won or lost, nobles turn to elaborate forms of entertainment both to relax and to demonstrate their largesse. The articles in this chapter provide information about the major noble pastimes: Feasts, Festivals, Tournaments, Hunting and Falconry. Each has its place in noble society and each is replete with tradition. A true noble must be able to make his way through these events with the same facility he demonstrates on the field of battle.

should require it. A lord who holds a great feast is also responsible for housing all his guests, feeding their retinues and stabling their animals. Such things are expensive but are considered part of the cost of nobility.



FEASTS & FESTIVALS

THE LIFE OF A LORD in the realm of *Pendragon* includes much battle and a large amount of work. Administering land, acting as judge for his people, drilling his soldiers and maintaining his fortifications uses up most of the year. However, the calendar in Arthur's realm includes many Holy Days and festivals (a list of which can be found starting on page 37), and feasts are held on these days. It is the lord's responsibility to provide food and victuals for his subjects and guests at these feasts, and they are costly affairs, but the gaudy decoration and splendid costumes, the skilled minstrels, and the large amount of wine and ale which inevitably flow more than make up for the expense.

Hospitality

Any lord who holds a castle, a manor, or even a humble fort is judged by his peers not only on the strength of his defence but also on the scope of his hospitality. While Arthur sits on the throne any knight must provide hospitality to any other for as long as they





Largesse

Largesse, that particular mode of generosity practiced by knights and ladies, is seen to be one of the most important knightly qualities, ranked beside prowess, loyalty, courtesy, courage and dignity. The quality is important at all times in a knight's or a lord's career, but the hosting of festivals is one time when a lord must demonstrate his generosity and largesse. Although largesse is not measured by extravagance, sufficient pomp and expense must accompany a feast for it to be truly admired. Flashy, stylish expenditure is more respected than the sheer volume of money spent.

Festivals

The festivals themselves are extremely important. They bring people (both noble and commoner) together in a world where communication is limited and restricted. There are many festivals, each with different rules and associations. Some festivals and Holy Days are the province of the peasantry exclusively, although they are often sponsored by the lord. The church presides over other feasts and have solely religious significance, although over the years many of these have come to be associated with secular festivals as well. Still other festivals have social significance and are associated with a survey of a lord's military capacity or population. Most of the rest of the feasts in the calendar have some practical basis. They are harvest festivals and feasts to celebrate the breaking of spring and the end of winter.

Festivals are also a time when the traditional boundaries between the lord and those who serve him are diminished. The extent to which this happens often depends on the individual lord, and some choose not to follow such customs at all, refusing to change their behavior. Other lords spend feast days granting audiences and boons to peasants and demonstrating their wealth, mercy and largesse. The most extreme nobles go among the common people, physically helping them with their tasks or subjecting themselves to public ridicule for the entertainment of the general populace.

The following list is by no means exhaustive and many shires, villages and other small areas have unique festivals and Holy Days. It indicates the number and variety of feast days in the calendar.

Pagan Festivals: Pagan feast days are often closely connected to the agricultural calendar and thus vary from district to district. The major Pagan festivals celebrate the equinoxes and solstices, however, and are uniform throughout the realm. They tend to celebrate harvest, planting and other events in the agricultural calendar, and most are very old. Sometimes as a religious gesture a Christian lord might choose not to participate in the Pagan celebrations of the peasants living on his land. Severe land owners might even attempt to suppress these festivals.

Christian Festivals: These include the big, high profile, lengthy Christian celebrations, most notably Christmas and Lent, but there are numerous smaller Christian festivals, generally only one day in length. Christian festivals are often held at the same time of year as the major Pagan festivals of the region. It was found that this was a way to gain support for the religion from locals who were loathe to give up their big festivals but didn't much care what they were celebrating. In addition there are many Saints' days, each commemorating the deeds of a particular Saint (and often on the same day as the festivals for a Pagan God whose deeds have been absorbed into the story of the Saint). Sometimes these amount to nothing more than an acknowledgment of the Saint's deeds by the church, while other days there is a full ceremony and feast. The extent of the celebrations on a Saint's day depends upon many factors: tradition, the significance of the Saint to the area (St. Patrick in Ireland, St. George in England, for example), the significance of a particular Saint to the lord or Abbot of a particular area, or the wealth and generosity of the lord.

Tournaments: Becoming more and more popular during the time of *Pendragon*, tournaments represent a significant expense for the noble who organizes them but are also a chance to accrue glory and gain prestige. Tournaments often coincide with other Holy Days, for example a joust might be held on the feast of St. Stephen.

Marriages, Christenings and Funerals: In some areas it is the responsibility of a lord to provide a feast (albeit a small one) when one of his subjects is married. The feast is attended by the families of both parties, but is generally not a huge affair, unless the newlyweds happen to hold an important position in the castle or community. Funerals are a generally a humble affair, involving only the family and immediate relatives. Most peasants have no funeral beyond the prayer said over the body as it is lowered into the ground.

Expenses

The following is a list of the kinds of expenses a lord might expect to incur when hosting a major feast. The actual amounts vary for all kinds of reasons – the number of guests, the importance of the guests and even the distance over which the foods and wines need to be transported.

Food & Drink: Much of the food served at a feast must be imported from other parts of the country or even purchased from merchants who have brought it across the sea. Meats: venison, beef, mutton, chicken, grouse, quail, pheasant, pork, fish, turkey, peacock; bread, sweetbreads, fruit, sugared fruits, spiced fruits, vegetables, truffles, nuts.



A FESTIVAL CALENDAR

January - Twelfth Night

Medieval Christmas is a twelve-day event, not a single-day one. The finale is on Twelfth Day, which falls on January 6th. The evening before, Twelfth Night, is when the major celebrations take place.

Festivities

Twelfth Night Festivities are traditionally masked. Revellers wear all kinds of animal and other masks. The traditions include:

King and Queen of the Bean

On the high table are served two flat, circular cakes, known as the Twelfth Cakes. One has in it a single large dried bean. This is the *King's cake* and is served to the men. Whoever has the bean in his portion becomes the King of the High Table for the night. The other cake has in it a single large dried pea. This is the *Queen's cake* and is served to the ladies. She who has the pea in her portion is the Queen of the High Table. In rich manors the men's bean is made of gold or porcelain and the ladies' pea fashioned from a small jewel. The King and Queen of the Bean are led to the high table amid much ceremony. They are unmasked and given a small crown and scepter each.

Wassailing the Trees

The tradition of toasting the trees. Sometimes revellers go outside, bundled against the cold, but often fake, decorated trees are used indoors. Twelve wassailers surround the tree and chant:

*Hail to thee old apple tree!
From every bough
Give us apples enow;
Hatsful, capsful
Bushel, bushel, sackful
And our arms full, too.*

The drink for the toast is a tankard of apple cider with three caraway seeds. One is eaten, two are put on the tree's branches, or in its tub if indoors. The wassailers circle the tree three times, the second time emptying the dregs of their tankards at the base of the tree. Much stamping and cheering accompanies the third circling. The ceremony should ensure a good apple crop and warn slumbering tree spirits of the coming of spring.

Not all beverages are manufactured on the lord's lands, and thus some must be imported at great expense. Ale, mead, wine, port, whisky.

Costs: 1/2/4/8/16 d for each knight and his squire, depending upon the overall quality of the feast: Ordinary, Quality, Superb, Grand, or Regal. Thus 1£ purchases a Superb feast for 80 knights and their squires, or an Ordinary one for 350.

For commoners 1d provides the equivalent of an Ordinary feast for four people.

Accommodation: The lord is responsible for providing pavilions, rooms, or merely floor and straw for his guests and their servants, soldiers, and horses. Furthermore, all these people, and animals must be fed.

Costs: The amount of space available within the lord's manor depends upon the size of his home and the number of his own staff who are already living there. Further accommodation, in the form of pavilions, is available at a cost of 1 to 6£ each, depending upon the quality required. General food costs 1d per knight and 2 to 3d per horse each day.

Gifts: Important guests are often given presents. The public forum of a feast is an ideal time for a lord to present such a gift, as many of his peers are present. Of course, given that others are watching, the gift has to be quite impressive.

Costs: Depends upon the nature of the gift to be given. As a general guide, from ½£ for mere trinkets to well over 10£, depending upon the circumstances.

Clothes: Special costumes are commissioned for the lord, his lady, and their immediate retinue, to ensure they make a suitable impression. Such costumes must be carefully made however, so as not to outshine any important guests.

Costs: Current fashions are available for 1 to 4£ each. Less money buys last year's fashions, while considerably more is required to obtain exotic clothing.

Entertainment: Minstrels and players are hired to amuse the guests. Fire-breathers, jugglers and acrobats might perform in the courtyard as the guests enter the hall, bards and troubadours amuse the diners after the meal with tales and banter. Hawking and hunting is often organized to entertain the guests in the days before or after a feast and might involve the purchase or hire of fresh horses, huntsmen and other professionals to conduct the activities properly.

Costs: Musicians for a feast cost 20p each, and at least four are required for each level of feast and for each 100 guests. Thus twenty musicians are required for the smallest Regal feasts, and perhaps many more. These costs are all on top of the cost of the food. The costs associated with hunts and other forms of sport depend to a large extent upon the situation.



Oxhorn Cake and Oxhorn Dance

The ox is considered significant because of the peasants' need for fertile, healthy work animals. Six people disguised as oxen circle the wassailing tree, dancing with much noise. The King and Queen of the Bean select the finest fake ox. A round cake is placed on one of the oxen's horns. The ox must dance and throw off the cake. Much amusement is had from its antics and bets are made on where the cake will fall.

Despite the pagan relevance of these customs (the need for the cattle spirits to be awakened) the Church approves of the ceremony. They consider the oxen to represent the beasts from Christ's manger.

February - St. Valentine's Day

St. Valentine's Day is a feast for lovers. Activities at the feast require the revellers to pair off, but the love is symbolic and the partners need not have deep feelings. Guests wear a love knot, a symbol resembling the sign for infinity, fashioned from jewelry or fabric. Both women and men also wear love sleeves – the sleeves of their true love. Red hearts of fabric or enamel are worn on garments or sleeves as well.

Foods

Foods of love are served. These include peacock, chicken eggs, roast quail and especially the eggs of geese, pheasant, quail and sparrow. All are supposed to promote affection.

Divination

Divining using a yarrow helps to find out whether love will last. Lovers give each other a small green yarrow sprig. The outcome of their love can be predicted from the survival of these sprigs.

March - Easter/Pentecost

Medieval Easter is a 120 day cycle of feasts and activities. Easter Sunday comes in the middle of the feast period, traditionally March 21, the first Sunday after the full moon of the Spring equinox. Easter begins eight weeks before Easter Sunday on Septuagesima, and ends nine weeks after Easter Sunday on Trinity Day. The important festivals include Quinquagesima, Shrove Tuesday, Ash Wednesday, Mothering Sunday, Carling Sunday, Palm Sunday, Maundy Thursday, Good Friday, Rogation Sunday, Ascension, Pentecost and Whit Monday. Each has its own cakes, dances and traditions, too complex for listing here.

The name Easter comes from the Pagan Goddess of the Dawn and Spring, Eostre. Pagan Easter celebrates the sun's rising after the cold of winter. Christian beliefs change the *sun* to *son*, celebrating Christ's ascension

into the heavens, and thus the two religions are reconciled by the one festivity.

Festivities

Despite Easter's overall complexity, its main ceremonies are fairly simple.

Pace Egging

The term pace is derived from Pasch, the Hebrew word from which comes Passover. Pace eggs are hard-boiled eggs, beautifully decorated with dyes. At their ends they have lace and jewels. They often incorporate a family crest or design. Pace eggs are given to performers who enact mummers' plays like St. George and the Dragon. They are also won in egg rolling competitions, where eggs are rolled through wickets, without being broken.

Morris Dancers

Morris Dancers number twelve and wear wooden clogs or taps on their shoes. They dress in dark clothing and have ankle bands with bells and holly wreaths on their heads. They carry tall canes with scarves attached. They follow a clockwise pattern of dancing to mirror the movement of the sun.

Mystery Plays

Mystery plays all have religious significance. Typical stories are: The Fall of Lucifer, The Creation and Fall of Man, Cain and Abel, Noah and the Flood, Abraham and Isaac, Moses, The Prophets, The Nativity, The Baptism of Christ, The Temptation, Lazarus, The Passion, The Resurrection and the Ascension, The Assumption and Coronation of the Virgin, and The Last Judgement. Mystery plays also contained much of interest to the more secular, often commenting pertinently on current social affairs and conditions in the context of the familiar stories.

April - All Fool's Day

All Fool's Day celebrates the absurd and ridiculous. Rules can become onerous, and All Fool's Day is an official day when the rules are overturned. It was thought that this might stave off genuine dissent among the lower orders and demonstrate how chaotic things would be without their lords to guide them.

The Lord of Misrule

A jester presides over the festivities of All Fool's Day. Dressed in fool's motley with a cap and bells, he is the Lord of Misrule. The custom of widdershins is practiced during his reign – everything about the feast is done backwards. The least important people are served



first, most important last; herald's announcements are reversed; the courses are eaten in reverse order.

Feast of Fools

Christians celebrate All Fool's Day by allowing boys to take the parts of the bishops. The masters are led by the underlings. Even the holy services are given backwards.

Feast of Asses

This Christian feast recalls the Biblical prophet Balaam and the ass which protected him. Plays about the story are enacted. There are also readings and plays from a funny book called *Mirror of Fools* which is about the adventures of a donkey, Brunellus, in a world where everything is back-to-front. During the Feast of Asses people take turns telling outrageous stories which they try to make their listeners believe.

May - Mayday

Mayday celebrates the Pagan rites to invoke the return of Spring. These May rituals are noisy and boisterous to ensure that the Spring spirits are awakened. They are also rites of fertility and abundance, hence the phallic Maypole and the Queen of the May's circle dances.

The Queen of the May

The Queen of the May leads the dances around the Maypole. The Queen of the May is chosen because she is best at something. She might be most beautiful, the most honored guest, the youngest, or the tallest. The Queen wears a golden crown with a single gold leaf on her forehead. She makes the announcements at the May games and awards prizes.

Maypoles

Maypoles are tall posts set into the ground. They sometimes reach as high as ninety feet into the air. On Mayday the poles are decorated with ribbons, flowers, and flower-crowns. The Queen of the May leads dances around the Maypole. The dancers sing ritual songs, bending and moving to represent collecting greenery, rubbing the morning dew on their skin (which is considered lucky), and stamping their feet to awaken the spirits.

May Games/Food

The Pagan gods are thought to listen to those who excel. These best are chosen through games. Competitions range from throwing, leaping and running through archery and skill at arms, to singing and playing games like Nine Man's Morris and Chess. All Mayday foods are colored green, some are even artificially colored with fruits and spices.

June - Midsummer's Eve

Incorrectly named, Midsummer's Eve comes at the beginning of summer and celebrates that season's return. Pagans worship the sun and its god while Christians consider Midsummer Day to be the birthday of St. John the Baptist.

Beltane Fires

Large outdoor fires are lit during the midsummer festivities to honor the sun god Bel. They are known as the Beltane fires. The other festivities take place around these fires.

Rogations and Crowns

Guests enter and exit the hall in clockwise direction seven times, then the guests all Thread the Needle – two guests break away and form an arch with upraised joined hands over the doorway; the other guests must pass under. All wear a birch wreath as a crown or a spring of green leaves pinned over the heart.

Divinations

Many divinations are associated with Midsummer's Eve. *Diviner eggs and Destiny cakes*: cracking an egg into a bowl and reading its shape, or plucking a strangely shaped cake from under a cloth, allows a person to interpret the shapes as important events in the future. *Wet fire*: a tradition where a lit candle is placed in a paper boat and floated in a tub; someone makes a wish, and if the candle makes it to the other side the wish comes true. Those living by the sea float candles into the ocean to ensure good luck for their town.

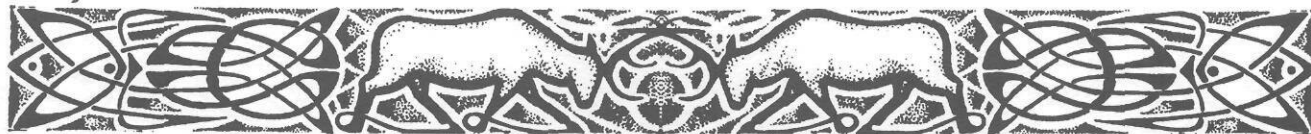
Mumming Plays

The most popular Midsummer play is that of St. George and the Dragon, although it has little to do with the festival. The dragon may be a player in costume, or a kite.

July - St. Swithin's Day

St. Swithin's Day is a weather holiday. It is said that rain on St. Swithin's day indicates rain for another 40 days, and a lack of rain means that surely drought will follow for 40 days. Apples watered by St. Swithin's day rain are said to be the tastiest.

St. Swithin was the pious Bishop of Winchester. He requested that on his death his body be buried in the graveyard there. But such was his fame that the people demanded that he be buried in a great tomb. They took his remains to the splendid tomb and rain began to fall. It was the tears of St. Swithin's displeasure. When his body was returned to Winchester the rain stopped. When using medieval astrolabes, calculations are taken from St. Swithin's day to predict the weather.



St. Swithin's Day Apples

Bobbing for apples – trying to pluck an apple out of a barrel of water with your teeth while on your knees with your hands behind your back – is a St. Swithin's Day tradition. Apples are eaten throughout the day. One side is dipped in salt water to represent the saint's tears, the other in golden whipped cream, to represent timelessness which is also represented by a halved apple, whose seeds make a star shape or pentangle.

August - Lammas Day

The Lammas Day festival celebrates the High Summer of August, also called Hohsum. It is the apex of the agricultural season.

Breads

Lammas means loaf mass. Bread is the central item of the festivals. Bread sculptures of castles, dragons and scenery deck the halls; breads of all sizes and shapes are baked for eating; different colored breads are mixed. Religious breads are offered, of Pagan or Christian scenes. Pretzels plain, or glazed with honey, are a favorite food. Finally, holy folk bless the grains and breads, offering their thanks for the year's harvest.

Candlelight Procession

A candlelight procession concludes the Lammas Day feast. Guests circle the hall three times with lighted candles. Each guest, on leaving the hall, holds the loaf of bread to be eaten the next day. They give up a quarter of the loaf, to be preserved for next year's Lammas Day, signifying continuity. Lammas crumbs are fed to birds on New Year's Day.

September - Michaelmas

The festival of Michaelmas honors St. Michael, the famous Biblical dragonslayer. The entire fall season is often called Michaelmas, and the September harvest moon is known as the Michaelmas Moon. Because St. Michael is much beloved as a healer, the festivities of his day tend to revolve around luck and healing.

The Glove

A gigantic leather glove stuffed with wood chips is erected above the manor or another important town building, signifying the commencement of the Michaelmas fair. The glove is meant to represent generosity and open-handedness. Merchants often offer a portion of their profit to a charitable cause.

Goose and Ginger

Goose and ginger are traditional Michaelmas foods. Roast and refeathered goose is a common meal. The

most honored guest is usually given the bird's neck. Eating goose on Michaelmas is said to bring luck for the whole year. Ginger is served in ginger ale, ginger bread, ginger cakes and ginger wine. It is believed to have healing properties.

October - Hallowe'en

Hallowe'en is Samhain, the end of Summer, in the Pagan calendar. At once a celebration of the summer passed and the winter to come, the festival has elements of both seasons. Because it is also meant to be a time when spirits are highly active Hallowe'en traditions revolve around asking the spirits about the fate of the querent in life and love. For Christians Hallowe'en is the evening before All Saints Day or All Hallows Day. November the first, All Saints Day, celebrates Christian saints and the next day is All Souls Day, the day of prayers for the dead in Purgatory.

Jack o' Lanterns

Flames welcome good spirits and banish evil ones. Jack o' Lanterns are turnips or squash (but not pumpkins) hollowed out, and with nose, eyes and mouth holes cut in their sides. Some offer grins, others scowls.

King Crispin

One guest is asked to disguise himself as King Crispin and is dressed regally, with a scepter and a medallion showing a large boot. Only the Soulers (see below) wear masks at the feast. King Crispin is Saint Crispin, patron saint of bootmakers. (St. Crispin's Day occurs a few days before Hallowe'en and the festivities are combined). All other guests pretend to be in King Crispin's court by wearing a purple baldric with a gold boot painted on it. The festivities end with a candlelight procession and ritual bowing to the king.

Souling

Wearing masks, the soulers, each carrying a small basket, go among the guests collecting soul cakes. Guests give the masked revellers a soul cake taken from a platter on the table. Soulcakes are flat shortbread biscuits with currants, cinnamon and nutmeg and are said to appease wandering spirits. Guests who refuse are made the victim of pranks and jests.

Divinations

Divinations include: *Nutcracking*: a half shell which remains whole while the nut is removed indicates a love that is true. Broken shells mean broken love. *Apple Bobbing*: As on St. Swithin's day except that each apple is given the name of a beloved. Caught first try, the love is true; on the second and love will last only a short time; on the third and hate may grow instead of love; and on the fourth indicates ill-luck with that lover.



November - Catherning

The festival of St. Catherine is a feast celebration for women, named after St. Catherine of Alexandria, one of the most famous of women saints and the patron of lawyers, wheelwrights, rope-makers, and carpenters. Her most important role is as a guardian of women, especially single women and women students. Catherine's death upon a cruel wheel is symbolized by the prominence of wheels in the festival given her name. Wheel-shaped pins are worn and fire wheels are described by jugglers. Cartwheels are performed and wagon wheels hold candles on the feast tables.

December - Christmas

Medieval Christmas celebrations last twelve whole days. They begin on Christmas Eve and end on Twelfth Night. Twelve is the important number, whether in honor of the twelve Apostles or of the twelfth month itself. Twelve toasts are made, tables are set for twelves, party foods number twelve kinds, and each guest gives and is given twelve gifts.

Christmas is also known as the Time of the Bee. The bee labors for twelve hours of each day of the twelve months. The bee brings forth sweetness (honey) and light (beeswax candles). Christians compare this to the teachings of Christ and the labors of good Christians.

The Pagan recognition of Yuletide lies in the rituals for fertility and to salute animals. Animals are the first fed at the Christmas table. Christians maintain animals were Christ's first friends in the manger, and thus claim the ceremony for their own. Rich foods like peacock, dressed to look alive, are served, as are mince pies, plum puddings, and other sweet treats.

The Kissing Bush and First Foot

Green mistletoe hangs above the doorway. It is known as the Christmas Bush. People passing under it are kissed. Also, one of the seasons twelve gifts are exchanged beneath it. The guests entering the hall may not pass over a special green line, only a mummer with black or dark hair known as First Foot. He wears ankle bands with bells and carries an evergreen bough. He collects a coin from each guest, dancing as he goes, and ceremonially allows Christmas to enter with him.

The Yule Candle and Log

The Yule light is a ceremonial candle lit before feasting begins. The candle is enormous and made from multi-colored wax, including a fragment from last year's candle. It is surrounded by twelve candles and twelve sprigs of holly. The Yule log is burned on the hearth. It is the largest log the hearth can fit and is meant to burn until Twelfth Night. One section of the log is set aside to rekindle the next year's log. This reminds revellers that the spirit of the season lives on through the year.

Christmas Games

These are games denoting the importance of animals. *Bee in the Middle* has a player in a bee mask that cannot be seen out of sit in the middle of a circle, legs folded under them. The player tries to 'sting' anyone who taps him gently, by touching the person in return without getting off his knees. Another is *Blind Man's Buff*, where a man or woman is blindfolded and turned around in the center of a circle of people and must catch one of the people and name them. Players in the circle hit lightly or buffet the Blind Man. With both bee and blind man games, whoever is stung or named replaces the person in the middle.

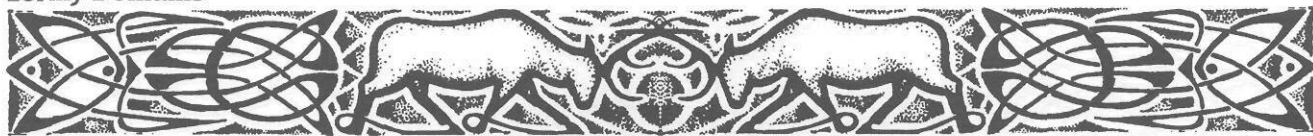
HOSTING TOURNAMENTS

FOR THE ARTHURIAN KNIGHT there is little of more importance than gaining fame through feats of arms. Surprisingly, amongst the confusion of raids, skirmishes and sieges of real war, there is less chance for a knight to show his prowess and courage than might be expected. It is as an alternate venue for these traits that the tournament truly comes into its own.

A tournament's significance is not only as a showcase for martial prowess. As an exercise in social lustre these gatherings are unsurpassed, serving as a display for

honor, bravery and ability. These events are an arena for politics, often encouraging understanding between regions and allowing knights to resolve their differences without slaughter. Of course a large part of the enjoyment is found in the feasting, merriment and interaction between the knights and ladies. So it is no small task a noble has when he sets out to provide a suitable venue for a tourney.

The staging of a tournament is an elaborate process requiring planning and a large outlay in time, thought



and finances. The noble who sponsors a successful tournament brings much fame and favor to himself.

In this section the fledgling Lord learns all that is needed to stage tourneys, from a charming neighborhood joust to the awe-inspiring Regal Tournament.

Size and Timing

The lord must first decide how many competitors he wishes to invite. Although most tournaments feature basically the same attractions (melee, feast and so forth) the number of combatants and spectators present makes a major difference.

Each of the four tournament sizes has a minimum Noble Rank requirement. Any noble tempted to hold a tournament of a size larger than that warranted by his station is seen to suffer from unseemly ambition and the event is usually avoided by other nobles and knights. Of course a noble may choose to sponsor a tourney smaller than the maximum allowed, but most nobles are expected to host a significant tournament every few years, as indicated in the **The Ranks of Nobility**, starting on page 22. A noble who has shirked his responsibility four years running loses 1 Honor each year until he sponsors a suitable tournament.

Costs

These costs only cover the general site preparations, supplies, feasts and construction and do not include the costs mentioned in the other parts of this article.

The smallest true tourney is the *Neighborhood Tournament*. The competitors number up to 100 knights from the lands nearby the host's fief. The total attendance may number up to 850 people. The contest lasts from 4 to 9 days and costs the sponsor between 10£ and 35£. Any lord of Baron rank may stage a Neighborhood tournament and gain 50 Glory in the process.

The next largest, and the most common, is the *Local Tournament*. Anywhere between 500 and 1000 combatants compete, the majority from the lord's county and a lesser number from surrounding counties, and there are up to 8500 attendees overall. The festivities last 18 days and general costs total 125£. The sponsor, an Earl at least, gains 100 Glory for his troubles.

...*h*e is not fit for battle who has never seen his own blood flow, who has not heard his teeth crunch under the blow of an opponent, or felt the full weight of his adversary upon him...

Roger of Hovedon

A *Regional Tournament* brings competitors from far and wide, the distance only limited by the lord's ability to promote the event. Those seeking glory on the field number 1000-2500; off the field an additional 23,000 may be found. This conflict takes 30 days and the sponsor incurs costs of at least 250£. The Duke who stages this tourney gains 200 Glory.

Regal Tournaments are rare – only the High King can stage one regularly. On occasion other lords who have attained the title of King hold a tournament of this size, bringing together 2500-5000 knights from across the land, the total number that might attend such a massive event is an astounding 43,000. The tournament takes 55 days and costs at least 1750£. The sponsor gains 300 Glory.

It should be noted that in all cases the sponsor lord's wife bears half the responsibility for the tournament, and fittingly gains half the glory.

The tournament's size decided, the sponsor must plan its timing carefully, fitting in with the realm's social calendar well in advance, so as not to conflict with other events, unless the lord is deliberately setting out to clash with an already extant tourney. A **Calendar of Tourneys**, later in this section, provides a list of the tourneys held regularly across the country in the time of King Arthur, and can be used to help determine the most advantageous time of year for a new tourney.

Announcing the Tournament

To ensure the event is a true success the turnout must be as large as possible. The noble staging a tournament must ensure that the appropriate people are informed of the coming contest. This is the job of the Herald. Most lords have a number of heralds in their service, and while they form the core of the network used to spread the word, they are seldom sufficient. The sponsor usually approaches the College of Heraldry to hire more. Two months must be allowed to give participating knights time to prepare themselves, gather their retinue, and travel to the tournament site.

For a cost of 2£ per month the lord may employ the services of a herald. Less skilled heralds are available at a reduced cost of 1£ per month. For an outlay of 4£ per month the sponsor may gain the services of superlative heralds. For each 100 knights expected the noble staging the event must employ at least one herald.

When announcing a tournament the heralds must make clear any special rules which apply to the competition, for example when the tournament is to include a special melee between a team of local knights and a team open to all comers. These rules are always determined by the sponsor and vary from event to event.

Some of those invited send replies committing to an appearance, but the vast majority simply arrive at the scheduled time.



Other Preparations

While hiring the heralds to announce the tournament, the sponsor must begin preparations.

Staff may need to be hired: expert cooks, bards, entertainers, acrobats, storytellers etc. The site must be prepared. Tournaments are fought in an area known as the *lists*, ringed by a stout fence. Around that is a higher fence, enclosing the space in between as a staging area for the knights' retainers. On one side of this enclosure are the tiers for the nobility, non-competing knights, and their ladies; the rest of the spectators stand off to the sides.

Accommodation for the guests and competitors must also be prepared; a village of pavilions may take weeks to assemble. Suitable prizes must also be obtained, perhaps at great expense. An area should be set aside for a market where peddlers will sell their wares to competitors and spectators alike.

A viewing pavilion large enough to seat the important spectators can be built at a cost of 1£ per 100 knights. This is in addition to the base cost for the appropriate tournament size.

The Lord's Representatives

In order that he be well represented at his own tournament, the host must select a *Marshall of the Lists*, and at least 2 knights and 2 squires to act as *Judges and Overseers*. The Marshall is critical to the success of the tournament and should have impressive administrative skills [Tourney 15+, Intrigue 12+, Orate 14+] as well as the ability to command respect from all of the competitors [Loyalty (Lord) 15+, Honor 15+]. The knights and squires who judge in the lists must be responsible individuals who have a good knowledge of the competitors and have experience with tournament procedures [Honor 12+, Heraldry 12+, Tourney 14+].

SIGNIFICANT COMPETITORS

A ROLL ON THIS TABLE indicates the most important knight who attends the tournament. There are always a selection of less important knights (i.e. those lower on the table). This significant knight is not necessarily the winner of the Tournament but usually has a good chance. Included are figures for the additional Glory any such attendees provide the tournament's sponsor.

d20 Significant knight

- 1-5 Notable knight (no Glory)
- 6-10 Famous knight (+10 Glory)
- 11-15 Extraordinary knight (+20 Glory)
- 16-18 Round Table knight (+30 Glory)
- 19 **Dark Knight**, in disguise (-10% Glory unless unmasked before competition)
- 20+ **Celebrated Knight**, appropriate to phase (+50 Glory)

The roll is modified as follows:

- Neighborhood Tournament -10
- Local Tournament -5
- Regional Tournament 0
- Regal Tournament +3
- No heralds -5
- Many heralds (10 per 100 knights) +3
- Poor heralds -5
- Good heralds 0
- Excellent heralds +3
- Poor prizes -5
- Good prizes 0
- Excellent prizes +3
- Unusual prizes (see XX above) +4
- Sponsor's Glory less than 2500 -5
- Sponsor's Glory greater than 5000 +1
- Sponsor's Glory greater than 10000 +3

DARK KNIGHTS

- 1-12 Turquine
- 13-19 Breuse Sans Pitie
- 20 Mordred (after 540)

CELEBRATED KNIGHTS

Anarchy (495-510)

There were few Tournaments during this period, and few notable knights travelled to such events when they were held. Treat this as an *Extraordinary knight*.

Unification (510-525)

- 1-3 Balin le Sauvage
- 4-9 Gawaine of Orkney
- 10-12 Marhaus of Ireland
- 13-14 Darnantes the Brown Knight
- 15-16 Kay
- 17-18 Griflet Le Fise
- 19 King Pelinor
- 20 Arthur Pendragon (does not compete, +100 Glory)

Consolidation (525-540)

- 1-4 Duke Galaholt
- 5-7 Gawaine of Orkney
- 8-10 Lamorak de Gales
- 11 Lancelot du Lac
- 12-13 Palomides The Saracen
- 14-15 Ywaine
- 16-18 Agravaine
- 19 Tristram
- 20 Arthur Pendragon (does not compete + 100 Glory)

Apogee (540-555)

- 1-3 Duke Galaholt
- 4-5 Bors de Ganis
- 6-7 Gareth Beaumanis
- 8-9 Percival de Galis
- 10-11 Gawaine of Orkney
- 12-14 Lamorak de Gales
- 15 Lancelot du Lac
- 16-17 Agravaine
- 18-19 Tristram
- 20 Arthur Pendragon (does not compete + 100 Glory)

Downfall (after 555)

Tournaments became less organized after 555, and were less well attended. Most of Arthur's knights were fighting in the final wars and very few spent any time following chivalrous pursuits. Treat this result as *Extraordinary Knight*.





It is the *Castellan* who presides over the Grand Feast. He is responsible for ordering the food and arranging the entertainment for the guests, and must ensure that all have a good time [Orate 12+, Stewardship 15+]. It is his duty to prevent the lord from being distracted by petty details; the lord is required to run the tournament and talk to the important guests.



OPENING CEREMONIES

THE MANY COMPETITORS and spectators arrive in dribs and drabs in the days leading up to the event. There is little time to rest as preparations are finalized, horses re-shod, armor unpacked, and weapons blunted or sharpened for competition.

On the opening day of the tournament the competitors are up before the dawn. Through the streets or fields where the combatants lodge come the heralds, calling to them out to the fray.

The Making of Windows

At large tourneys where rooms may be found, each knight hangs his banners and shield from the window of his lodging so that all can see who is to participate in the coming event. At smaller tourneys many of the combatants camp on the green surrounding the lists and it is here that their banners are displayed. All knights must display their shield or a likeness, and Bannerets are permitted to display their own banners.

Grand Parade of Introduction

Before a blow is struck it is crucial a knight know the measure of his opposition. The Grand Parade of Introduction gives each knight a chance to declare his past deeds and victories. Early on the first day the spectators assemble in the viewing pavilion, eagerly awaiting the coming procession. The column approaches; heralds leading and minstrels flanking, the knights proudly ride three abreast. The knights' heralds compete vocally to convince the crowd of the virtues of their masters. This is one of the reasons that the services of a good herald are vital, as the impressions created in this parade are critical to the overall impact each knight makes at the tourney. At the end of the Grand Parade the sponsors' heralds announce any special rules so that all understand them clearly.

The Helm Show

On the morning of the opening day the lord must make provisions for a helm show. Each attending

knight is required to display his helm and crest. The lord appoints judges to inspect each one, ensuring that only worthy knights gain entrance to the lists. The judges appointed must make a Recognize roll to detect imposters and undesirables. The lord must choose the judges well. If any knights displaying their helm and crest have transgressed the rules of tourney or their oath of knighthood, the lord must ensure they are expelled so as not to darken the reputation of the event and offend his guests. Each judge is permitted a Recognize attempt. A success ensures that any undesirables are noticed. Failure allows the undesirables to pass unnoticed. A fumble results in the judge mistakenly accusing an honorable knight and consequently embarrassing the tournament's lord [lose 1 Honor].

The helm show is also an opportunity for socializing, friendly challenging, and flirting with the unattached ladies in attendance. It culminates in the choosing of the *Knight of Honor*. The ladies select the most impressive knight, basing their decision primarily on appearance (APP 15+) and reputation (Glory 2000+). The knight selected has the duty of cutting the cords to signal the commencement of the Melee.

Feast of Welcome

The evening of the opening day sees a great feast. Many guests remember this part of the tournament most clearly and use it as a yardstick in judging the lord's hospitality. The lord's manor hall must be prepared appropriately, stocked with tables and seating for every knight scheduled to appear. Candles, often scented are laid out, banners with the lord colors are hung to complement the existing decorations. The lord should use this opportunity to increase his standing and reputation. He aims to display his largesse.

The castellan must ensure that the feast runs smoothly over its many hours. Any knights who wish to contribute to the entertainments with stories or diversions must first impress him.

To appropriately feast each knight and his lady costs 10d. For each 100 knights the sponsor is obliged to hire an entertainer at a cost of an additional 20d. These costs are for the Feast of Welcome alone. The tournament's daily feasts are included in the general costs given in **Size and Timing**.

The Parade of Prizes

Near the end of the Feast of Welcome the host's chief herald introduces the Parade of Prizes:

"See now before you the great generosity of my lord, in these trophies and rewards. Those who are triumphant on the field of battle will leave here enriched in glory and gold."

The forthcoming prizes should be carefully selected to elicit admiration from the assembled company. The lord must supply suitable prizes for the joust, the melee and the challenges, as well as any peripheral contests particular to his tournament. He is wise to ensure that



prizes are of sufficient value to attract knights of the quality he expects, or his reputation may suffer (lose a quarter to a half of the Glory for the tourney).

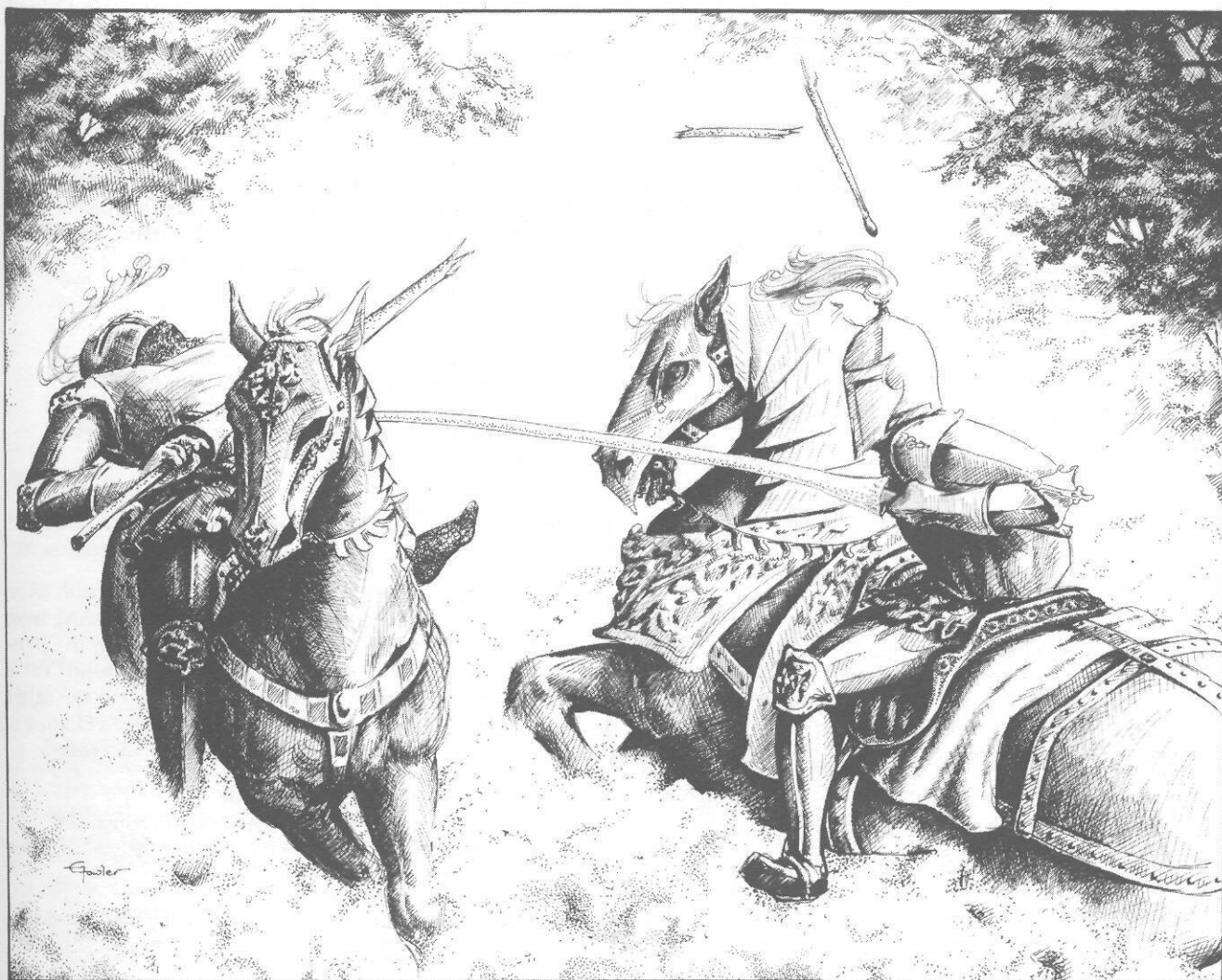
A suitable prize for the joust might be the best breed of horse available, with a CON 5 higher than normal. For the melee a weapon of superior quality, worth twice the normal price, bejeweled and decorated would be appropriate. The winner of the most challenges might be awarded with an artwork, a goblet, a brooch or a tapestry of at least 2£ value.

Even before announcing the competition, the noble may decide to seek out famed or exotic objects as prizes. *In exempli gratis*: a sword of Scandinavian steel, a suit of Milanese armor, The Horn of Bran Galed, or The Ring of Luned. The lord's decision to offer such rewards might well lead to an exciting adventure in itself, as the noble gathers news of grand items and sends his knights on quests to obtain them

DURING THE TOURNEY

UN THE DAY FOLLOWING, the contests begin. Each day knights joust in the preliminary rounds, prepare for the melee, and make challenges. More and more spectators are present each day as the number of competitors in the jousting decreases and the day of the Grand Melee approaches. Every evening there are lesser feasts and celebrations – dancing, music and entertainments. Knights and their ladies peruse the stalls of the market, sit on soft lawns in the sun and watch the contests when they are not preparing their own weapons and readying their armor.

The procedures for running the events which occur in a tournament are covered in the *Pendragon* rules on pages 249-252.





The Closing Ceremonies

After the sweat and blood has dried, the dust has settled, and the ringing of steel upon steel has faded, the rewards must be apportioned. Once the winners have been announced and the prizes distributed all retire to the Great Hall. It is here that the Farewell Feast is held - one last evening of revelry, merriment and dalliance before the return home.

On the following day the tournament's participants and spectators part ways, farewelling friends and vowing to defeat enemies. Many will never share each other's company again.

For the sponsor noble the end is still a way off - many weeks of restoration and recovery are ahead. It is some time before the lord's holding returns to normal.

The Glory of Victory

Quite apart from the prizes that successful competitors receive, all who compete in tournaments achieve some Glory. Of course, those who win receive large amounts of Glory in addition to the valuable prizes.

In a Neighborhood Tournament the reward for participation is 5 Glory. The Winner of the Joust and the Melee Champion receive 50 Glory each. If the same knight wins both events the total Glory award is 150.

In a Local Tournament, the reward for participation is 10 Glory. The Winner of the Joust and the Melee Champion receive 100 Glory each. If the same knight wins both events the total Glory award is 300.

In a Regional Tournament the reward for participation is 20 Glory. The Winner of the Joust and the Melee Champion receive 200 Glory each. If the same knight wins both events the total Glory award is 500.

THE RISE OF BLOOD TOURNAMENTS

AT THE HEIGHT OF THEIR EVOLUTION in the Apogee Phase tournaments become ritualized spectacles and showcases for the world's mightiest knights. Eventually as decadence takes hold they have moved so far from their origins that ladies of the court can participate with no fear of harm.

During most of the Pendragon Campaign tournaments, though they are dangerous, are conducted as sport with attempts made towards safety and fairness. In the last years of Arthur's reign, in the Downfall phase, as a reaction to the triumph of style over substance seen in the Apogee Phase comes Mordred's Blood Tournament. These tournaments, at which weapons are not blunted and combats are often to the death, are held by nobles on the fringes of Arthur's influence and do not attract many competitors. They are sometimes staged as a kind of regulated war in which petty nobles settle disputes or gamble possessions on the strength and prowess of their fighting men.

In a Regal Tournament the reward for participation is 30 Glory. The Winner of the Joust and the Melee Champion receive 300 Glory each. If the same knight wins both events the total Glory award is 1000.



A CALENDAR OF TOURNEYS

Tirocinium

Held in the week before Lent, at Cirencester

The only large tournament held before Arthur's Pentecost Tournament, the Tirocinium allows entry only to those who have been knighted in the last year. Many knights of the circuit attend this event, even though they cannot fight, to wish the new knights well, recruit talented team members, and enjoy the carnival. Arthur grants the Duke of Clarence a special dispensation to hold this tourney before Pentecost, the official start to the tourney season, since it limits itself to new knights. This gives new knights a chance to try their hand at a big tournament without the pressure associated with the Pentecost jousts. Marshaling of this tourney is done by some of the greatest knights of the realm. The name *Tirocinium* is derived from *tyro* or beginner.

Host: Duke of Clarence

Opponent: anyone not a vassal of Arthur

Style: Full, Regional Tournament

Special events: many knightings, carnival

Special Teams: Clarence & Gloucester's tyro teams

Likely lords in attendance: Pendragon & Guenever

Famous Knights: Gawaine, Yvaine, Griflet, Bedivere

Glory to win: standard

Pentecost Tournament

Held over the Pentecost, at Camelot

The only annual Regal tournament in the world. Even for its size the tournament is a tough one, because most of the Round Table knights compete in it. In the joust it is traditional to avoid matching the Round Table knights against each other unless there is no other option. This means that an ordinary knight's chance of meeting a Round Table knight is greatly increased.

Host: Pendragon

Opponent: all non-Logres knights

Style: most advanced at the time, Regal Tournament

Special Events: Huge pageantry, Pentecost marvel, many knightings, Round Table inductions

Special Teams: Round Table Knights

Likely Lords in attendance: most recently subjugated king

Famous Knights: any Round Table knights

Glory to win: +25%



Mayor's Joust

Held in the first week after Pentecost, at London

More a huge fair than a tournament, this event is noted for stolen horses, heavy betting on the joust, and viewing stands that collapse about one year in five. Most Round Table knights do not enter this tournament, though many come to watch the spectacles, considered the best outside of Camelot.

Host: Guilds & Mayor of London

Opponent: a city in Logres, other than Camelot

Style: Old, Full + Spectacles after 530, Local Tournament

Special Events: gory and strange spectacles – terriers vs. ganders, blind cats vs. blind dogs, etc.

Special Teams: none normally

Famous Knights: many Round Table knights come to watch, but leave their ladies at home

Glory to win: standard

Old Anglian Melee

Held over the summer solstice (June 21), at Guinnon

This regional tournament remains the favorite of the lower classes for many years, due to Hervis' refusal to eliminate the traditional *bohört* from the proceedings. After 540, this is the only place in Britain where a *bohört* can be found. Keeping the old does not mean that Hervis rejects the new, so in later years it includes a *bohört*, melee, joust, challenges, spectacles and pageantry. It makes for a long tourney.

Host: Duke Hervis

Opponent: random adjoining country

Style: Full + *bohört*, Regional Tournament

Special Events: hunt the condemned Saxon bandit

Special Teams: Hervis' best knights

Likely Lords in attendance: Earl of Beale Valet

Famous Knights: Brown Knight of the Wilds

Glory to win: standard

Grand Tourney

Held at Lammastide (August 1), in Silchester at Castle Donnington

Regal in its first year and occasionally Regal after that depending upon how peaceful the realm is. Normally the Grand Tournament is Regional in size. The Grand Tourney follows the Pentecost Tourney in the adoption of new tournament styles, though it may not get rid of "out of fashion" events immediately.

Host: Sir Lupin of Cameliard

Opponent: non-Logres knights

Style: latest at the time, Regional Tournament

Special Events: extravagant prizes, often new inventions

Special Teams: The Six Smitten, Knights of the Round Table, Outlanders

Likely Lords in attendance: Pendragon (becomes less likely in later years)

Famous Knights: Round Table Knights, Mordred

Glory to win: The Laurel of Logres (300 Glory first year, +100 Glory for each consecutive win)

Malahaut Challenge

Held around Assumption (August 15), at Eburacum

The cool uplands of the Malahaut provide relief from the hot plains of Logres. This small Regional tourney is often a grudge match, pitting the best of the south against King Barant's local men. In the melee Barant's men fight as a single unit under the banner of the Order of the Golden Apple. This tourney is Full style to the end, never eliminating the melee or adding the "decadent" inventions of Camelot's elegant tourneys. Many Logres knights skip this far northern trip, opting instead to go to a local Logres tourney.

Host: King Barant of 100 Knights

Opponent: Arthur's Realm

Style: Old, Full in 535, Regional Tournament

Special Events: bear hunt

Special Teams: Order of the Golden Apple

Likely Lords in attendance: Unrepentant foes of Arthur

Glory to win: standard, +20% if a knight of Arthur's realm

Castle Tournament

Held over the Nativity of the Virgin (September 8), at Lincoln

Duke Derfel of Lindsey sponsors this Full style local tournament. Its unique feature is a spectacle called Hold the Wall. Actually more of a melee without horses, it pits all of the Duke's local knights against any and all teams of knights from outside the Duchy. The local knights defend a "breach" in a mock castle wall against all comers. Missile weapons are not allowed. Though it usually results in several deaths, the 2£ prize for the first knight through the wall to the "safe zone" guarantees enthusiasm.

Host: Duke Derfel

Opponent: all errant knights

Style: Full, becomes Elegant in 544, Local Tournament

Special Events: Hold the Wall

Special Teams: "Errant All", Derfel's liegemen

Glory to win: standard

Archangel Tourney

Held over Michaelmas, at Bath

Like the rest of the kingdom of Somerset, this tourney has been occasionally visited by faeries. Over the years, occasional Mystery Knights at this tourney have been proven to be Faerie Knights in disguise. Sir Arphazant of the Round Table won a faerie steed from one here. The Archangel melee is for gear or ransom.

Host: King of Bath

Opponent: random bordering county

Style: Full, Elegant after 540, Large Local Tournament

Special Events: Harvest festival

Special Teams: The Hopelessly Fey always attend

Famous Knights: Arphazant, Gawaine, Mordred, Brown Knight of the Wilds

Glory to win: standard, +10% if Faerie Knights compete



HUNTING

THE AIM OF HUNTING is not that of providing food. Rather it is a game, the noblest game of all. Its social aspects are notable, providing opportunities for feasting, romance, and magnificent spectacles. *Pendragon* gamemasters may even wish to use a hunt as the lead-in for an adventure.

Rules are provided for three distinct methods of hunting: *Classic*, *Bow & Stable* and *Coursing*.



CLASSIC HUNTING

THIS IS "hunting by strength of hounds." Its essence is to select and pursue a single chosen animal. The hunter pits his pack of hounds against a quarry that is unhampered in the direction or length of its flight. *Classic* hunting's appeal lies in its subtlety, its duration, the music of the hunting horns and, above all else, in the craft of working the hounds.

This is the most popular method of hunting in France and Gaul. Like the tourney, it is introduced to Britain after 510, but, especially in the farthest reaches of the island, it never exceeds *Bow & Stable* hunting in popularity.

Quarry

The principal quarry for classic hunting is the *hart* (male red deer), although a range of other quarries are also used, including: other deer, bear, boar and sow, wolf, fox, otter, and hare. It is probably correct to hunt most monsters in this way as well. Statistics are provided for a variety of suitable quarry in the Appendix at the end of this book.

Procedure

The hunting rules given in the *Pendragon* rules describe a simplified form of *Classic* hunting. Those rules assume the use of a fairly standard pack of six couples of British running-hounds. This section expands that

system slightly to permit a variety of hunts to be undertaken. This system replaces the one provided in the rules, although the basic system may be used in situations where the details are unimportant.

For these rules, *Large Game* refers to bear, boar, bull, red deer, fallow deer, and the like. *Medium Game* includes rascal (roe deer and the females and young males of the other deer species), wolf, and similar sized game. *Small Game* includes creatures such as the hare, fox, and otter.

The *Classic* hunt consists of a number of clearly defined stages, as described below. Most of the basic hunting rules are used only in **The Pursuit** stage.

The Harboring

In this stage, also known as *The Quest*, the hunting party locates the single finest specimen of the desired quarry in the area. This duty usually falls to professional huntsmen, who gather evidence of the location and suitability of several individuals of the quarry sought, although if the noble has not engaged the services of a professional, the hunting party will have to locate their own quarry.

The Harboring is usually completed before sunrise, and thus does not require a segment of the day to complete.

Those attempting to locate quarry must succeed with a Hunting roll. A Critical results in the discovery of a particularly fine specimen (the gamemaster should

LENGTH OF THE HUNT

IT IS ONLY POSSIBLE to hunt effectively during the daylight hours. While some of the preparatory stages of a hunt may be completed before sunrise, and the celebrations may continue well into the night, the light of day is needed to follow the prey. For the purposes of these rules, a hunting day is divided into a number of one-hour segments. The season determines how many segments are available to the hunters:

- Winter – 6 segments
- Spring, Autumn – 8 segments
- Summer – 10 segments



increase upon the standard skills significantly for such a beast). A Failure at this stage indicates that no quarry has been found, and the hunt is delayed, decreasing by one the total number of segments available to complete the following stages. A Fumble forces the cancellation of the hunt altogether, either through injury, or a profound lack of appropriate quarry in the area.

The Gathering

This combination social event and planning session is held over an early breakfast in the field. While the hunting party eats, the huntsmen return with the tokens (signs of quarry) they collected in the previous stage. The members of the hunting party present cases for hunting what they think is the best quarry found. The host (or senior guest) makes the final decision. Hunting and/or Orate might be used to argue for the pursuit of a particular beast. In special situations the gamemaster might wish to reward a Knight with a small amount of Glory (10 points) if quarry he found in the Harboring stage is chosen for the hunt.

The Gathering for a well-prepared hunt takes place just before dawn, allowing the hunters to make the best use of the daylight hours. In a more informal, or less carefully planned hunt, it takes the first segment of the day to decide upon the quarry.

The Posting of Relays

This stage is strictly optional. The hunting party may post relays (packs of 2 to 4 couples of fresh hounds) in selected places, ready to take over the chase from those who began the day. These hounds can add fresh vigor to the possibly failing vitality of the hounds in the pursuit.

A Hunting roll is required for each such relay to be posted. With a Success, the hunter may note down a segment in which a relay pack will join the hunt. A Critical permits the hunter to make that declaration during the course of the Pursuit whenever the dogs are needed. Any Failure or Fumble results in positioning the relay in such a way that they cannot be used during the hunt.

When used, the posting of all relays consumes a single segment of the day.

The Unharboring

This stage is sometimes known as The Finding. Once the sun is in the sky, the hunt may begin in earnest. The action of the hunt begins when the hunting party proceed to the site of the selected quarry and start it fleeing. Dogs or beaters can be used to startle the prey into flight, but in general the beast is not harmed at this point. This process is considered to be part of the first segment of the day spent in the next stage.

The Pursuit

The focus of the hunt is the pursuit itself. The aim of this stage is to drive the quarry before the hunters until it can no longer flee and so must turn and fight. The pursuit continues until the hunters catch the quarry, abandon the hunt, or darkness falls.

While the success of the pursuit depends largely upon the hounds' abilities, the hunters must be able to gauge their behavior and reactions and ensure that the pack follows the scent. A poorly-led pack may lose their prey when they encounter the scent of another animal, or be misled by the quarry's trickery.

The hunting horn is a critical component of the pursuit, as it is the primary form of communication between the members of the hunting party and the hounds. Horn calls signal the release of relays, the progress of the hunt, the distance between quarry and hounds, the quarry taking to water, and allow stragglers to locate the body of the hunt.

The following procedure is used to play out the pursuit portion of the hunt. Most of the mechanics should be familiar to those who have read the First Hunt adventure in the *Pendragon* rules (pp305-307). The procedure described there should be considered to be a sample hunt using a pack with none of the additional modifiers included below.

Preparation

Before the pursuit can begin, the gamemaster prepares an area on which to play out the action (the Hunting Diagram). Seven parallel lines are drawn, sufficiently far apart to allow tokens to be placed indicating the positions of the hunters. Initially the hunters are placed on the center line. It is their goal to reach the last line, thereby catching the prey. Those who fall back beyond the first line have become lost, and are unable to rejoin the hunt.

The gamemaster is also responsible for determining the statistics of the beast which is being pursued. The results of the Harboring and Gathering should indicate the breed and perhaps the quality of the prey. While statistics are provided for a variety of beasts, the gamemaster is encouraged to improve upon the standard creatures, as the quarry should represent the finest specimens of their species.

Normal Prey

D20 roll	Creature (Avoidance roll)
1	Bear (7)
2-4	Boar (10)
5	Bull (5)
6-10	Red Deer (15)
11-17	Fallow Deer (18)
18-19	Wolf (10)
20	Special Creature, see overleaf



Special Creatures

D20 roll	Creature (Avoidance roll)
1-2	Giant (5)
3	Griffin* (30)
4	Hipogriff* (30)
5-7	Lion (10)
8	Manticore (10)
9-11	Panther (15)
12	Lesser Unicorn (25)
13-14	Greater Unicorn (15)
15	Wyrm (7)
16	Wyvern* (30)
17-20	Yale (10)

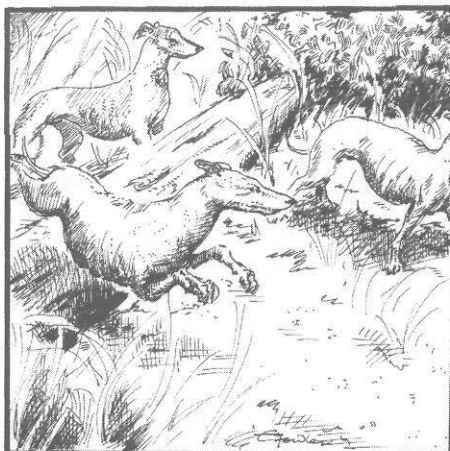
* Creature can fly and thus is difficult to hunt.

The players should determine which Knights are travelling together and whether they will use their own Hunting skills or those of their retainers. It is perfectly acceptable for Knights to simply follow more skilled companions.

The Search

The first task which faces the hunters is that of locating the prey. While the hounds will cast around for the quarry's scent, and may locate it unaided, a skillful hunter is able to read the signs left by the fleeing beast and knows where to direct the pack.

Each attempt to search for the quarry requires a full segment of the day. A Hunting roll is required of the lead hunter in each group. Success allows the group to proceed to the Chase in the next segment. A Critical also allows the group to be moved a line closer to the prey. A simple Failure moves the group back a line on the Hunting Diagram, and forces them to attempt the search again next segment if they wish to continue with the hunt. A Fumble sends the group off in pursuit of the wrong prey – the gamemaster should roll on the Normal Prey Table and continue with this group parallel to the rest of the hunt.



Search Modifiers

Type	Modifier to Hunting roll
No hounds	-5
Running-hounds only	no modifier
Leash-hound	as noted for breed*

* A leash-hound's Hunting skill may be used in place of the hunter's skill, but the character gets no credit (glory or experience) for the results of the roll.

Leash-hounds: Certain dogs are particularly good at detecting the first signs of the prey. Such animals, known as leash-hounds, can enhance their masters' skills or can be left to guide the pack alone. The modifiers for leash-hounds are included in the descriptions of their breeds later in this chapter (**Breeds**, p. 60).

The Chase

Once they have scented the quarry, the pack pursues it relentlessly. As it flees for its life, the quarry uses its cunning to throw the hounds off of its trail. The hunter must be aware of his pack and ensure that they are not led astray.

The chase may continue as long as there is daylight. Once a single group of hunters has caught the prey, the action moves to the next stage, **The Abay**. If the hunters have been unable to catch the quarry by the end of the last segment of the day, the hunt must be called off, and the prey escapes. A hunt called for the next day must start again with **The Harboring**.

In each segment, the lead hunter for each group must make a Hunting roll opposed by an Avoidance roll made for the quarry. The hunter's results are:

Winner, success or critical	Prey caught! Move to the final line of the Hunting Diagram, and proceed to The Abay next segment.
Loser, success	Gaining! Move forward one line on the Hunting Diagram. If on last line, proceed to The Abay next segment.
Loser, failure	Obstacles block the way! Move back one line on the Hunting Diagram and roll an Obstacle , which must be overcome before returning to the chase next segment.
Loser, fumble	Trail lost! Move back two lines on the Hunting Diagram, and start again with The Search next segment.

The Hunting roll is modified as a result of the terrain where the hunt is taking place and for the composition of the pack of hounds.

Terrain Modifiers

Terrain	Modifier
Clear ground, wastes	+4
Forest	-
Hills	-3
Hunter's home county	+5



Running-hounds: Once the quarry's trail is found, it is the job of the pack to pursue the prey until it is forced to turn and face the hunters. The bulk of the pack is composed of dogs bred especially for this purpose, known as *running-hounds*. The number, type, and training of the running-hounds provide significant modifiers to the Hunting roll used during the Chase. In addition, the abilities of the lead hound of the pack may provide further modifiers if it is of sufficient quality.

- **Numbers:** When following prey, running-hounds encourage one another, so it is often helpful to have a large number of them (up to a point). Packs are usually composed of an even number of running-hounds.



- **Lead hound:** All hunting packs have a lead hound that the other dogs tend to follow during the hunt. Normally, this hound is basically identical to the other members and provides no modifiers. Some dogs, however, make exceptional lead hounds and provide the modifiers noted with their breeds (**Breeds**, p. 60).

Obstacles

Careless, unwary and unlucky hunters may find themselves faced with a variety of obstacles while in pursuit of their quarry.

These obstacles are faced when they are encountered, and do not require additional segments to overcome.

If the hunters overcome the obstacle, they may rejoin the hunt next segment, returning to **The Chase** once again. If the obstacle cannot be overcome, the hunters are unable to rejoin the hunt this day.

Pack Size	
Running-hounds	Modifier
0	-5
2-4	-4
6	-3
8	-2
10	-1
12	0
14	+1
16	+2
18-20	+3
22-24	+4
26-28	+5
30-34	+6
36-40	+7
42-48	+8
50-58	+9
60+	+10

- **Breeds:** There are several common breeds of running-hound, each with its own advantages and disadvantages. It is best to determine which breed is most numerous in the pack and, for the entire hunt, use the modifiers for that breed *only*. See **Breeds** on page 60 for the modifiers applicable to each breed.
- **Training:** Huntsmen often train running-hounds to pursue a specific type of quarry. Typical examples are: Harriers (Kenets) for hare, Hart-hounds (not Kenets) for Red Deer, Otter-hounds (often a separate breed) for Otters, and Stag-hounds (especially Talbots) for Fallow Deer. If a majority of the hunting pack is trained for hunting a specific type of quarry, use the following modifiers:

- +5 if trained to hunt this quarry
- 5 if trained to hunt a different quarry

Obstacles

D20 roll Obstacle encountered

- 1-2 **Wrong beast!** Roll on the Normal Prey table, ignoring rolls of 20, and deal with the creature you have stumbled upon.
- 3-4 **Fallen tree!** Horsemanship roll to vault.
- 5-6 **Unexpected stream!** Horsemanship roll to negotiate it safely.
- 7-10 **Horse startled!** Birds fly from the underbrush. A Horsemanship roll required to regain control.
- 11-12 **Thick Brambles!** Roll under your mount's DEX to pass through.
- 13-14 **Shouting in the forest!** Make an Awareness roll to notice the calls of other hunters, otherwise you are lost.
- 15-16 **Hidden ditch!** Roll Awareness to avoid, or your mount is hobbled.
- 17-18 **Beastly growl!** An Awareness roll is required to determine whether the noise is from your prey, or another beast.
- 19-20 **Horns sound!** The quarry has bolted, and an Awareness roll is required to follow the horns to its new trail.

The Abay

Eventually the hunters corner the quarry. Usually this is because its physical resources have ebbed away, but it is also possible to force a quarry to turn at bay by harrying it closely.



When the hounds have surround the prey, the hunters with them blow their horns to inform the rest of the hunting party. The members of each other group of hunters is given an Awareness roll to hear the horns, or they do not realize until too late that the beast is caught. All those who hear the horns gather where the quarry waits. Those present usually wait for the host or honored guest, if they are absent, however, they can not wait too long, as it is quite possible for the prey to kill or maim the excited dogs during the delay. Eventually, the ranking individual selects someone (often himself) to go forth and kill the beast. It is possible for as many as three individuals to attack a moderate-sized beast.

The Kill

The fight with the cornered creature is conducted in a series of special combat rounds. During each round the beast either splits its Avoidance between those who are attacking it or attacks using a fighting skill. In the first round the prey will always attempt to flee, using its Avoidance. Each attacking hunter makes an opposed weapon attack, using the following results if they best the creature:

Winner, critical Massive blow! Do double normal damage to the creature. Next round it will use one of its fighting skills rather than Avoidance.

Winner, success Solid blow! The creature is wounded normally. It will use a fighting skill next round unless it has less than a third of its hit points remaining, in which case it will use Avoidance again.

If the beast is using a fighting skill, conduct the round as a normal combat round, but if it using Avoidance to attempt to escape, the following results apply if the player loses the round:

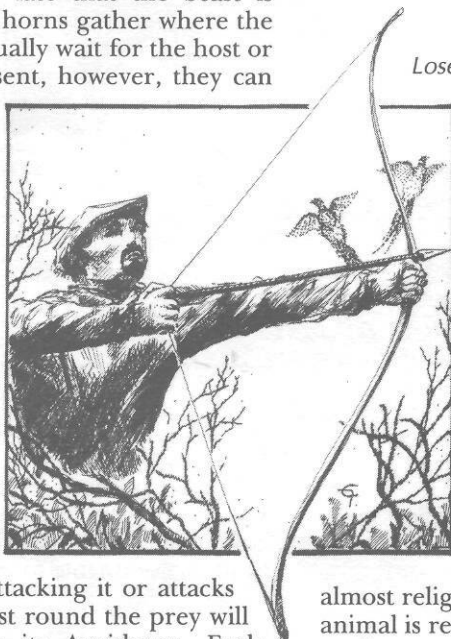
Loser, success The beast tries to flee! At the end of the round the creature has escaped, and must be pursued again. Return to the **Chase** section of **The Pursuit**, after moving each hunter present back one line on the **Hunting Diagram**. All hunters receive a +5 modifier to their Hunting roll in the next segment of the chase.

Loser, failure

The beast rushes away! At the end of the round the creature has escaped, and must be pursued again. Return to the **Chase** section of **The Pursuit** after moving each hunter present back one line on the **Hunting Diagram**.

Loser, fumble

The beast escapes! At the end of the round the creature has escaped and must be pursued again. Return to the **Chase** section of **The Pursuit**, after moving each hunter present back two lines on the **Hunting Diagram**.



It is usual for those who kill the beast to share equally in any Glory awards for the deed. The gamemaster should determine the Glory reward for killing the creature and add 10 points for the hunt itself.

The Breaking

The most striking imposition of ceremony on the hunt is the flaying and butchering of the animal. The slain quarry is dissected in a meticulous, ritualistic, almost religious, manner. The precision with which the animal is reduced to joints of meat and pieces of offal is a tribute to the qualities of the animal. The most distinguished person in the hunting party usually does this, but he may (rarely) honor another by deferring this right to him.

The Curée

While the quarry is being butchered, the hounds are rewarded for their part in the hunt. The huntsmen briefly feed the hounds in a way which ensures that they associate the reward, visually and by scent, with the head and skin of the beast.

The Homecoming

The triumphant return home is accompanied by horns. The various sections of the quarry are borne to the host's home in the same relative position to one another that they had in life. Additional ceremonial horn blowing (known as *the praise*) occurs upon arrival at the host's hall door or castle gate before they take the carcass inside. Often the celebrations continue long into the night, as tales of this and other hunts are told.



BOW & STABLE HUNTING

THIS IS a very old form of hunting. In essence, men drive the quarry towards and through a line of archers. If the beast makes it unscathed through the winnowing arrows, it goes free. Unlike *Classic* hunting, the hunters plan the place of the quarry's death carefully, and the instrument of this death is the arrow. This is a more efficient use of resources and usually produces more meat for the time spent. *Bow & Stable* hunting was the standard method in Britain before the introduction of so-called *Classic* hunting, around 510, and it is still the island's most common form of hunting (especially in the outlying regions).

Both large and small scale *Bow & Stable* hunting are used. The procedures given below concern the larger version, although notes are provided for small hunts, and a few variations.

Quarry

Any hunted beast (and probably monster), except the boar and fox, may be hunted using *Bow & Stable* hunting. The most common quarries are red and fallow deer. Statistics are provided for a variety of suitable quarry in the Appendix at the end of this book.

Procedure

More than any other type of hunting, this is a social event. As such, in some ways it has more in common with tournaments and feasts than hunting. The largest of these hunts have assistants that number into the hundreds and are a display of conspicuous wealth and other resources.

In this form of hunting the *stable* is a clamorous string of unarmed waving beaters, a pack of hounds, or both, that drives the game along a desired route. The nobles and guests, called the *shooting party*, are the *bows*.

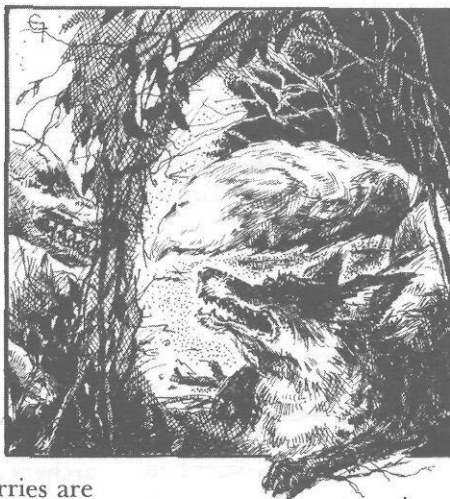
Large scale *Bow & Stable* hunting can be sedentary for the nobles of the shooting party. The host (and some of the more lively guests) may take a more active role (rather than acting as favored archers and standing with a bow). In company with the Master Huntsman and hounds, they ride about, directing, planning, and sounding their horns.

Preparation

The hunter in charge places the *stable* along the sides of the chosen area, in two parallel lines, using the terrain to facilitate their job. This requires a successful Hunting roll, failure granting the prey an Avoidance roll to escape unharmed. A fumbled roll allows the prey to escape automatically. At some point before **The Drive**, below, the *shooting party* takes up their position downwind, about a stone's throw apart in open forest.

Drive the Rascals

This is an option step undertaken to ensure that the only quarry to be hunted will be worthy of the attempt.



When the larger hounds are in position for **The Drive**, the Master of Harriers works his hounds through the hunting area. The unsuitable rascals leave their hiding places much more willingly than more significant game. A Hunting roll is required of the hunter attempting this feat. If the roll is a failure of any description, it is up to the gamemaster to include some lesser creatures in the next stage. The shooting party usually socializes during this stage.

The Drive

The *stable* drives the remaining quarry out of hiding. Mounted hunters may accompany the beaters to work the hounds.

The Kill

Each hunter selects where he is positioned as the quarry is driven into the open. There are three main forms of participation:

- **In the field:** Either mounted or on foot, helping to drive the beasts and kill those that have turned at bay. The gamemaster should require Horsemanship rolls for those who are mounted, to corner fleeing game, and Weapon rolls when a creature is encountered. A Reckless check may be in order if the prey is particularly dangerous.
- **In the shooting party:** Using bows to shoot the prey as the *stable* drives it out. Shots straight to the left or right are the hardest because of the danger of hitting a neighboring archer. The gamemaster should request Awareness rolls to locate prey before it is too close, then Bow rolls to attack it.



- **In the back:** Watching and enjoying the social aspects of the hunt, including: eating and drinking, flirting, getting or giving First Aid, talking, and planning. The gamemaster determines what rolls, if any, are required.

Ending

During **The Kill**, men load the slain quarry in carts and take them to a designated collection area. There the carcasses are positioned properly for the final ceremonies.

When he has determined that the hunt is over, the hunter in charge blows the *end* on his horn. The Master Huntsman leads the lord and guests to inspect the assembled carcasses, and the lord gives instructions for their disposal. If receiving no other advice, the gamemaster might require the lord to make a Hunting or Awareness roll to distinguish between the best and worst of the kills.

The hounds receive the *Curée* exactly as for a *Classic* hunt, using the carcasses selected for the lord's larder, obviously the finest.

Small Bow & Stable Hunts

This is a more crafty form of hunting, usually involving only six men (3 archers and 3 horsemen), although it can be attempted with as few as two hunters. By adding more hunters, one eventually arrives at the large scale version described above. Each of the steps is described only briefly:

- The hunters either search for tokens or they let a small hunting hound range freely to locate the desired quarry's trail. Roll either the hunters' or the hound's Hunting.
- The hound trails the quarry. Roll the hound's hunting to keep the scent and the hunters' Hunting to follow the dog.
- Eventually the hunters sight the quarry and select the location for the kill. Roll the hunters' Awareness.
- The horsemen ride before the quarry, downwind. The archers walk alongside, concealed by the horses, and stop, one by one, positioning themselves in a V-formation behind trees. Rolls are required for each rider's Horsemanship and each archer's DEX, and failures send the prey into the bushes, and the hound must trail it again.
- Moving intermittently, the horsemen circle back around the quarry to get upwind (ending up where they first started). Rolls are required again on each rider's Horsemanship, with the same failure results as the previous step.

- The horsemen edge closer to the quarry, occasionally snapping their fingers or clicking their tongue. Eventually the beast freezes, stares, and moves a little downwind. The process is repeated as the horsemen nudge the quarry toward the archers. Much patience is required, and the gamemaster may call for Prudent checks.
- Finally, the archers shoot the quarry when it is close enough to guarantee a clear shot. Bow rolls are required. Allow a +5 modifier for the first volley and permit at least a second volley before the prey has a chance to bolt for freedom. Horsemanship rolls, opposed to the quarry's Avoidance, can be used to contain the beast when it bolts.

Saxon Hunts

The Germans tend to have large drives, much like the largest *Bow & Stable* hunts. They use peasants as beaters, rather than hounds, to move the game. They drive the quarry into a lake or river, where the hunters kill it from boats or from along the banks. Spectators often watch from boats.

Netting

Pictish hunting practice is to set nets. It is similar in form to regular *Bow & Stable* hunting, but, instead of archers shooting at the prey, the hunters drive it into nets. Noble hunters on the continent also use nets to prevent the quarry from escaping in certain directions. However, British nobles usually are haughtily dismissive of the use of nets, and the Irish especially despise it.

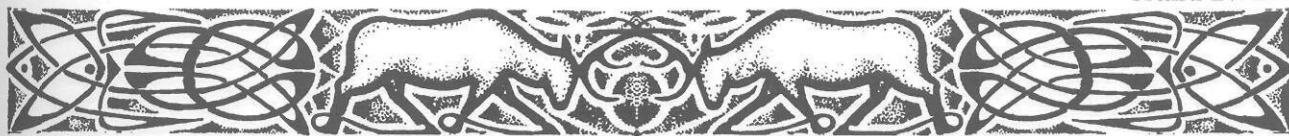


COURSING

THIS IS a dazzling and physically less demanding aristocratic spectator sport. Once scenting hounds find and raise the quarry (usually hare), gazehounds pursue and attack it.

The Irish hunt in a similar, but more demanding, manner, where all the hunters pursue the game with the hounds. When it is cornered the Cù are released.

Hunters using other forms of hunting sometimes bring gazehounds with them on the hunt, especially when pursuing dangerous quarry like bear and boar. Except for the French Gray breed, gazehounds are useless for the chase, but they can be loosed when the quarry is caught. The dogs risk the combat instead of



men, or they may be held ready in case a hunter engaging the beast gets into trouble.

The rules provided here only demonstrate the basic form of coursing, but the gamemaster can easily modify these rules to use gazehounds in the other ways described.

Quarry

It is most common to pursue hare with this form of hunting, although most other quarry can be attempted. Statistics are provided for a variety of suitable quarry in the **Appendix** at the end of this book.

Procedure

Hunting with gazehounds is almost like a miniature hunt. Time passes in melee rounds rather than hour long segments, as the dogs chase and harry the quarry.

Preparation

As with *Classic* hunting, the gamemaster must prepare a **Hunting Diagram** with five parallel lines.

The Release

Once the quarry is in sight, the gazehounds are released. They jump forward to bring down the prey. A token for each hound is placed on the **Hunting Diagram** separately, at the line indicated in its description (see **Breeds** on page 60) and is immediately moved forward one line. This movement may bring some hounds onto the last line, but they must complete the **Pursuit** step which follows before they are eligible to attack the quarry.

The Pursuit

Each gazehound must roll its Hunting versus the quarry's Avoidance, as for *Classic* hunting.

Winner, success or critical **Prey caught!** Move to the final line of the Hunting Diagram, and proceed to **The Attack**.

Loser, success **Gaining!** Move forward one line on the Hunting Diagram. If on last line, proceed to **The Attack**.

Loser, failure **The prey pulls away!** Move back one line on the Hunting Diagram.

Loser, fumble **Trail lost!** Move back two lines on the Hunting Diagram.

Gazehounds receive the following terrain modifiers:

Coursing Terrain Modifiers

Description	Modifier
Clear or Wasteland	+5
Hilly	-
Forest	-5

Gazehounds can be trained to hunt specific quarry. Typical examples include Bearhounds (usually Alaunts or Mastiffs), Boarhounds (Mastiffs), Deerhounds (large Greyhounds), and Wolfhounds (usually Alaunts, very large Greyhounds, and especially Cù). If a gazehound is trained for hunting a specific type of quarry, use the following modifiers to their Hunting skill:

+5 if trained to hunt this quarry

-5 if trained to hunt a different quarry

The quarry receives the following special modification to its Avoidance here:

+2 for each line between the end and the hound's token. If this modifier is 10 or greater, the quarry has escaped this dog

-5 for each wound the quarry received in the *last* round

The Attack

When they catch it, the dogs throw themselves at the prey. All dogs on the final line of the **Hunting Diagram** may attack the quarry. This is carried out exactly like **The Kill** described for *Classic* hunting on page 52, with the dogs making the attacks. If there is more than one attacking dog, the quarry must divide its Avoidance equally among them. Note that if the quarry fights it can fight only one dog, giving the others a free attack.

When the dogs receive a result of *Winner, success*, quarry always tries to Avoid again if it is only facing dogs, not just when it is hurt badly.





FALCONRY AND HAWKING

FALCONRY IS THE 'sport of kings,' but it is practiced by many of the well-off commoners. Even more than hunting, falconry is a social event. It is less physically demanding than hunting (most of the effort is in training the birds) and thus is more suitable for companies that include ladies. Its dazzling displays take place in set locations, rather than requiring hours of hard riding to witness.

Hunting Methods

There are three contrasting methods for flying a hunting-bird. Which is used depends on whether the bird is a hawk or a falcon and on the size of the quarry.

In both styles of falconry, style is everything – to have any other concern (such as the size of the bag) is to make a travesty of a noble sport. Hawking does not necessarily share this point of view, although it is still practiced primarily as a sport.

Falconry

Falcons dive or stoop from the sky at their quarry, often from hundreds of feet in the air (up to 1,000 feet – the higher the better) and put on an amazing exhibition of aerobatics. However, these aerial displays may

exhaust the falcon, making it less useful for several hours.

To gain the necessary altitude, a falcon needs a long preparatory flight. That, in turn, requires an open, flat expanse of field, moor or down. It is futile to fly a falcon in close country, as one cannot watch its entire flight. Worse, the falcon may find something in the distance and vanish without a trace. The bird can be out of sight in a second, and the falconer will have no idea where to look for it.

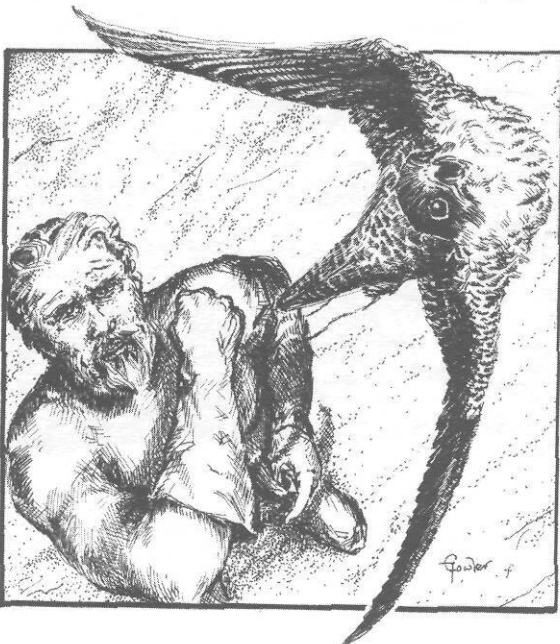
Falcons only use their master's fist as a carrying and launching pad. They are called back down from an unsuccessful flight using a lure, for which reason true falcons are termed "hawks of the lure."

Waiting: When a falcon "waits on", it attains altitude over the hunting site. Then, when beaters or dogs flush game, the falcon descends in its brilliant stoop and either kills the quarry with a blow of its talons or binds to and brings it to earth. A 'hawk for the river' is a falcon trained in this way whose principal quarry is water-fowl.

Ringling: This method is used for quarry that is larger than the falcon. In the wild, the falcon would not contemplate such quarry as prey. In this form of the sport the quarry attempts to escape in a climbing, spiraling ("ringing") flight, and the falcon pursues in a sometimes apparently unrelated series of upward gyrations. This continues until the falcon gains an advantage in height from which it is able to stoop down on the quarry. Normally, the falcon is unable to kill its prey, and the two plunge to the ground where a dog finishes the quarry before it can injure the hunting-bird.

Hawking

The austringer casts a hawk from his fist, usually after the quarry has risen. This is because the natural inclination of hawks is to sit motionless on a high branch, waiting for a meal to present itself. When something suitable appears it launches and catches it with lightning acceleration, binding the quarry in its powerful feet. Hawks are, therefore, equally suited to the open, to wooded country, and to places where there are frequent enclosures, isolated trees, and buildings. They rarely fly high enough or far enough to get out of sight, and so are not easily lost unless something very untoward occurs.





Hawks do not readily tire and may be used at intervals throughout a whole morning or afternoon. After an unsuccessful flight, a hawk returns to its master's fist, and if it makes a kill it will hop back up there. Thus, because they operate from their master's fist, true hawks are called "hawks of the fist."

Typical Hunts

Falconry hunts have differing degrees of quality and formality. It seems that an individual's enjoyment of the sport increases in inverse proportion to the magnificence and predictable success of the proceedings.

Royal & Aristocratic Hunts

These are the most magnificent and the most predictable of the aerial hunts. They stress splendor and variety through the provision of a range of quarry, enabling the finest falcons to demonstrate the most dazzling contemporary achievements of the falconer's craft. These hunts often use beaters, instead of the usual dogs, to find and flush game.

The lord rises early and, after suitable preparations, he mounts his horse and takes his most beautiful falcon on his wrist. With his Master Falconer, he examines his falconers and their birds, and they decide which of them will fly together and at which quarry. Then the lord, together with his guests and the rest of the hunting party, set out on with the hunt.

The hunting party moves from location to location throughout the day to experience a number of different types of quarry. The locations are each selected by the Master Falconer for hunting a particular quarry. At each site, the lord specifies which falcons are to take to the air and who shall fly them. Often he puts his own bird in competition with that of his Master Falconer while the rest of the party watches.

At midday, the company retires to a village to dine lightly. The afternoon sport is much the same – the falcons take the selected quarry in various situations at different sites. The hunt continues until evening and the laying out of the bag at the hunting lodge.

Social Hunts

The ladies share the foreground in these hunts. Everyone has a sparrowhawk and a stout, steady horse. Four

spaniels (two for the morning and two for the afternoon) accompany the party to quest and retrieve. It is most important, because of the social nature of this style of hunt, that the hunters are mature but agile, courteous and debonair – a good company, blithe and beautiful. The hunting party passes through the countryside hunting at random (usually partridge, quail, larks, and young pheasants) in a friendly and flirtatious competitive spirit, until they fill the game-bags. Such a hunt is

seen a symbol of all the pleasures of worldly life.

Informal Hunts

Such hunts consist of a group of friends who love birds out hunting with them. There may even be more men than birds, with a great deal of sharing and exchanging involved. Such a hunt may last a week or more, with the party eating at a cheerful inn in the area, arguing good-humoredly, laughing at one who falls in the river; and thinking of nothing but the "honest and profitable delight" they take in their hunting birds. An ingenious gamemaster could use such a hunt as a scenario hook by giving the hunters something more to think about.

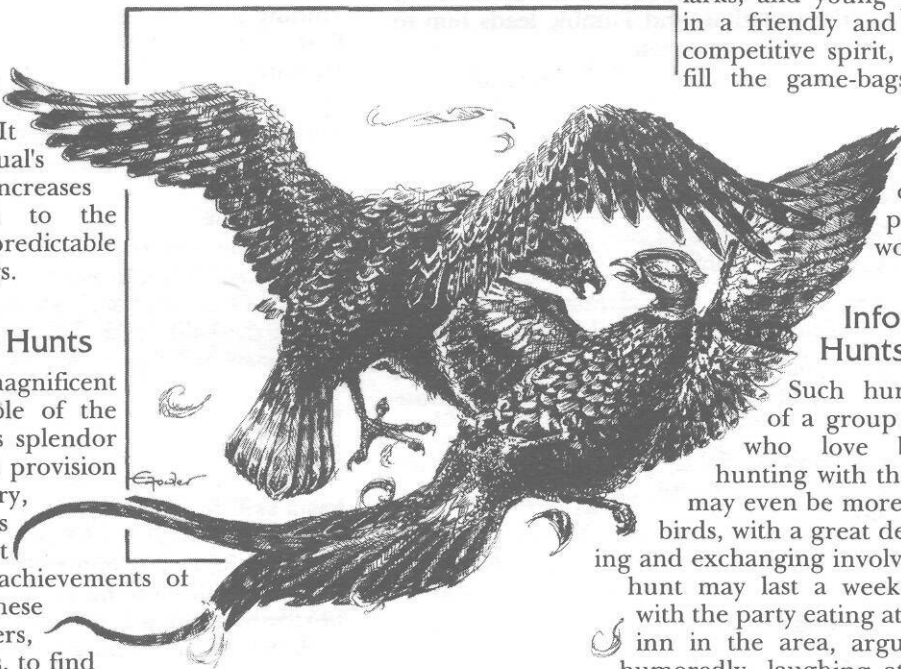
Falconry Rules

These rules expand somewhat on the basic ones provided for using the Falconry skill in *Pendragon*. There are some situations where this level of detail is not required; use them to enhance the game.

Preparation

Time is less critical in Falconry than in Hunting with dogs. Traveling from site to site, rather than flying the birds, consumes most of a hunt day. The gamemaster should have some idea of the local terrain and the likely sites for flights against specific types of game. Present this information to the players either as character knowledge or through an appropriate local figure.

It is important to consider the hunting birds available. There may be a large entourage bringing with it every available type of falcon and hawk (as for a royal





hunt), or the hunters may be constrained to use a small number of birds. It is most common for the hunters to select a specific bird to bring with them for the day.

Whenever a character has a chance to pick the ideal bird for a particular situation or the best game for a particular bird he should roll his Falconry. With any Success he knows generally what is best, but with a Critical he is certain of all details. A Failure indicates he has no idea about the situation, and Fumble leads him to make a particularly poor selection.

Locating Quarry

The Master Falconer is aware of the best places to find whatever game his lord decides to pursue. Certain quarry are found only in specific types of terrain.

Aquatic (lakes, ponds, rivers): Coot, Cormorant, Curlew, Duck, Goose, Spoonbill, Swan, and Widgeon.

Shore (beaches, tidal flats, coastal marches): Curlew, Gull, Plover, Snipe, Spoonbill, and Widgeon.

Wetlands (pools, marshes, swamps, fens, etc.): Bittern, Crane, Heron, Moorhen, Snipe, Stork, and those found in Aquatic areas.

Open Country (downs, fields, plains, uplands): Bustard, Crane, Crown, Grouse, Lark, Magpie, Pheasant, and Starling.

Light Woodlands: Crow, Grouse, Magpie, Pheasant, and Starling.

Forests: Grouse and Woodcock.

Settled (farmland, grainfields, meadows): Crow, Magpie, Partridge, and Starling.

Kite, Pigeon, and Thrush can be found in most areas.

Preflight

In most situations the game is flushed first and then the hunting-bird is released. The opposite is true for "waiting-on", however, where the bird is released before the game is flushed.

Flushing the Game

Finding game is never difficult, but it can be hard to find appropriate game. The Master Falconer rolls his Hunting to determine if the correct quarry has been flushed, applying a -5 modifier if he has no trained sporting-dogs present, and a +5 modifier if a cadre of beaters are used.

The Release

As each member of the hunting party launches his bird he must roll his Falconry to correctly gauge the relative abilities of his animal and the prey. A Critical adds 5 to the bird's skill in the flight, below, while a Failure subtracts 5 and a Fumble subtracts 10.

The Flight

Once released the success of the flight depends on the skills of the hunting bird, not his handler. Each bird has a skill for each type of game it may be used to fly against. That skill is modified by the effects of a good or bad release, above, and rolled to find the result of the flight. A Critical on this roll indicates a stunning display worthy of an award of at least a 10 Glory (100 if in the presence of the Pendragon). A Fumble, on the other hand, results in a lost bird, although an immediate Falconry Success and several hours can be used to retrieve the errant bird safely.

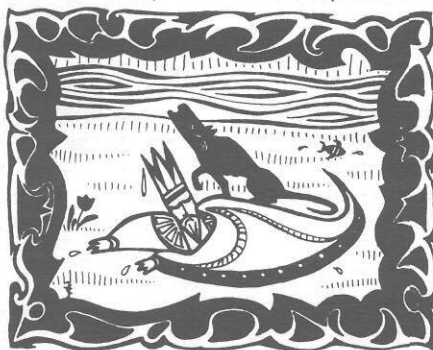
THE LOYALTY OF HOUNDS

DOGS ARE LOYAL. They gladly dash out hunting with their Master, stand up for him to the death, and even guard his dead body.

King Apollo of Leonis' Greyhound dragged the body of his murdered master from the bed of the Loire river, dug his grave with its own claws, covered it and guarded it for six months.

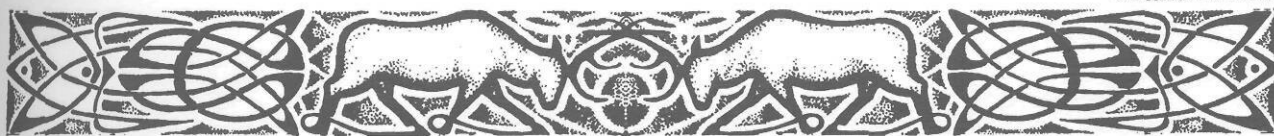
Everyone knows how the hounds of King Garamantes rescued their master after he had been kidnapped and sold into slavery; that, when Jason was killed, his dog refused food and died of hunger; and of the hound of King Lisimachus that threw itself onto the fu-

neral pyre of his master. Also well known is the dog that could not be driven away from his imprisoned



owner; who followed him howling after he had been executed; which dog, offered food by a sympathetic public, took it to the mouth of its executed master; and finally, when the corpse was thrown into the river, tried to hold the body up, swimming beside it. A dog, whose owner was murdered in Antioch, picked the villain who had slaughtered his master from a crowd and arrested him.

A character that observes a hound performing a similar act of extraordinary loyalty may receive a Loyalty (Lord) check.



KENNELS AND MEWS

NOBLIS WHO ARE PASSIONATE about their sports are liable to invest a great deal of time and money in the animals they hunt with. The following sections provide details for those who wish to make the most of their hounds and hawks.



THE LORD'S KENNEL

FIDELITY is a dog's most distinctive trait. People hold the dog to be a most sagacious beast, having more perception than other animals, and it alone recognizes its own name. Dogs demonstrate their intelligence and instinctive memory when they follow the scent while hunting. Those traits set hounds above all the other animals that serve man.

Types

The various breeds of dogs fall into a number of distinct categories as a result of the purposes for which they are bred and are best used. Each of these categories is discussed below, although we are only concerned with the hunting dogs in the remainder of this section.

Gazehounds: These dogs hunt by sight rather than scent. Thus a gazehound must have the beast in sight to use its abilities, and it takes the quarry or looses it immediately. Huntsmen usually use a few breeds of gazehound together when hunting large game such as Boar or Bear. With its impressive speed the Greyhound is able to seize the quarry first, giving the Alaunt or Mastiff time to catch up and pull it down. Gazehounds cannot initiate the hunt or carry it through its more complex phases. The Alaunt, Greyhound, Mastiff, and Velter are all gazehounds.

Scenting-hounds: These dogs hunt by scent. This allows them to initiate the hunt and pursue it through its most complex phases. Scenting-hounds are the foundation of hunting 'by strength of hounds.' Most hunters agree the height of this sport

is the craft of working packs of these hounds. The breeds of scenting-hounds are divided into two sub-categories: leash-hounds and running-hounds:

Leash-hounds: These dogs are also known as bloodhounds and tracker dogs, and they are responsible for following the scent of the prey. Their essential qualities are strong, highly developed, scenting abilities and silence. Individual Leash-hounds have a special role in initiating *Classic Hunts* by detecting the whereabouts of the quarry on the morning of the hunt. They receive detailed individual training to work silently on a leash, and to pick up and follow the scent of a beast. The Brachet, Lymer, St. Hubert Hound, and Talbot are used as leash-hounds.

Running-hound: Once a leash-hound has located the quarry, the running-hounds pursue it. A good running-hound should be able to hunt until the day's end. Some running-hounds hunt with their noses in the air, noticing where the beast has brushed past, while others put their noses to the ground, following the beast's tracks. A pack of running-hounds requires both types – the first to follow the quarry through cover and woodland, the second for the open ground. The Rache and the Kenet are the most common running-hounds. The Brachet, St. Hubert Hound, and Talbot are especially notable breeds, and one of them is usually the leading hound of the pack.

Sporting-dogs: These hounds are used when for hunting with birds, especially when hawking. Spaniels are the only dogs breed specifically for such work.

Non-sporting dogs: These are the Butcher's hound, the Midden dog, the Trundle-tail, the Prick-eared cur, and the Mongrel. They are beneath the notice of a knight. Some individuals train these dogs for various sorts of non-hunting work. The small companion dogs of noble ladies also fall into this group.

Expenses

Keeping a large number of hounds can be expensive. The hunting books warn that "even lords with estates, if they have a large pack of hounds, should consider carefully where the money will come from." While a knight can be assumed to maintain a reasonable number of suitable hunting dogs with the money he



spends annually on his life-style, those who wish to keep especially fine dogs, or a large number of them might be required to pay a small amount more each year. The gamemaster should figure that each hunting dog costs at least ½d per year to keep. Greyhounds tend to cost ¾d per year and Lymers as much as a 1d each.

Equipment

While a lord may spend ridiculous sums outfitting his hounds with ornate collars, special leashes, body coverings, and elaborate muzzles, his kennel will undoubtedly consume the greatest proportion of the money he spends on his dogs.

The kennel constructed for a large pack of running-hounds is usually a two story building about 60x30 feet. The upper floor is primarily used to provide insulation against the cold in winter and heat in summer. The lower floor consists of three areas. In the first the hounds sleep on beds of oak wood raised a foot above the floor and covered by a deep layer of straw. The second is for the dog-boy. The final space is for the hounds ablutions. The kennels must contain a fire-place, and a spacious walled or fenced run is always provided. A standard kennel costs the lord 8d to construct.

The leash-hounds are often kept apart from the rest of the hounds, usually in their handler's own accommodations. Gaze-hounds are also kept outside the kennels.

Keeping Hounds

Well-trained hunting animals are fairly expensive. The time and patience required to breed a resourceful and enduring hound is beyond the domain of nobles. A fond hunter obtains his dogs from others, selecting only the ones that display the perfect combination of instinct and physical abilities. A common trained hunting hound may cost 5d, a lead running-hound 9d, and a leash-hound as much as 18d. Unusual foreign breeds are considerably more expensive, often at least 25d each. An attractive gazehound (a Greyhound or an Alaunt) can be obtained for 7d and is suitable as a noble accoutrement for a non-hunter. Dogs who are not trained for hunting can be purchased for between 1 and 3d. Every now and then a huntsman has the opportunity to obtain a superb hunting hound. Such prodigies are known as *Chien Baut*, and are easily worth 1£ a piece to a serious hunter.

The Effects of Age

A hound cannot be used for the hunt until it is a year old. The Master Huntsman should train the animal carefully before its first outing. A successful Hunting roll indicates that the hound has taken well to the instruction, and is ready to hunt. A Fumble reduces the dog's special abilities (primarily those used by leash-

hounds and gaze-hounds) by 1D3, while a critical increases them by a similar amount. A simple Failure means the dog must wait an additional half year before it is ready.

Each year the lord must determine whether his hounds have survived. The procedure is identical to the one used for horses during the Winter Phase. A roll is made on the **Horse Survival Table** (page 187 in the *Pendragon* rules) for each dog. Working dogs, as distinct from those who spend their lives as mere ornaments, receive an additional -1 modifier to this roll. The death of a valued hound can be an occasion for much sorrow, especially if it served its master faithfully for many years.

Breeds

All dogs are a single species and can interbreed with each other. The characteristics that offspring consistently inherit define a breed. Both native and imported breeds are found in Arthurian Britain.

Chien Baut: This is not a breed of dog, rather a title given to a dog of any breed that has all the characteristics of an excellent running-hound. A Master Hunter counts himself fortunate to know three hounds deserving of this title in his life. When used as a lead hound, such dogs impart a modifier of between +3 and +5 to the Hunting roll, as the gamemaster deems fitting.

Alaunt (Alan): A large breed of dog used in hunting or to bait wild animals. Their role is to seize a running beast, bring it down, and immobilize it using a combination of speed, tenacity, and strength. They are stronger and better shaped to do harm than any other dog. Huntsmen use Alaunts against large game (especially bear and wild boar), where reckless savagery is more important than finesse.

Smooth-coated and handsome, the breed is of great stature (SIZ 9) with short, erect ears that are sometimes trimmed to a point. Alaunts are most often white or snowy colored, sometimes with dark patches around the ears and tail.

When used as a gazehound an Alaunt starts on line 3 of the Hunting Diagram. It has Hunting 16, Bite 15 (5D6 damage), 24 Hit Points, and 2 Armor.

Brachet: This diminutive scenting-hound is used as a leash-hound, or more often as the lead hound of a pack of running-hounds. The Brachet is quite small (SIZ 4) with pendulous ears. They are usually white, often with patches of red or black.

When used as a lead-hound, a Brachet gives a +3 modifier to the Hunting roll made during the chase. When used as a leash-hound they provide a +3 modifier during the Search, or the huntsman can use their instinctive Hunting 18 in place of his own skill.



British: This is the native British running-hound, called the Agasseu in classical times. It takes a middle course between fast but tiring, and slow and steady. It has an excellent nose, especially for tracking. It is a small round breed (SIZ 5), very lean, with shaggy hair and dull eyes. The breed offers no modifiers, positive or negative, to the hunt when used as any type of running-hound.

Cù (Irish Wolfhound): The Cù is the huge, swift, ferocious Greyhound of Ireland. It is remarkable in combining power and swiftness with keen sight, and is employed to hunt deer, boar and even wolves by sight. The Irish sometimes even use the breed in combat. Yet there is not a more gentle breed of dog known – it is a calm, dignified, majestic animal; protective, but otherwise generally trusting. Irish Law restricts ownership of these hounds to kings, nobles, and poets, and they constitute valuable gifts.

Of great size and commanding appearance, this is the largest and tallest of the dogs (SIZ 12). It is a muscular rough-coated Greyhound breed, with a long, moderately pointed muzzle, small, Greyhound-like ears, and a long, slightly curved tail.

Colors include: gray, brindle, red, black, pure white, fawn or wheaten, dark blue-gray, yellow, and sandy red and red fawn. As a foreign breed such animals are very rare in Britain.

When used as a gaze-hound a Cù starts on line 2 of the Hunting Diagram. It has Hunting 18, Bite 13 (5D6 damage), 24 Hit Points, and 2 Armor.

Gaston (or Spanish): This breed of running-hound runs very fast and close to the quarry at the start of the hunt. It often runs out of energy, however, through its haste and ends up too breathless and weary to take the beast.

Gaston are not large hounds (SIZ 6), but as a foreign breed they can be hard to obtain, and expensive when available.

When a pack of such running-hounds are used, Gaston receive a +5 modifier in the chase for the first 1D6 segments, and -5 thereafter.

Greyhound (Grehownd): This is the dominant gaze-hound breed. A Greyhound's value is in its speed and willingness to seize and pull down a running quarry as soon as it reaches it. The British Isles, especially The North, have been celebrated for Greyhounds since before the Roman period. They are often kept as royal and aristocratic accouterments or gifts. It is illegal for a base person to keep

any Greyhound near a forest unless the dog is lame. Huntsmen use Greyhounds against all sizes of quarry from the largest bears and deer to hares. Other than Spaniels, medium-sized Greyhounds are the most likely to be bird-dogs.

Generally, these hounds have a finely chiseled head, delicate ears, and an arched neck that gives them an air of distinction and quality. Greyhounds vary considerably in size (SIZ 6-9). But all are equally capable of running more swiftly than an adult wolf and of breaking its back with their powerful jaws, almost without halting their impetus. They can be of almost any canine color, but white is the finest color for Greyhounds.

When used as a gazehound a Greyhound starts on line 2 of the Hunting Diagram. It has Hunting 17, Bite 15 (3D6 damage), 19 Hit Points, and 1 Armor.

Kenet (Kennet, Kenettys): The Kenet is the basic small running-hound. As such they form a distinct pack and may even be kept in a separate kennel from the Raches and their variants. Kenets are often trained as harriers.



As these are essentially Raches that have been bred down in size (SIZ 5), they are similar in appearance – same head and nose, same cat feet, level back, straight legs, and square chest. Their colors are also similar, except that some Kenet strains have a mottled blue coat.

When a pack of Kennets are used as running-hounds they impart a modifier to the Hunting roll made during the chase: -5 for large game, +5 for small and medium game

Lymer (Limer, Lemor, Lymet): A special breed of leash-hound with extraordinary tracking abilities and determination, the Lymer is used only for hunting Hart, Buck, and Boar.

These dogs are stronger and larger than normal hounds (SIZ 8). Lymers have a heavy jawed head, large, long, blanket-like ears, deep folds of skin about the head and neck, and an intelligent, though sad, visage. Black and tan, red and tan, or tawny hair coats the Lymer's muscular body.

When used as a leash-hound they provide a +5 modifier during the Search, or the huntsman can use their instinctive Hunting 20 in place of his own skill.



Rache (Rachys, Brach): This breed of hound has a great deal of geographic variation in physical and behavioral characteristics. Besides the common version, other variants include the *St. Hubert Hound*, the *French Gray*, the *Talbot*, the *Gaston*, and the *British*. The *Kenet* and *Brachet* are smaller variants. The generic Rache is the basic large running-hound used indiscriminately in classic hunts for Hart, Boar, and Hare. The breed is heavier and slower than some of the other variants, but it scents from well behind and can hunt from dawn to dusk, patiently distinguishing the true scent from the false.

Slightly burly (SIZ 6), with a square chest, cat-feet, and a somewhat flat face, the generic Rache can be dark, pale, or piebald. Speckled black is the most common color, but white, yellow, light brown, and pure black are acceptable.

When a pack of such running-hounds are used, Rache receive a -5 modifier in the chase for the first 1D6 segments, and +5 thereafter.

Talbot or Norman Hound: A dog with great scenting powers, often used as both leash-hound and running-hound. The breed has gained credit for their exceptional qualities in the chase of the Stag.

It is a large (SIZ 8) white or light colored hound with long hanging ears and a heavy jaw, somewhat similar in appearance to the *Lymer* and the *St. Hubert Hound*. The true Talbot is milk white, but there is a black variety called the "Blackhound."

When used as a leash-hound it provides a +1 modifier during the Search, or the huntsman can use its instinctive Hunting 16 in place of his own skill. A pack of running-hounds primarily composed of Talbots receives a +4 modifier in the chase.

St. Hubert Hound: This breed represents the first great success in creating specialized breeds for hunting particular prey. It is also the first widespread breed, other than the princely *Greyhound*, to be the object of great care and affection. The St. Hubert Hound is a French breed from the monastery of St. Hubert (the patron of hunters) at Mouzon in the Ardennes. It is eager to hunt all animals with its excellent nose and has an exceptional ability to overcome the ruses of the quarry. It is mighty of body, but not as strong as some other breeds, and fast enough on its short legs.

The St. Hubert is a medium-large (SIZ 7) hound with an intelligent, though sad, visage. Its fine, dense hair, large, wide, pendulous ears, and heavy jawed head marked with furrows and folds of skin give it a distinctive appearance. It comes in two types: "the Black" (dark coat, perhaps with a tan patch over the eyes) and "the White" (white and black).

When used as a leash-hound it provides a +2 modifier during the Search, or the huntsman can use its instinctive Hunting 17 in place of his own skill. A pack of running-hounds primarily composed of Talbots receives a +5 modifier in the chase.



THE LORD'S MEWS

THE NOMENCLATURE OF FALCONRY can be quite confusing, especially the terms *falcon* and *hawk*. The sport principally uses birds of prey from two distinct families: "*Hawks of the lure*" (true *falcons*) have long, pointed wings, a short, curved notched beak, and dark brown or black eyes; "*Hawks of the fist*" (true *hawks*) have short, rounded wings, a long tail and legs, a hooked beak and claws, and yellow or orange eyes. The distinction between the two families is quite important, as they hunt in quite different ways. True falcons are noble and splendid; they provide finer flights and soar into the clouds for the love of flying as well as to get their food. True hawks swoop or dash for short distances close to the ground and only to catch their prey. Additionally, falcons are more easily tamed and remain so without a great deal of attention. Hawks, on the other hand, are difficult and tedious to tame and quickly revert to their former nature if not given attention each day. Once trained hawks bring a greater variety of quarry to the bag than falcons.

Expenses

In general birds are less financially demanding than hunting-hounds. A lord need not maintain a large number of falcons or hawks to enjoy his sport, and each bird consumes very little in the way of food. There is not usually any need for the gamemaster to require additional expense from a lord who maintains even a large mews.

Equipment

Each hunting-bird must have jesses, bells, and a hood. The falconer uses a weighted leather lure to recall the falcon after a flight. None of this equipment, even when it is finely tooled for use by the Royal Falconer, amounts to a great expense for the lord. The only significant expense is the construction of the mews.

Mews is the name of the building that houses a lord's hunting birds. If one has only a couple of hawks it is possible to keep them in any suitable outhouse or spare room, but once there are more than a few they must be



housed in a purpose-built structure. Mews are often not very sophisticated buildings. A comfortable mews can be built for between 2d and 5d, and includes accommodation for the falconer.

Keeping Birds

While inexpensive to keep, trained hunting-birds can be quite expensive to obtain, particularly if they are foreign. An untrained Sparrowhawk is worth only 15d if it is male and up to twice that if female, but it is a common bird. The same birds, if already trained, are worth between 60d and 120d. At the other end of the scale a female Goshawk might be worth as much as 3£, and a male perhaps 1£. The Gyr Falcon is similarly expensive, in part because it is hard to obtain. The price of a quality bird is usually of little import if it is available, at least for a true devotee.

The Effects of Age

A hunting bird must be trained for a year before it is ready to be flown. If the falconer is training the bird himself he is entitled to make a Falconry roll. A Critical allows him to add a 1 point to each of 1D6 of the bird's skills. A Fumble lowers all skills by 1. A Failure indicates that the bird must take an additional year to condition for the hunt.

The ravages of time affect hunting-birds in much the same way they affect horses and hounds. Each year the lord should roll on the **Horse Survival Table** (page 187 in the *Pendragon* rules) for each bird during the Winter Phase.

Breeds

The following list shows some of the most commonly used hawks and falcons. Each breed has been given skills for the types of quarry it can take. Note that all of the skills are for females of the species, the males have skills 3 to 5 points lower, unless noted otherwise.

Goshawk: A large, swift, powerful hawk. The Goshawk is ill-natured and difficult to fly (-5 to Falconry). Once trained, it is the handiest, most accommodating, and most useful of all the hunting birds. The male makes up for his lack of size and strength by being speedier over short distances and having better acceleration from the start and thus suffers no reduction in skill. Unspectacular and a humble performer in the company of falcons, the goshawk will show splendid sport of their own sort throughout the year.

Skills: Bittern 8, Bustard 8, Coot 15, Cormorant 5, Crane 5, Crow 13, Curlew 11, Duck 15, Goose 10, Grouse 16, Gull 11, Hare 10, Heron 6, Magpie 15, Moorhen 18, Partridge 18, Pheasant 8, Plover 19, Quail 19, Rabbit 16, Spoonbill 11, Squirrel 13, Swan 5, Widgeon 16, Woodcock 18.

THE NAME OF ALL MANNER OF HAWKS

An Eagle, a Vulture, a Kite [?], these 3 by their nature belong to an Emperor.

There is a Gyr Falcon, a tercel of a Gyr Falcon, and they belong to a King.

There is a falcon Gentle and a tercel Gentle [the northern Peregrine falcon], and they be for a prince.

There is a falcon of the Rock [another type of Peregrine falcon] for a duke.

There is a falcon Peregrine for an Earl.

Also there is a Bastard [the male of the previous two types of peregrines] and that hawk is for a Baron.

There is a saker [f] and sakeret [m], and these be for a Knight.

There is a lanner [f] and a lanneret [m], and these belong to a Squire.

There is a Merlin, and that hawk is for a lady.

There is an Hobby, and that hawk is for a young man.

These are hawks of the tower, and yet there are more kinds of hawks:

There is a Goshawk, and that hawk is for a yeoman.

There is a tercel [of a Goshawk], and that is for a poor man.

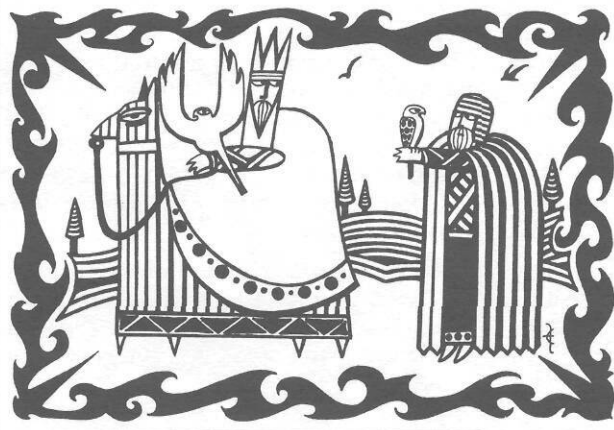
There is a Sparrowhawk [f], and he [sic] is a hawk for a priest.

There is a Musket [male sparrowhawk], and he is for a holywater clerk.

And there is the kestrel for a knave.

And these be of another manner [hawks of the fist].

— from the Boke of St. Albans —





Gyrfalcon: A large, fierce, strong falcon from Arctic regions. It is capable of impressive flights, exceeding the *Peregrine* in ringing flight and requiring fewer gyrations to attain height. Gyrfalcons are heavier, less dashing, and somewhat harder to train than *Peregrines*. They prefer to play and cavort about the sky rather than take seriously the business of hunting (-2 to Falconry). The more beautiful Gyrfalcons, sometimes pure white or with flecks of black, are sometimes simply decorative royal accouterments. They are a rare bird and expensive when available.

Skills: Bittern 15, Bustard 10, Coot 15, Cormorant 9, Crane 6, Crow 12, Curlew 13, Duck 15, Goose 12, Grouse 17, Heron 10, Kite 14, Magpie 15, Moorhen 19, Partridge 19, Pheasant 13, Stork 9, Spoonbill 13, Swan 5, Widgeon 15, Woodcock 18.

Lanner: This falcon is humbler in appearance than the *Peregrine* and not so dashing or delicate in flight. However, it is hardier and less choosy in its feeding. It is also less prone to fly off after birds other than those selected as quarry by the falconer (+2 to Falconry). Falconers commonly fly Lanners in couples against Bittern, Heron and Magpie. Reduce their skills by two-thirds if they are flown alone against such prey. Lanner are rare and expensive.

Skills: Bittern 15, Coot 13, Crow 2, Duck 13, Grouse 7, Hare 10, Heron 14, Magpie 16, Moorhen 18, Partridge 17, Rabbit 14, Starling 19, Widgeon 12, Woodcock 17.

Merlin: This lovely, little, black and white falcon is like a miniature *Peregrine*. It is the daintiest and most docile of all the birds used in falconry. Its courage, boldness and dash are unequaled by any other, and their glory in flight far exceeds expectations (+5 to Falconry). Unfortunately, they are the only falcon or hawk whose performance deteriorates as time goes on. After their fifth year roll 1D6 each year; a 1 or 2 results in a loss of 1 from all of their skills. Easily manned, it is a good falcon for a young noble.

Skills: Bittern 1, Lark 12, Moorhen 7, Partridge 7, Plover 7, Quail 8, Small birds 15, Snipe 7, Starling 10, Thrush 10, Woodcock 5.

Peregrine: While this falcon is smaller and less magnificent than the *Gyrfalcon*, it is faster and bolder. When trained, a *Peregrine* is an even-tempered and courageous bird. It will give a good account of itself in

an aerial encounter with a variety of quarry, and thrill onlookers with its speed and style of flight. For Britain, it is really the most desirable and manageable of all the falcons (they provide no modifier to Falconry). Falconers consider those from northern Europe (especially Scandinavia) the best and term them *falcons gentle* (i.e., noble). Those of Estregales also have a fine reputation.

Skills: Bittern 15, Bustard 12, Coot 16, Cormorant 10, Crane 7, Crow 13, Curlew 14, Duck 16, Goose 13, Grouse 15, Heron 9, Kite 13, Magpie 15, Moorhen 19, Partridge 19, Pheasant 13, Stork 10, Spoonbill 14, Swan 5, Widgeon 16, Woodcock 18.

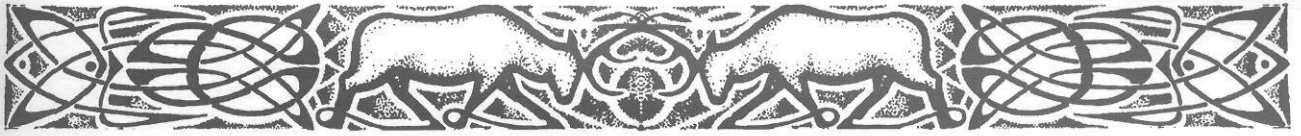
Saker: A large falcon – a fine sporting bird and the main hunting bird of Arab falconers, although it can be hard to obtain in Britain. Naturally a high flyer, it is also hardier and easier to keep than a *Peregrine*; otherwise it is similar to a *Gyrfalcon*, though somewhat easier to fly (+3 to Falconry).

Skills: Bittern 15, Bustard 10, Coot 15, Cormorant 9, Crane 6, Crow 13, Curlew 13, Duck 15, Goose 12, Grouse 17, Hare 14, Heron 9, Kite 15, Magpie 15, Moorhen 19, Partridge 19, Pheasant 13, Rabbit 17, Stork 9, Spoonbill 13, Swan 5, Widgeon 15, Woodcock 18.

Sparrowhawk: This is a small but savage and courageous little hawk – a bold, pretty, and lively performer, ready for anything. They are especially useful for closely wooded country, but they operate well in all locales. In a straight short flight, a sparrowhawk is practically unbeatable for speed. However, Sparrowhawks are a great nuisance to their trainers (-7 to Falconry). Even when healthy, they are prone to go rigid, fall off the perch and even die out of what seems to be simply the ultimate manifestation of their innate perversity. Only the female is of much use for hunting (the male is certainly bold enough, but his diminished size restricts the results he can show, do not use the skills below). Sparrowhawk have an important role as tournament prizes, and their symbolic value is disproportionate to their practical usefulness.

Skills: Bittern (small) 5, Lark 8, Magpie 5, Mice 10, Moorhen 12, Partridge 10, Quail 13, Rabbit 5, Small birds 18, Snipe 16, Squirrel 5, Starling 15, Thrush 16, Woodcock 8.





FORTIFICATIONS & ENCOUNTERS

WAR IS NEVER FAR from the thoughts of the *Pendragon* noble. The drumming hooves of invading armies, the smells of burning fields set alight by raiders, the grunts of exertion from soldiers wheeling forth siege engines, and the thunder as those engines shake the sturdy walls of his castles are all familiar to the Arthurian noble and are at all times a lurking threat just over the horizons of his fief.

This chapter outlines the castles and defensive works that are critical for security in the medieval world, as well as discussing three forms of warfare widely used in Arthurian times: raids, sieges and invasions.

The first half of this chapter describes the parts of a castle and raises points of interest regarding specific fortifications. There is also a listing of the available defensive works.

The second half of the chapter begins with a step-by-step guide to raiding and being raided, including tables for all possible outcomes.

Following this is a section describing the stages of a siege. There are discussions of the three different methods of sieging (assaulting the walls, blockading the settlement, and reducing morale) with specific rules for each.

Finally, there is a short discussion on the conventions of warfare, a treatise on invasion, what is involved and its effects on the people and the lands, and a brief discussion on the use of mercenaries in Arthurian Britain.

The Appeal of Dramatic Resolution

Pendragon concerns itself with drama, passion and conflict. Any large-scale combat has resulted from complex manipulations by the gamemaster and the players. In keeping with this flavor many may find quantitative rules for massed combat resolution unap-





pealing, preferring to decide the outcome on the basis of what is valid dramatically. For such people the sections of this chapter that deal with description are of interest, but perhaps the tables and rolls are not.

Obviously there are many stages between dramatic resolution and detailed calculations. The gamemaster may decide that the size of a force, the proficiency of the troops and the quality of their equipment should have an effect on the outcome of any encounter, as is

the case in reality. The information in this chapter can be used to ascertain the concrete factors which form the basis of such dramatic systems, even if the rest of the procedures are ignored.

Most of the time, regardless of the outcome of an encounter, the player knights should feel they had a part to play. Whatever procedures are used, the potential for mortifying and fatal defeat, and the possibility of success and its attendant glory should be present.

CASTLES AND DEFENSIVE WORKS

WALLS, CASTLES and other associated defensive structures greatly affect warfare. Instead of enemy warriors meeting each other upon an open field, city or castle defenses are manned by knights, soldiers and townspeople. These works augment the defenders' chances of success in battle and increase the inherent defensive value of strategic positions.

Fortification Record Sheet

In order to keep track of the various fortifications defending a lord's towns it is recommended that a Fortification Record Sheet be filled out for each one. The sheet provides space to record the following details of a castle or town and its defensive works.

Basic Data: Note the *Name* of the castle or town in the space provided. Be sure to also record the names of the *Lord* and his *Castellan*, as well as that of the *Fief*. It is useful to know how many to the *Total POP* in the immediate area are *Enclosed* by the fortifications, and the composition of the *Garrison* and *Additional Troops* stationed there. Finally, note any *Special Features* of the location or buildings.

Defensive Rings: Castle defences are built in rings. Starting with the innermost ring (ring 0), record the total *DV* (defensive value) and *AREA*, and make a brief note of the defensive works involved.

Diagram: Draw a simple diagram of the fortification.

Fortification Record Sheet		Name	
KING ARTHUR PENDRAGON	Basic Data	Defensive Rings	
	Lord	0 DV ... AREA	4 DV ... AREA
	Fief
	Castellan
	Total POP	1 DV ... AREA	Diagram
	Enclosed POP	
	Garrison	
	
	Additional Troops	2 DV ... AREA	
	
Special Features	
.....	3 DV ... AREA	
.....	
.....	



Castles

Castles are the fortified homes of the rich and powerful and the strongholds with which they protect their land and people. Every noble bearing the title of Banneret or greater has a castle of some description, even if it is only an old earth and log fort. By constructing a castle the lord buys physical protection for his family and army and a place to store his goods, food and treasure to protect them from robbers and invaders.

Functioning as the primary defenses of the land and often serving as the focus of invasion and war, castles are mostly associated with sizable towns which they protect with their fortifications. The local population produces income for the lord and so are a valuable asset the lord would rather not see destroyed by raids or invaders. If a castle is entirely surrounded by walls, these outlying walls become outer works.

Walls and outer works must completely surround the settlement or castle which they protect, or they do not add their DV to the defense of the location. The size of the fortifications depends upon the AREA of the location to be protected.

Solitary castles, castles with no associated settlement, are always be treated as AREA 1 when figuring the construction costs. The normal minimal garrison for such a castle is 10 soldiers or knights.

Parts of a Castle

Most castles comprise the same structures and adornments but their arrangement upon construction differs depending on intended use and the local terrain. The names and uses of such structures are listed in some detail in the **List of Works** box at the end of this section. Here is listed the parts of a castle and their uses in more general terms.

Outer Works

Most castles have an outer ring of defenses including ditches, curtain walls and towers. A gate is usually protected by a gate tower and often has a barbican as well.

The Bailey

The clear area within a castle is called the bailey. Castles with several rings of defense have several baileys. A motte and bailey castle for example has both an upper bailey and a lower bailey. Often a bailey contains wooden or stone buildings, such as stables, living quarters, a church, and frequently a kitchen.

The Keep

The keep is a basic structure prevalent in castles of Arthurian times. It is characterized by massive outer walls and a well-defended door on the second storey. Crenelated walls top its defenses.

The keep functions as the fortified residence for a nobleman, his family and his retainers. Personal privacy is minimal, although the nobleman's family have their own quarters. Officers of the household such as the butler and marshal also receive their own quarters.

Higher ranking knights receive corner positions in a dormitory style room, while visitors and household knights sleep in the main room. Servants usually sleep in the same room they work in.

Five types of keeps are used in Pendragon castle construction: square, round, palace and shell keeps, and gate houses. Each of these types offers its own advantages and disadvantages. As the styles were mainly devised each as an improvement upon the older ones, many are unavailable during earlier years of Arthurian Britain.

Shell Keep – A shell keep is a wall, without towers, which surrounds an area. Although this space contains a hall, chapel, kitchen and other buildings, they are separate from each other and are usually built of timber. In some cases there may be a true keep within the shell keep. Shell keeps can be built at any time during Arthur's reign.

Square Keep – The square keep is available from 510 onwards. It is square or rectangular in shape, intended to be a strongpoint and a hold of last resort.

Round Keep – The round keep is less vulnerable to attack than the square keep, thanks to improved stability and a wider view provided to the defenders due to the lack of corners. Round towers are available from 525 onwards.

FORTIFICATION TERMINOLOGY

THE FOLLOWING TERMS and abbreviations are used when building castles in *Pendragon*.

Defensive Value (DV) – quantifies the ability of a particular structure or location to resist assault by knights and soldiers. The DV of a fortification must be matched or exceeded by the value of the attacker's siege equipment for it to be overcome. The DV for a complex structure can be thought of as a series of concentric rings, and is expressed as a string of numbers separated by slashes, giving the values for the rings from the center outwards. (e.g. 25/10/4). To penetrate such defenses the attacker must overcome each ring in turn before being able to do battle with the defenders.

Population (POP) – see **Land Terminology** on page 11.

AREA – a rough representation of the space enclosed by a fortification. AREA is used to work out the cost of fortifications. In general, the AREA of a town is equal to its POP. Individual fortified buildings, such as castles, also have an AREA of 1. The AREA of a ring is always greater than the AREA of the next innermost ring.



Palace Keep – The palace keep is largely a reflection of the wealth or ego possessed by the lord and has very little to offer in the way of defensive value. As perimeter battlements (towers, gatehouse) are increased in efficiency the need for the keep to be the last point of defense dwindles, and it is relegated to a storehouse and prison and finally is replaced entirely by a pleasantly livable palace. Palace keeps are available from 540 onward.

Gate Houses – Castle builders eventually decided to do away with the keep as a separate building and incorporate its functions into those of the gate defenses. Castles were built with concentric walls with the inner gatehouse serving as both residence and site of the stronghold. Gate houses are available from 540 onwards.



BUILDING DEFENSES

THE FOLLOWING RULES are used to determine what is allowed when a lord builds a castle or improves an existing fortification. The rules for the completion of such building projects are covered in **The Annual Harvest** section of the **Noble Lands** chapter.

Enclosing Areas

Towns must be completely surrounded by walls to gain any benefit from the defences. However, it is possible for only a part of a city's AREA to be enclosed if desired.

The unenclosed portion is open to capture or destruction by an enemy.

Specific Defensive Works

Some defensive works can only be used in certain circumstances.

Gates

At least one *Regular Gate* is required per 5 AREA (or one *Large Gate* per 15 AREA) enclosed by a wall. If insufficient gates are provided the town is unable to maintain its income. Each missing gate reduces the settlement's income by 5£ a year.

Gates are, by their nature inherently less secure than other structures. To represent this gates are given a negative DV. The final negative value of the gates is found by dividing their DV of the gates by AREA/10.

Note that *Postern Gates* cannot be used to fulfil the income requirements for a town. They are useful for making counter-attacks and to let individuals in or out of the fortification, but they cannot be used as the primary access to a settlement.

Large Gates must be protected by *Gate Houses*, *Large Gate Towers*, or *Large Barbicans*. Basic *Gate Towers* cannot be used on a *Large Gate*.

Gate Defenses

Barbicans, *Gateworks*, *Gate Towers* and *Gate Houses* are built to protect gates. Each gate may have either a *Gate Tower* or a *Gate House*, but not both. Only one *Barbican* can be added per gate. The benefits from both gate defenses and towers are modified by the size of the area enclosed. To find the benefit for gate defenses divide the total DV gained by AREA/10.

LIST OF DEFENSIVE WORKS

THE BOXES along the bottom of the next few pages list defensive works, their values, costs, and heights. The list is separated into the approximate periods such works could first be built

495 TO 510

Ditch and Rampart [DV 2, cost 1£ per AREA, 10'] – A long hole with the excavated dirt piled on one side to make a ridge. Typically spikes and other obstacles are driven into the ground to delay passage.

Ditch, double [DV 3, cost 4£ per AREA, 20'] – A *Ditch and Rampart* but twice as deep and high.

Ditch, Triple [DV 4, cost 9£ per AREA, 30'] – As above, but three times as deep and high.

Gate, Postern [DV -1, cost 1£ each, height n/a] – A small doorway large enough to allow men to pass through, in single file and bent over. Postern gates are often secret doorways for escape, for sally, or are known and used to admit strangers at night when the main gates are closed.

Gate, Regular [DV -2, cost 1£ each, height n/a] – Swinging doorways large enough to admit normal commerce. These are required for castles. The cost includes reinforced oak and iron doors which can be secured with large logs.

Gate, Large [DV -3, cost 1£ each, height n/a] – As a *Regular Gate*, but double sized. Their unusual size requires *Large Barbicans* or *Large Gate Towers* for defense. A *Gate House*, however, is large enough to protect a double gate.

Gateworks [DV 1, cost 5£ each, height n/a] – Defensive works and machinery, such as a drawbridge, portcullis, murder holes and so on.

Gateworks, Large [DV 1, cost 6£ each, height n/a] – As gateworks, except of a size sufficient to protect *Large Gates*.

Hill Fort [DV 7, cost none, 45'] – These massive structures built thousands of years before Christ still dot the land. During the sixth century some were



Additional gateworks

Gates, Towers, Gate Houses and Barbicans may include a *Drawbridge*, *Portcullis*, or other appropriate defense. Additional gateworks are often added to strengthen the gates and make up for their inherent weakness.

Towers

Towers must be regularly spaced about the defensive perimeter and only give full value when there is at least 1 tower per 10 AREA. As with gate defenses, their value is dependent upon the area enclosed, thus to determine the final DV for towers divide their DV by AREA/10. It is possible to build only a maximum of 4 towers per 1 AREA.

Ditches

Ditches are most effectively used as one part of a more complex defense. A defensive ring may include a *Curtain* or *Palisade* (with or without towers) plus a ditch and rampart some size. *Ditches* may or may not be filled with water to form a *Moat*. Towns which feature a *Ditch* as their only defense are not safe from raiders.

Moats

Moats are in essence water-filled *Ditches*. One can not construct a Moat without first building a *Ditch*, *Double Ditch*, or *Triple Ditch*. *Moats* must always be connected to a source of water or they dry up. For a *Moat* to be used on an inner ring of defense it must be connected to an exterior source of water. This means that an outer wall must be pierced by at least 2 *Postern Gates* or 1 *Regular Gateway* to let the water through, and those gates cannot be used for commerce. Each of the water gates should be guarded by a *Gate House* or a *Gate Tower*.

Keeps

Keeps are the treasure house, main store room and living quarters for the lord of the castle. A castle can have only a single *Keep*. *Keeps* can be enclosed by inner defenses and become the castle's stronghold – the place where the defenders make their last stand.

Rings of defense

A castle may be further protected by adding additional rings of defense about it. It is standard to have two rings. In the early years the *Keep* forms the inner ring while the *Curtain Wall* (and *Ditch*) form the outer. Later, concentric castles come into fashion.

Each additional defensive ring must enclose an AREA at least one greater than the one it surrounds. Thus, if a castle's innermost ring (e.g. a keep with triple curtain wall) encloses AREA 1, the next ring must enclose AREA 2 or more.

Concentric Castles

During the height of Arthur's reign (540 to 555) new methods of castle design becomes popular. The resulting fortifications, called *concentric castles*, exhibit two distinctive characteristics.

The first is successively higher *Curtain Walls* built close to each other, forcing the attackers to assault each wall in turn. This confers a cumulative DV on the castle. This building method results in very tough castles packed into small areas.

The second feature is the replacement of the *Keep* as the stronghold with a *Gate House*. Increased attention is also paid to the outer defenses, and the traditional last-ditch stronghold within inner defenses becomes largely extinct.

pressed back into service and topped with other works. However, as these are never built from scratch, there are no costs given. The are usually of AREA 3 or larger.

Moat [DV +4, cost 2£ per AREA, height n/a] – A *Ditch* and *Rampart* must be made first, then filled with water to make it more difficult for the enemy to cross or fill. A moat must be connected to a source of water or it will dry up.

Motte [DV 0, cost 5£ per 15', adds 15' or more] – A man-made hill large enough to aid in defense by making direct approach difficult and providing extended observation range. *Mottes* are most often used as part of motte and bailey castles. A motte can be built to raise the height of a castle's inner towers but are too small to allow keeps to be built atop them.

Rock wall [DV 3, cost 9 £ per AREA, 15'] Townspeople can raise these without any military advice. They are made of mortared stone and have no battlements of any type. Although they help keep out thieves and robbers they cannot last against a determined military effort.

Wooden Gate Tower [DV 2, cost 6£ each, 30'] – These gate towers house the drawbridge, portcullis and other defensive machinery necessary to ensure the protection of the gate.

Wooden Palisade [DV 1, cost 6£ per AREA, 15'] – Upright logs, pounded into the ground, then backed by packed earth to make a walkway, resist fire and resist rams. Wooden palisades are topped by crenelations.

Wooden Tower [DV 2, cost 5£ each, 30'] – These are made of stout logs laid crosswise.

Wooden Tower, Tall [DV 3, cost 8£ each, 45'] – As a normal wooden tower but taller.

510 TO 525

Curtain Wall [DV 7, cost 20£ per AREA, 30'] – The standard defensive work if stone is available. It is about 8 feet thick. It is normally topped with crenels and merlons.

Curtain Wall, Double [DV 9, cost 30£ per AREA, 45'] A wall about 10 feet thick. Merlons and crenels top it.

Curtain Wall, Half [DV 5, cost 15£, 15'] The bottom half of a full curtain wall. The foundation and batters require more stone than the top and battlements. When the second half is desired, it costs only 3£ per AREA to complete.



In the concentric castle, each successive circle of walls is built higher than the one surrounding it, allowing each wall's defenders to aid those on the lower outer walls. This increase in height is achieved either by building larger structures or by building atop terrain features (a hill, motte, etc.).

Defensive works which are not taller than the works further out serve only as additional fortification and cannot be used in either simultaneous or cumulative defense.

Strongholds

A castle can have only one place designated as the stronghold – the place to make the final stand. The stronghold is usually a *Keep* or *Gate House*, though it may be a *Tower* if no better structure is available. The stronghold serves as the the abode of the lord, as well as providing storage for extra food, goods and siege equipment. When the inner works are overrun the remaining defenders retreat to the stronghold. *Ditches* and *Moats* cannot be dug around a stronghold.

When a castle or city is large enough to have more than one stronghold, each one must stand alone. A town or city with more than one stronghold is indicated by listing the defensive values with a (-) between them. For example, a castle with two *Gate House* strongholds might be 120/180/10-10.

Garrisons

The minimum number of professional soldiers, footmen or knights required to man the walls is 10 per AREA. Fewer fighters reduces the total defensive value of the works by 1 point per missing defender for a given 10 AREA. The DV cannot be reduced below 0. This requirement assumes that every man, woman and child

in the castle helps in the defensive effort, even though the professionals man the key points and provide leadership. If this is not possible, for whatever reasons, the defense fails with little further resistance.



Special Terrain Effects

Terrain affects the DV (and costs) of a castle as follows:

- On a significant rise high enough to fatigue men rushing up it add 5 DV, and 10% cost. Castles on a rise can still have ditches at the foot of the hill.
- On a river island, or coastal island close enough to be reached by bridge or ford, add 10 DV, and 50% cost. Tidal flows might isolate it some of the time.
- On a peninsula sticking out into the water so that only one approach is possible add 10 DV, and 10% cost. Sites of this type are very rare.

Curtain Wall, Triple [DV 11, cost 40£ per AREA, 60'] – As a *Curtain Wall*, but taller and 12 feet thick.

Gate Tower [DV 4, cost 15£ each, 30'] A tower with a gate through it, including the special defensive devices used to protect this weakest part of a defense, such as the drawbridge, portcullis, and a myriad of arrow slits.

Gate Tower, Large [DV 4, cost 30£ each, 30'] – As a *Gate Tower*, but big enough to protect a *Large Gate*.

Keep, Square [DV 10, cost 30£ each, 45'] – A large stone building, similar to an oversized tower, used as the major stronghold and last holdout of the defenders and the residence of the lord and his household. In some cases it may be part of the outer works, replacing a

tower. Or it can stand isolated, surrounded by a wall.

Keep, Square Tall [DV 15, cost 50£ each, 60'] – As a *Square Keep*, but taller.

Keep, Square Huge [DV 20, cost 100£ each, 75'] – The largest size keep and rare except among the great lords of the land. The basic keep rooms are doubled in size or number.

Tower, Square [DV 5, cost 10£ each, 30'] – A standard tower with ten foot thick walls. It can be used to strengthen outer defenses, to augment a motte and bailey, or even to stand alone as a watchtower. A *Banneret* of means may even build one as his manor. When standing alone they require at least 5 men as garrison.

Tower, Square Double [DV 8, cost 20£ each, 45'] – As a *Square Tower*, but taller.

Tower, Square Triple [DV 11, cost 30£ each, 60'] – As a *Double Square Tower*, but taller.

525-540

Keep, Round [DV 12, cost 40£ each, 45'] – Late style keep, or major stronghold. Superior engineering provides a higher DV than square keeps.

Keep, Round Tall [DV 18, cost 80£ each, 60'] – A larger version of the *Round Keep*. A large round keep looks like four round towers clustered together, with one larger tower in the center.



- On cliff edges, river beaches or shorelines where the position can be approached from only half its sides add 7 DV, and 10% cost.
- On a pinnacle top or other steep crag which is impossible for men to scale without equipment, aid, or timely caution, add 25 DV, and 100% cost.
- Reachable only by ship add 25 DV, and 100% cost. This is only applicable if the castle is built such that the outermost defensive walls reach to the shore on all sides and no bridges or fords provide relatively easy access to the castle walls.

Demolition

Demolition may be required in some cases to upgrade existing works. In other cases it might be more efficient

to add other works to the existing structure rather than starting afresh. Raising the height of *Curtain Walls* or *Towers* does not require demolition.

Fire

Fire can destroy wooden works. Any successful fire attack, even a partial one, burns wooden works and destroys any DV value they had.

Rebuilding

When a castle or fortification has been damaged by assault it can be rebuilt. Regardless of the specific parts of the defense which have been damaged, the repair costs are always 3£ per DV.

OTHER METHODS OF WAR

WARFARE IS A COMMON ACTIVITY for knights. A knight's ability to survive the extreme dangers inherent in warfare is reflected by his Battle skill. For any knight to have a reasonable chance at a long and healthy life, he must be well-versed in all forms of battle.

In the *Pendragon* rulebook various procedures were presented for conducting battles in open areas where both armies are able to maneuver freely. But not all

battles are fought in such a manner. This section discusses an additional three forms of warfare for *Pendragon*: the raid, the siege, and the invasion. While none of these forms of combat are as frequently encountered in a campaign as standard battles, all have their significance, especially for landed nobles with crops to protect, borders to watch, and various fortifications and siege engines at their disposal.

Palace [DV 2, cost 30£ each, 60'] – A structure designed as a residence rather than as a defensive work. Marked by tall spires, the palace features wide windows and numerous doorways, often at ground level. Although built of stone, the defensive works, like towers, crenellation and so on are decorative rather than functional.

Tower, Round [DV 7, cost 20£ each, 30'] – Late period tower. Advances in design make this superior to a *Square Tower* of the same size. The shape provides better vision for archers and presents no corners which are particularly vulnerable to mining.

Tower, Round Double [DV 10, cost 40£ each, 45'] – Large late period tower. The best engineering gives these round

towers a better DV than the comparable *Round Towers*.

Tower, Round Triple [DV 13, cost 60£ each, 60'] – As above, but taller.

Turret [DV +1, cost 5£ per AREA, +15'] – A small tower atop a hill, keep or gatehouse. Turrets are used to protect the top of a stairwell and to increase its lookout capabilities. Turrets can only be added to existing structures and cannot be added to mere walls.

540-555

Barbican [DV 4, cost 15£, 30'] – Part of a gateway defense, a barbican is a tower set away from the wall or castle and connected only by a narrow bridge. It includes a complete set of gateworks.

Barbican, Large [DV 6, cost 30£, 30'] Same as a *Barbican*, but big enough to protect a *Large Gate*.

Fine Points [DV +1, cost 5£ per AREA, height n/a] – Specialized structures, including overhanging allures, flying parapets, mural towers, machiolation and other structures of similar obscurity to the casual scholar.

Gate House [DV 10, cost 30£ each, 45'] Specialized works built to defend a gate. A gate house includes a drawbridge, one or more portcullis, murder holes, and so on. Two *Round Towers* flank the gateway.

Gate House, Tall, [DV 12, cost 50£ each, 60'] – As a *Gate House*, but taller. These may be needed for inner defenses if outer walls are tall.



RAIDS

A LORD CAN GAIN significant extra income by raiding his neighbors. Raiding is an exercise of military skill in which knights revel. It is a natural part of their lives and a common activity provided that no greater foe threatens them from without. As a military class, knights seek any occasion to fight and resort to raiding when no other combat opportunity presents itself. Even during the most peaceful parts of King Arthur's reign the militant knighthood glories in the exercise of war for honor and at times for plunder.

Player knights' holdings might be raided as a result of random events, gamemaster manipulations, or through the actions of other players. All such sources of a raid are treated in the same manner unless the gamemaster chooses to focus on some particular aspect of the raid or on a particular individual.

A holding may be raided one or more times per year by any of several opponents. Player knights might instigate a raid or find themselves the victims of one. Instigating a raid and being the victim of a raid are viewed separately by the raid procedure, which assumes that one participant is not an active player. However, notes are included for those situations where both parties are controlled by players.

The procedures for raiding or being raided are essentially the same. The difference between the two lies in the wider variety of choices available to player characters who are on the offensive.

The logistics of organizing an army to march and engage the army of another region are so complex that most lords find it impossible to do so more than once per year. Obviously the larger the army and the further the distances involved, the more this generalization is applicable. Furthermore, knights are rightly reluctant to leave their own lands undefended for any significant period of time.

Attacker's Preparation

An attacking player knight must state who he is attacking, when he is planning to attack, and what he is bringing with him in his raiding party.

Who?

In the **The Annual Harvest** planning phase (page 34) of the previous year a commander must declare his intent to commit his men to a raid.

The raider must determine several facts about his intended victim: the distance his estates are from the

raider's home; the number of towns and the POP of each, specifically the unwall'd POP; and the approximate defending army size.

The distance from the raider's home modifies the Battle skill of the raider commander, as is illustrated in the Battle modifiers used. If the player knight knows the physical distance in miles, it can be converted to a value in days travelled by referring to the **Travel Distances Table** on p.154 of *Pendragon*.

The number of towns on the victim's estates and their POP can be used to work out how much income might be gained in the raid. The **Settlement Income Table** on page 18 directly correlates a town's POP and the income it produces. The unwall'd POP is particularly significant as it will be a source of extra booty if the raid commander receives a critical Battle result on the **Raid Results Table** on page 73.

Army size is an approximation of the number of soldiers in the enemy army. The gamemaster may determine that the attacker's estimate is inaccurate. Numbers should be rounded to the nearest tens, then divided into soldiers and knights, undifferentiated as to quality.

When?

State the season in which the attack will take place. Unless the raiding party is very small and mobile and the distance it is to travel is short, preparations and mobilizations are very hard to hide.

What?

The attacker must state the composition of his army, and the amount and type of food, supplies, extra goods, and siege equipment he is bringing. This information can be kept secret.

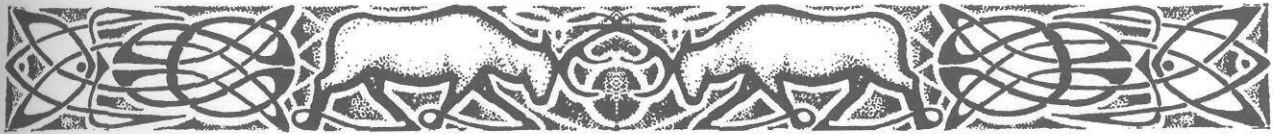
Defender's Reaction

Through various means the defender usually learns that an enemy is approaching. He may determine the enemy army's size, the commander's skill and the raiding party's origin before deciding how to respond.

For randomly generated non-player raids roll 1D6 and consult the **Raider Army Size** on page 28 to find the army's size. Roll 3D6+6 to determine the raiding commander's Battle skill and roll on the appropriate section of the **Raider Origin Table** to find a raider appropriate for the current year.

Chain of Command

When a castellan is not present at the raided stronghold there is no one to effectively lead the defense, rally the troops, ration supplies, and so on. Treat each class of defender as one *Knight Value* lower than they are. Thus an Ordinary Knight would be counted as a foot soldier and foot soldiers as a rabble.



Determine Type of Resistance

A player can react to a coming raid by sending for his liege, but he must also work out how he plans to defend himself until help arrives. He might force an open field battle, retreat behind his battlements and lay in a supply of food, or even abandon the area altogether. It is possible for the defender to successfully drive the raiding party away before it can do any damage to the holding. The defender's options fall into three main categories: to do nothing, skirmish, or run full tilt into battle. Each option is discussed below.

Holding Fast: If the defender chooses to do nothing, the raid commander adds 15 to his Battle roll, the peasants of the area add 1 to their Hate (Lord) trait, and the defending commander receives an experience check for his Cowardly trait.

Skirmishing with the Raiders: If the defender chooses to skirmish, a modifier is applied to the attacker's Battle skill. Use the Battle skill modifiers, opposite, to ascertain the ratio of defenders to attackers and adjust the skill accordingly.

The defending commander makes a roll on the **Individual Battle Fates Table** on page 74 and gets an experience check on Battle skill, even though his actions have no direct result on the raider's success.

Player knights may go into Combat, as described in the *Pendragon* rules. The gamemaster should determine the type of opponents knights faced, perhaps based on a random die roll reflecting the composition of the raiding party, or based on a player knight's use of Heraldry to pick an opponent relevant to the campaign. Player characters' combat skills are modified by the commander's Battle roll as shown on the **Commander Battle Roll Table** on p.261 of the *Pendragon* rules.

Doing Battle: Rules for the last option, battle, are the same as for any other type of battle, and are outlined in the *Pendragon* rules on pp. 260-3. Ignore the rest of the Raids section, as the battle has progressed past such a result.

The gamemaster should roll for a non-player defender on the **Enemy Situation Table**.

Enemy Situation Table

1D20	Enemy Situation
1-7	Enemy Army Weak: reduce their strength ratio one level
8-10	Enemy Army Absent: +15 to raid commander's Battle skill value
11-15	Enemy Well-Prepared: -5 to raid commander's battle skill value
16-20	Enemy Liege Visiting: raise enemy army strength ratio one level

if this holding was raided successfully last year, add 1 to the die roll for each raid

Attacker's Action

The raid commander must attempt a Battle roll, modified as follows:

Non Cumulative Modifiers - choose one

Defender outnumbered attacker by up to 2:1	-5
Defender outnumbered attacker by up to 5:1	-10
Attacker outnumbered defender by up to 2:1	+5
Attacker outnumbered defender by up to 5:1	+10
Attacker outnumbered defender by up to 10:1	+15

Cumulative modifiers - use all that apply

Close to home (within 2 days travel)	0
Distant from home (3-5 days travel)	-3
Far from home (more than 5 days travel)	-7
Raiding army is of a superior quality	+5
Raiding army is of inferior quality	-5

Now consult the **The Raid Results Table** to discover the outcome of the raid:

Raid Results Table

Fumble	Raider loses half of his men (10% killed, 25% wounded, 15% captured for ransom) and gains no income; defender loses no men.
Failure	Raider loses a tenth of his men (10% killed) and gains no income; defender loses no men and the raid is a failure; 10% POP flees (round down) if the battle larger than a skirmish
Success	Raider loses no men and gains income equal to half the normal yearly income generated by the <i>Lord's Portion</i> the towns (excluding court fees and vassal tithes), half in food, half in goods; defender loses a tenth of his men (2% killed, 8% wounded) and suffers Light Raid modifiers for year's harvest; 1D6-3 POP flees
Critical	Raider loses no men, gains income as above, plus 1£ per POP for all unvalled or insufficiently garrisoned towns; defender loses half of his men skirmishing in the field (10% killed, 25% wounded, 15% captured for ransom) plus 1D6-1 POP in each pillaged town; If the POP falls to below 0, the town is demolished; during the next year suffers Heavy Raid modifiers to harvest results

Note: The population only flee from a town if its DV is 4 or less.

If the Raid is Successful...

When a holding is successfully raided and the raiders have departed with their booty, life returns to relative normality. The Lord has suffered no loss of personal wealth and may continue to claim the income he requires regardless of the peasants' plight. Unfortunately the raid may adversely affect the next year's



harvest; to determine the extent of the damage consult the **Harvest Results Table** on page 29. It should be noted that although the peasants have no choice but to fulfil their obligation to their lord, and on occasion will go hungry, they need not be pleased by this turn of events.

In any year when a holding is successfully raided, the peasants reduce their Loyalty (Lord) passion by 1. In addition, they must roll on this passion. In the event of a failure they receive a Hate (Lord) passion at 1D6+3 (or a check against an already existing Hate passion). If the peasants already have a Love (Lord) passion, a Hate passion is not possible. No matter how many succesful raids are inflicted on a fief in a given year, this procedure is only applied once.

The personalities involved in a raid, including player knights, may find themselves in danger. Unless the gamemaster has a specific individual combat, or some other personal resolution, each such personality should roll their Battle skill and consult the following table if they participate in any combat at all.

Individual Battle Fates Table

<i>Fumble</i>	Disaster! Knight sustains 3D6 damage twice, without armor protection. If he still lives he is captured – friends may attempt a heroic rescue (defeat 3 consecutive enemies, or be captured themselves)
<i>Failure</i>	A bad encounter! Knight sustains 3D6 damage without armor protection, and gets no experience checks
<i>Success</i>	A good fight! Knight sustains 3D6 with armor protection. Check Battle skill
<i>Critical</i>	An excellent melee! Check Battle, primary weapon, and Valor. Capture an average example of the unit in the fight, and a horse if that unit is cavalry

Note: None of these results can cause a major wound.

Multiple Raids

A holding may be raided by more than a single foe during one year. If this occurs, the following points are of note:

A holding can yield its plunder only once per year. Thus if your raid follows another you do not collect booty, but you can inflict further damage.

If two raiders attempt to plunder a holding at the same time, they must either cooperate or fight each other for the income.

A holding suffers cumulative effects from multiple raids. The first raid inflicts a -2 modifier on the next year's harvest; the second inflicts an additional -2 modifier (total -4); and a third raises the total modifier to -6.



SIEGES

ANY COMMANDER SOON LEARNS that conducting a siege is both expensive and dangerous. Fortifications can make even the most non-descript defender almost impossible to dislodge.

A siege takes place when the defenders retreat behind their fortifications to afford them extra protection against the enemy's onslaught. The enemy is forced to use raw manpower and great siege engines to attempt to overcome the defenses.

Siege battles are fought using the *Pendragon* battle system but with significant modifications to the tables used.

The besieged site, when properly manned by its defenders, has a Defense Value (DV) which must be overcome by the siege equipment of the attacker. In general, if the point value of the siege equipment equals or exceeds the DV of the castle, then the commander of the attackers is entitled to attempt to overcome the defending commander's Battle skill. Each point of siege equipment greater than the DV adds one point to the attacker's effective Battle skill.

If the attacker obtains a result less than his Battle skill (modified), but greater than the Battle skill of his opponent, then the attacking force has succeeded in overcoming that line of defense. When the fortifications are so powerful that no assault is possible, they must be worn down by bombardment. This attrition cannot be achieved quickly or simply.

Types of Siege

There are five recognized ways to take a hostile castle. The first three are assault-based and they involve, respectively, *going over the walls, through the walls, or under the walls*. All three are handled identically in *Pendragon*. The other two, treachery and blockade, are handled separately.

Assault over the walls is expensive because it can cost the lives of many good men. Knights are often saved for the final assault, so it is usually footmen and mercenaries who are sent into the desperate fray. This kind of assault requires ladders, grapples, and perhaps a siege tower or two. Although expensive, it is the quickest siege method.

Assault through the walls is the most common form of attack. The attackers attempt to breach the walls by boring, ramming or picking.

Digging under the walls is labor intensive and time consuming. Teams of sappers dig under the walls to clear an opening. If done properly this causes a section



of wall to collapse, allowing the attacker to gain entrance through the breach.

A blockade is a long-term, time consuming method intended to starve the defender into submission. However, due to the unsanitary conditions of medieval times, it can instead become a race to see who falls prey to dysentery first – the attackers or the besieged.

Treachery is the cheapest means of taking a castle, and if it were more reliable it would be the most popular. It can be easier to find a dissident defender who is willing to leave a postern gate open than it is to order a thousand men to their deaths. Treachery from within is most often the result of failing morale. See the **Morale** rules later in this section for details.

Preparing for a Siege

Time and money are required to commission the equipment and gather the men required for a siege. The men may be mercenaries hired to the attacker's cause or loyal vassals summoned to their liege's side.

Hiring Mercenaries

The lord may decide to hire mercenaries for his army. A full discussion of hiring procedures and what can be expected from such a force can be found in the **Hiring Mercenaries** section at the end of this chapter.

Feeding the Attackers

The attacking army requires food. The supplies may be brought by wagon with the army or may be acquired by pillaging the land.

Food brought in wagons is an extra expense that must be calculated in the attacker's budget. Pillaging is done by sending out half the attacking army to take what they need from nearby villages. The gamemaster must determine how much damage this causes for the next harvest – a long siege has the same effects as a major invasion. For most lands pillaging is disastrous. If the defender decides to sally forth, or another army appears to aid the defenders, the attacker is greatly disadvantaged when half his army is elsewhere questing for food.

Siege Equipment

Siege equipment comprises all the materials needed to attack a castle, with the exception of food. It includes bolts and arrows, ladders, pavis, digging equipment, and all manner of engines, along with the men needed to operate, maintain and repair it all. Siege equipment is used, as will be detailed, to wear away the defensive works of a castle.

Siege equipment must be purchased before the attacker sets out to stage his siege. The working mechanisms and special parts are finer and more complex than village artisans and smiths can generally produce.

The costs for a selection of siege equipment are listed on p.246 of the *Pendragon* rule. Note that the men who repair, maintain and operate the siege equipment are included in the listed price. Omitted from that list are sappers – a company of 100 sappers, including equipment, can be hired for 1£.

The general prices listed are correct for the height of Arthur's reign. Refer to **Purchasing Siege Equipment** on page 34 for the changes to the cost and availability of such equipment over the years.

Before the Attack

An approaching army may be challenged to a battle on the field before they even reach the castle. In such situations the entire siege train and portable treasure are in peril if the castle defenders win the day.

It is impossible to disguise the army's approach due to the burden of the siege equipment and supplies. The

TYPES OF SIEGE EQUIPMENT

SIEGE ENGINES can be divided into two main categories: those which hurl missiles and those which protect assailants during an attack.

Missile

Missile engines fall into three categories, depending on their source of power.

Ballistae are powered by tension, often from a mechanically drawn bow. Crossbows of various sizes are in this category. They can hurl arrows, spears, or rocks in a straight line trajectory. They may fire multiple arrows but rarely are very large.

Mangonels are powered by torsion. Rope or hair is twisted to create latent energy which, when released, throws rocks or boulders in an arc at the target.

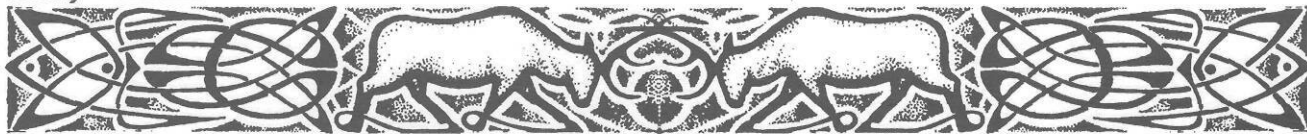
Trebuchets are powered by gravity. A great weight on one end of a long arm is raised into the air and, when released, drops to make the other end of the arm snap up and hurl the missile forward in a high arc. The largest siege engines are of this type.

Protective

Machines which protect assailants are of two types: immobile and mobile.

Immobile protective works include both *pavis* and *mantlets*, which are large wooden shields behind which archers can hide. Often a wooden palisade wall is raised to enclose the besieged.

Movable works include the *tortoise*, a wheeled frame with a roof of water-soaked leather to resist burning, which is rolled up to a wall. Within lies a *ram*, *pick* or *bore* to make a hole in the defenses. The famous *siege tower* or *belfry* is a tall structure which conceals men and is tall enough to allow assault over the walls.



people of the countryside have plenty of time to disperse or take refuge within fortifications. *In extremis*, the defender may choose to burn his own crops to deny the besiegers any food.

The Challenge

When the attacking army draws up before the walls a challenge is sent forth. Heralds blow their horns and there are demands and replies. See **Warfare Conventions**, later this chapter, for details.

The attacker quickly erects defensive works of his own. Pavis and mantlets are set up immediately. Smaller engines, especially ballistae are prepared as rapidly as possible. Larger pieces of siege equipment take a considerable time to prepare.

A camp is established; at its center identified by his standard, lies the commander's tent. His knights' tents surround his, with his vassals closest and mercenaries farther out. The wagons are drawn up nearby, and pastures are set aside for the draft animals and war horses. Soldiers camp in units, and the various camp followers have their tents on the outskirts of the area. Camps are rarely fortified or enclosed in any way.

A diagram of the fortress and its defensive works should be drawn up, with the camp of the besieger shown in place.

Bombardment

Fortifications can be bombarded with missile-type heavy siege engines before the main siege to reduce the DV of the walls or destroy them completely. The beauty of bombardment is that no troops are expended.

Procedure

The attacker commits the siege equipment he plans to use for the day's bombardment. The attacker's skill with bombardment is equal to the number of points of siege equipment he has committed.

The defender then commits his siege equipment. Each point of defending siege equipment subtracts one from the attacker's bombardment skill.

Finally, the attacking commander rolls 1D20. If the result is equal to or less than his current bombardment skill, then the bombardment succeeds. The DV of that ring of defenses is reduced by one point. Whether or not the roll is successful, all committed siege equipment (from both sides) is expended.

Assault

The initiative always lies with the attacker in a siege. The defender cannot initiate attacks, only defend against them.

The Assault Round

One *assault round* constitutes a full day of combat.

Declaration of Attack

The attacker declares that he is going to make an assault. He notes the number of men and siege equipment he is committing to the attempt.

After the attacker's declaration, the defender notes the siege equipment he will commit defending against the assault. Unless the attacker fumbles in his attack, below, all committed siege equipment is expended.

The defender also notes how many men he commits to defense. The normal minimum is 10 men/AREA but there can be up to 100 men/AREA in active defense. If there are insufficient men to man the defenses, the castle loses effective DV (see **When Too Few Men Defend** below).

Attack Against the DV

Subtract the value of the defender's siege equipment from the value of the attacker's. If the result is equal to or greater than the DV of the outermost layer of defense, the equipment has allowed the men to penetrate the walls.

If the value of the attacker's remaining siege equipment is less than the DV of the fortification then the attack is a failure, and the attacker does not get past the fortifications to do battle with the defenders. Consult the **Assault Results Table**, below, for Failure effects.

Attacker's Battle Roll

The attacker must equal or overcome the Battle skill of the defending commander. The attacker should use the Battle modifiers for raids given on page 73, but ignore the modifiers for distance travelled as the attacker has already made his camp outside the castle. The use of siege equipment may also affect the attacker's Battle skill. Each point in excess of the minimum required to overcome the DV of the castle's defensive layer adds 1 to the attacker's Battle skill.

Assault Results Table

<i>Fumble</i>	Attacker loses all men; defender loses no men and expends no siege equipment.
<i>Failure</i>	Attacker loses half his men; defender loses none.
<i>Partial Success</i>	Attacker loses half his men; defender loses a tenth of his men; the fortification loses 1 DV.
<i>Success</i>	Attacker loses half his men and successfully storms the defenses; defender loses half his men and retreats to inner works or surrenders; The defenses are damaged for 1 DV.
<i>Critical</i>	Attacker loses a tenth of his men and successfully storms the defenses; defender suffers as above.



Taking Outer Works

When a defensive work has more than one ring of defenses, each must be overcome separately. Each can be assaulted or bombarded until they crumble. When an outer work falls the surviving defenders are always able retreat into the next ring.

When Too Few Men Defend

Each AREA requires at least 10 fighting men to maximize the fortification's DV. When the number of defenders is reduced below this minimum by combat, each loss lowers the DV by 1 point.

Castles without defenders must still be stormed if the residents do not surrender. In such a case the residents may not use any siege equipment to defend, as they lack the skills required.

Defenders Sally Forth

Defenders may choose to leave their walls and engage in battle. Surprise raids by defenders may destroy siege equipment, capture and destroy food stored in the defender's camp, or allow those inside to escape. In these cases the normal Battle rules should be used.

Sometimes the intent is not to skirmish but to meet the attackers in knightly battle. Battle or Combat should be used. Chivalry normally dictates that the entire army of defenders be allowed to emerge to fight. If the defenders win such a fight, all of the attacker's camp is there to be plundered.

Player Knights in the Fray

It may fall to a knight in the service of his lord to become involved in a siege. He may be called upon to defend his lord's estates, or to attack a fortification. Player knights whose units are ordered to the assault may, after the breach, go into Combat as described in the *Pendragon* rules. The gamemaster should determine the type of opponent the knight faces, perhaps based on a random die roll reflecting the composition of the defending units or resulting from a use of the knight's Heraldry skill to pick a particular opponent. Knights' combat skills are modified by the result of the commander's Battle roll as shown on the **Commander Battle Roll Table** on p.261 of *Pendragon*.

Blockade

Blockade is a time-consuming and costly process where the attackers attempt to starve out the defenders rather than assaulting the walls directly. Blockades might last for years as the defender awaits his liege's relief army and the attacker chips away at defenses and wears down the garrison with hunger.

When determining how long the besieged can survive note that 1£ of food feeds 1 soldier (and a number of commoners) for one year, or 50 soldiers for

1 week. If the defenders wish to tighten their belts they can operate at half normal food costs, but troop quality suffers, dropping a level. The citizenry can be turned out of the besieged fortress, doubling the amount of time the food will last, but such behavior requires the commander check his Arbitrary or Cruel personality traits and raises the peasants' Hate (Liege) by a point.

When the food runs out, starvation begins. Each day without food reduces the effectiveness of the troops. Reduce their KV by 10% for each day without food. Thus without food the entire population of a garrison will be completely ineffectual in 10 days. A player character who is starving takes 1D6 damage per day and cannot heal damage.



Morale

Breaking the opponent's morale ends a battle or siege far more often than fighting to the last man. Both the defenders of a fortress and the attacking army are emotionally affected by the course of the battle around them.

Morale Test

A morale test represents a moment in the midst of battle when the cumulative events of the last hours have their effects on the soldiers.

An army must test for morale when it suffers a loss of half its numbers. If it stands strong, the army does not have to suffer a test again until half the remaining numbers are lost. It is best to test morale company by company.

The defenders of a fortress must also test morale each time a ring of defenses falls to the attackers.

No one fights very well who is hungry or thirsty. Every day that the soldiers or peasantry go without food or water initiates a morale test.

When a morale test is called for, the commander must make a Valor roll. Refer the result to the **Morale Effects Table**, overleaf.



Morale Effects Table

Result	Valor	Loyalty (Lord)
Fumble	Unconditional Surrender	Betrayal
Failure	Honorable Surrender	Betrayal
Success	Test peasant's Loyalty (Lord)	Continue the Fight
Critical	Test peasant's Loyalty (Lord)	Great Morale

Unconditional Surrender – the attackers may do as they please with the fortress and its inhabitants.

Honorable Surrender – the defenders ask that all noble combatants be held for ransom and not killed, and that there be no sacking or pillaging of the fortress; they offer to house the army and gift the attackers with ½ the average annual income. The attacker may refuse these terms.

Betrayal – one of the peasants opens the city gate in the dead of the night, allowing the attackers to sneak in unopposed or, if this result is applied to an army, the soldiers sneak off to avoid further combat.

Continue To Fight – the people continue to obey their commander's orders until the next morale check.

Great Morale – passions are so inflamed that no further morale rolls are needed for the next week of combat or siege; the people will obey any orders the commander gives.

Honorable Surrender

A garrison that surrenders honorably is held for ransom and the city is not plundered. Knights who give an oath not to fight against their captors until they have paid ransom are often granted their freedom as well. Ignoring such an oath is one of the most grievous offenses a knight can commit. It qualifies as one of the reasons that a knight might be refused entry into a tournament.

A particularly generous attacker might grant the defenders a *Gifted Surrender* – they are allowed to keep their arms and armor and perhaps even their ransoms. Such an honor is not easily nor often granted and may raise the suspicions of the lord of the defending city or castle about the defending commander's true allegiances. Indeed, any quick defeat is likely to generate an accusation of treason by an angry lord against the defending commander.

Rejecting the Terms

Rejecting an offer of surrender gives the attacker an excuse to kill everyone inside the defenses. Such extreme measures are not usually taken except when the defenders have caused particular offense to the attacker.

The 40-Day Truce

A 40-day truce, if granted, allows the defenders of the beleaguered fortress to send out messengers to their lord requesting relief. If reinforcements do not show up within the 40-day window the defenders may still surrender with honor and need not fear an accusation of treason from their liege lord.



WARFARE CONVENTIONS

THERE ARE A NUMBER of traditions which make negotiation between combatants easier.

Statement of Grievances

When an army draws up before a city the attacker's herald announces the reasons for the attack, usually justifying the assault in some way. He often offers the garrison a chance to surrender in the name of his lord's justice.

The defender may choose to surrender, fight, or asking for a 40-day truce, described below.

Honorable Resistance

Defenders in a castle are expected to do their feudal duty and fight off foes. The attacker does not hold such resistance against them.

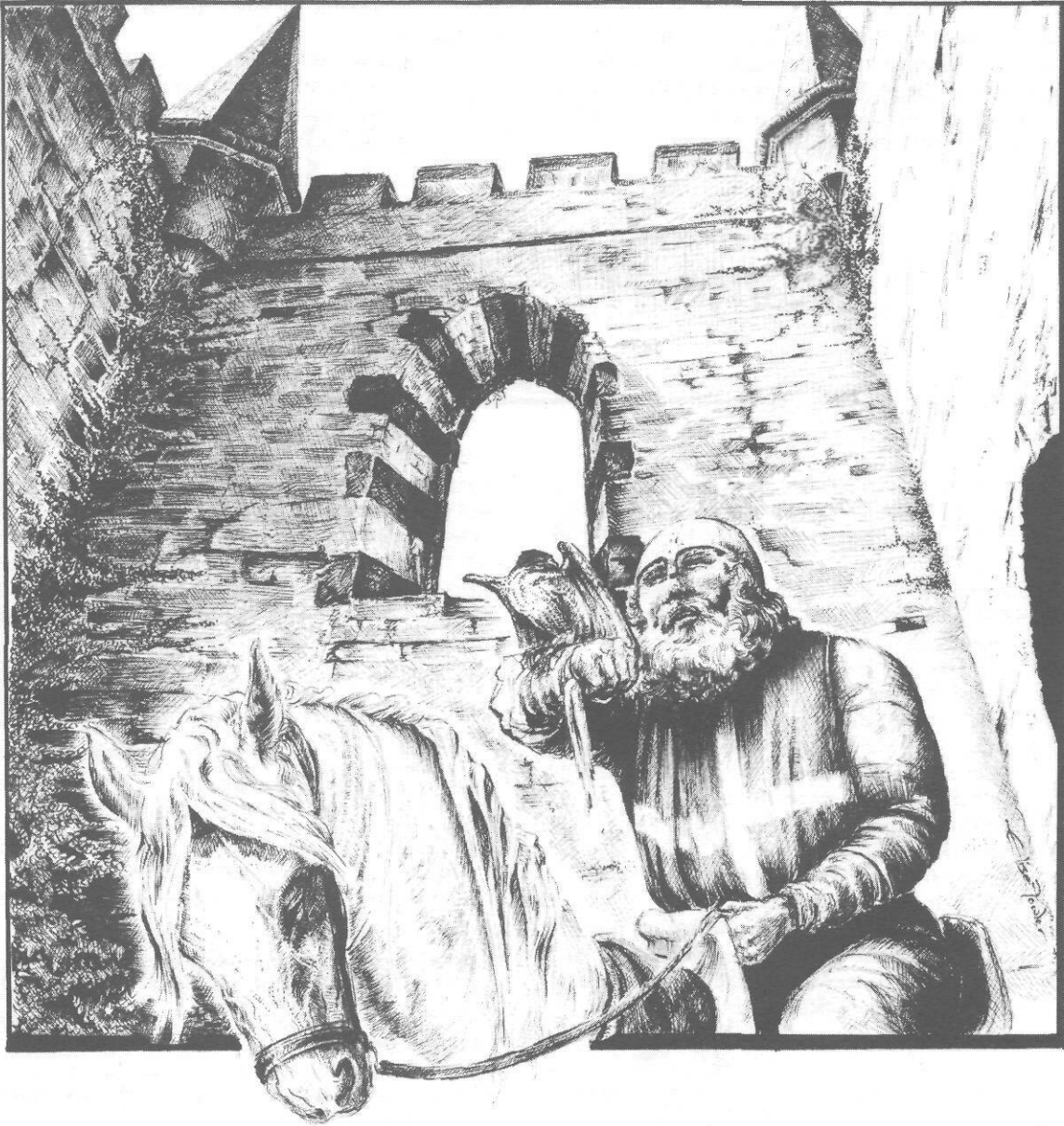
A garrison which has put up an honorable good fight for their lord can expect to be granted a 40-day truce if they ask for it.



INVASIONS

NOTHING COMPARES to the horror of a full scale invasion. When a horde of warriors appears on the border even the most confident lord has much to consider. An invading enemy may have only one of a number of purposes. The invader may simply wish to raid, or he may want to annex the holding, eliminating all defenders; he may just want to wound the holding and thus reduce its threat to him.

An army on the march requires enormous quantities of food, fodder, and water. Some supplies can be carried, but logistics prohibit an army from carrying more than a few days' provisions. It is general practice to assign a portion of the army (usually the lighter



troops) to forage for supplies. Those foraging scour the countryside to find food and provisions for the rest of the army. Usually a vast quantity of food is required.

Foraging of this sort can cause severe damage to a holding, as the resources of the area are stretched well beyond their usual capacity. Invaded regions suffer a -8 modifier to the Annual Harvest in the year they are disrupted.

The Pendragon Campaign lists several major invasions during Arthur's reign. In addition to these events a knight may choose to invade another holding to increase the size of his lands, or the gamemaster might have a non-player force invade the holdings of a player knight as part of an ongoing story.

Pillaging Towns

Ruthless invaders might pillage a holding's towns, laying waste all in their path. Each day a town is pillaged the invaders make off with 1£ per POP. In addition the town loses 1 POP. Every participant in the pillage of a town receives an experience check for their Cruel trait.

Plundering the Land

Hydes, hyrds, mines, and similar sources of income can be plundered. They yield their normal income x3 once per invasion. They permanently each lose a tenth of their potential income as a result of such treatment.



Scorched Earth Tactics

When a holding's lord determines that the odds of defeating the invaders are negligible, or when so commanded by his liege, he may order that the land be burned to deny the invaders food and booty. All fields and towns are burned and the peasants ordered to flee.

Anything valuable is broken, carried off, or quickly hidden.

This is a terrible thing to do to the land, which requires 1D6 years to recover. Any lord ordering scorched earth tactics receives experience checks in their Cruel and Arbitrary traits.

HIRING MERCENARIES

A LORD CAN HIRE EXTRA TROOPS, or mercenaries, for specified periods of time so long as he has sufficient resources. Different types and qualities of troops are available to landholders. Each type has its own strong and weak points, but basically the lord can expect to get what he pays for. Thus footmen are least expensive, but they are also the least skilled troops. For simplicity, footmen include both archers and men-at-arms.

Mercenaries are only hired in companies of a fixed size for a minimum of a month, and on a monthly basis thereafter. Payments are made to company commanders who raise and pay the men on the muster date. The rates that the commander charges do not change even if his company suffers battle losses. Thus, a lord's solution is to dismiss the units as they are decimated in order to get value for money.

The hiring lord must decide the number of mercenaries of each type that he wishes to hire and the date on which they must muster. He calculates the total monthly fee using the **Troop Rate Table** opposite.

Enlistment

Raising troops over the winter always alerts the potential defender since the mercenaries demand to know who their foe is to be. Anyone not hired can easily travel to the defender to report the news and offer his services. A defender who is forewarned can purchase food or siege equipment, hire mercenaries, and has time to alert his liege of the upcoming battle.

During the rest of the year raising troops on-the-spot can surprise the enemy and deny him the chance

to raise his own. Troops hired in this way can also be used by a besieging army seeking replacements.

On-the-spot and over winter enlistment costs for each troop type are outlined on the **Troop Rate Table**. These costs are incurred when the heralds, messengers, and press gangs send out word of the lord's needs.

Troop Rate Table

Type (# men)	Cost per month	Enlistment Fees	
		Winter	On-the-spot
Footmen (50)	10£	1£	5£
Knights (10)	20£	2£	10£

Mercenary Actions

Failure to pay mercenaries results in their immediate departure. Payment is always in advance, so a commander who plans for his hired mercenaries to remain in the field must bring along a small fortune to pay them.

Mercenary companies are not in the war business for a cause, just for the money, and therefore they are not shy about retiring from the field when they sustain losses equal to or greater than half their original numbers.

Mercenaries who participate in a raid or invasion receive half of the loot or plunder the army acquires.



HERALDRY

The creation of the coat of arms which identifies a knight

THE KNIGHTS of Arthur's realm are seldom found without a distinctive coat of arms on their surcoat and shield. The same insignia often adorns the gaudy tourney garb of a faithful charger, flutters on a flag from the highest tower of a newly built castle, graces a tapestry in a lady's chamber, is stamped in hot wax on the letters and contracts of the lord, or found resplendent on the sides of a silken pavilion in a field by a stream.

The history and import of such displays are touched upon in this chapter, as are the origins and the role of heralds. There is a general discussion of the parts of a coat of arms and the colors used. This is followed by a treatise on such points as field partitions and the various types of charges and their meanings. General rules pertaining to the inheritance of arms are outlined. Finally in this section are guidelines to assist knights in the in the creation of arms of their own.

The Development of Heraldry

The knightly custom of bearing arms, although it has developed into an intricate and delicate science, has very practical origins. As knights' armor became heavier and bulkier, (from as early as the 510, but especially after 540) it became increasingly difficult to identify the warriors encased within. Yet it was vital to be able to rapidly tell friend from foe on the fields of battle and tourney, so that allies were not attacked, and also so that the chroniclers and heralds could keep track of the melee, and prisoners could be identified.

Standards and insignia have long been used by armies to identify commanders, provide rallying points, and remind the troops for whom they fight. Knightly coats of arms are much more sophisticated, however, as each helmeted knight bears a unique design. These symbols, originally designed for simple recognition, came to have a greater social significance. Each design carrying with it the name, good or suspect, of those who have carried the crest in generations past.

The Significance of Heraldry

Only knights carry arms; common soldiers and the peasantry have no need for them. Heraldic arms are a symbol of a knight's nobility and of his ownership of





land. Noble women also bear arms, but married women bear the arms of their lord and unmarried women that of their father. Furthermore, women do not bear a shield but carry a diamond shaped crest called a lozenge.

Arms are granted to a knight as part of the knighthood ceremony. Symbolically, the knighthood ceremony represents the gaining of the right to bear arms. The device which constitutes the arms of a new knight is usually determined by the shield of his parents. The new coat of arms is made by combining those of his mother and father into a new crest. Shields are divided into halves, quarters etc. down the line of inheritance of arms to create new devices which demonstrate the heredity of the knight who bears them. Although the arms borne by the sons of a great knight are often similar to those carried by their father they can never be exactly the same. Special heraldic symbols have been developed to indicate that a particular shield is that of the eldest son (or subsequent sons). When the father dies and the son inherits the lands he also inherits his father's arms and the symbol which denoted his position as eldest son is stricken from his coat of arms.

Other symbols can be added to a shield which hold information about the position, history and status of the knight who bears it. If a knight has performed a selfless service, such as the saving of a life, for a great patron then that lord might grant the knight to bear a portion of his own crest as a part of the knight's personal shield. The crest of that knight bears the arms of the indebted patron for ever as a reminder of the service which was performed. In certain circumstances it is possible for a victor in war or in a tournament to bear the arms of the defeated. This is especially applicable if a large amount of land has changed hands as a result of the conflict for example. When Arthur conquers Rome, he is perhaps entitled to bear the arms of that city as part of his coat of arms (although he does not choose to do so).

Do you see that knight yonder with a golden band across his red shield? That is Governaux of Roberdic. And do you see that other one, who has an eagle and a dragon painted side by side on his shield? That is the son of the King of Aragon, who has come to this land in search of glory and renown. And do you see that other one beside him, who thrusts and jousts so well, bearing a shield with a leopard painted on a green ground on one part, on the other azure blue? That is Ignaures the well-beloved, a lover himself and jovial. And he who bears the shield with the pheasants portrayed beak to beak is Coguellanz de Mautirec.

Chretien de Troyes, *Chevalier de la Charrette*

The Role of Heralds

Originally the role of the herald was a purely military one. Heralds were the messengers within, and between, the armies before the coming of Arthur. During the flowering of chivalry which occurs during the reign of Arthur Pendragon, the role of the herald becomes much more complicated and sophisticated.

Heralds are the registrars of knighthood. They are experts in all matters of chivalry and heraldry. Heralds officiate at both knightings on the eve of battle, recording the name of the new knight in their lists, and at tournaments, maintaining rolls which record which knights attend and who is victorious. Heralds are the keepers and the makers of the rules of heraldry. They determine how coats of arms are inherited and who may bear them. Heralds prevent two knights from accidentally bearing the same crest, and keep lists which identify all the knights of the realm and their shields.

There is still an important role in war for the herald, as lists of prisoners and the fallen must be kept and the value of ransoms and exchanges determined. Knightly armies are always attended by several heralds to carry messages to the enemy, to arrange parley, or to count the dead after the battle has concluded.



THE ART OF HERALDRY

HERALDRY HAS DEVELOPED into a science, or art, with strict and complicated rules. The art of heraldry has been most completely developed in France and thus the language of heraldry is French. French knights are most concerned with heredity, pageantry and tournaments, all things which have contributed to the intricacy and growth of heraldry.

The Parts of a Coat of Arms

Heraldic shields are made up of a number of distinct components. The background color is known as the *field*. Upon the field is placed a design, or *device*. The device, also called a *charge*, is the most distinctive part of the coat of arms and usually takes the form of a geometric pattern (an *ordinaire*), a creature, or an object.

The patterns, beasts and items which may be used in a coat of arms are traditionally restricted to a set which are thought to be properly heraldic. Common beasts include lions, dragons, gryphons, horses and boars. Objects are often related to an occupation: the wheat-sheaf, hammer and anvil, and lady's sleeve are all common heraldic charges.



The rules for the description of heraldic arms are equally strict. A herald must first announce the color of the field, then the form of the charge, and finally its color. Arthur's coat of arms would properly be described "*azur, three crowns or*" (blue with three golden crowns).

The Use of Colors

The heraldic palette is limited to a standard range of colors, and specific rules govern their usage. There are three distinct categories of colors: tinctures, metals and furs. We have chosen, in *Pendragon*, to ignore the furs (*ermine* and *vair*), as they complicate the heraldic rules somewhat and are more difficult to represent than the other colors.

	Name	Description	Illustration
Tinctures:	<i>azur</i>	Blue	
	<i>gules</i>	Red	
	<i>vert</i>	Green	
	<i>sable</i>	Black	
	<i>purpure</i>	Purple	
Metals:	<i>or</i>	Gold (or Yellow)	
	<i>argent</i>	Silver (or White)	

The tinctures and metals can only be deployed on a shield according to strict rules, the most important of which is that a tincture may not be laid on a tincture nor a metal upon a metal.

The Symbolism of Heraldry

Heraldic charges and colors have symbolic meanings and often reflect upon the character of their bearer or his family. While the relevance of a particular symbol is not always apparent to the casual observer, there is often a reason for the inclusion of each part of a noble's coat of arms.

Many of the tinctures and metals can have a direct significance: *or* often refers to nobility, *gules* denotes prowess, *azur* indicates loyalty, and *purpure* is associated with generosity and largesse. Colors and metals can also have other, more obvious, meanings. A forester knight might have a *vert* field while the royal treasurer might have a coat of arms consisting largely of *argent*.

Charges can have similar associations. In some cases these are straightforward. King Arthur bears three crowns on his shield to represent his nobility and royalty, while Sir Gawain bears a two-headed gryphon perhaps as a reflection of his prodigious strength. The arms of knights often bear boars, birds, dragons and other mythical beasts, many of which have special meanings in the Britain of *Pendragon*. Even real animals were associated with virtues and vices, and were worked into charges for particular reasons. The stag often represented bravery and strength, the boar was associated with wealth and greed, the horse was a

beast of war, the lion denoted courage and compassion, and the leopard was an evil beast of rage and violence.

The Basics of Heraldic Arms

Heraldry is a highly structured artform with many rules and standards. *Pendragon* does not use all of these rules but rather a simplification of them. As always, the gamemaster has the final say in all matters, and may choose to ignore or modify any of the material provided.

Important Terms

The coat of arms is displayed upon a shield. While the shield shown on the **Knight's Sheet** (in the *Pendragon* rules) is common, there are a number of other possible shapes. In general we ignore these variations, with the exception of the *lozenge*, used primarily by noble women to display their arms.

The expanse of the knight's shield is known as the field, as mentioned earlier. It is common for a large proportion of the field to be covered in a single color. In some situations it is helpful to consider the field two be divided into two equal halves, one left of the center (*sinister*), one right (*dexter*), as judged by an observer (not the bearer).

It is upon the field that the *charge* is placed. The most basic charges are developed from *ordinaires*, although a wide variety of other insignia are often used.

Partitions of the Field

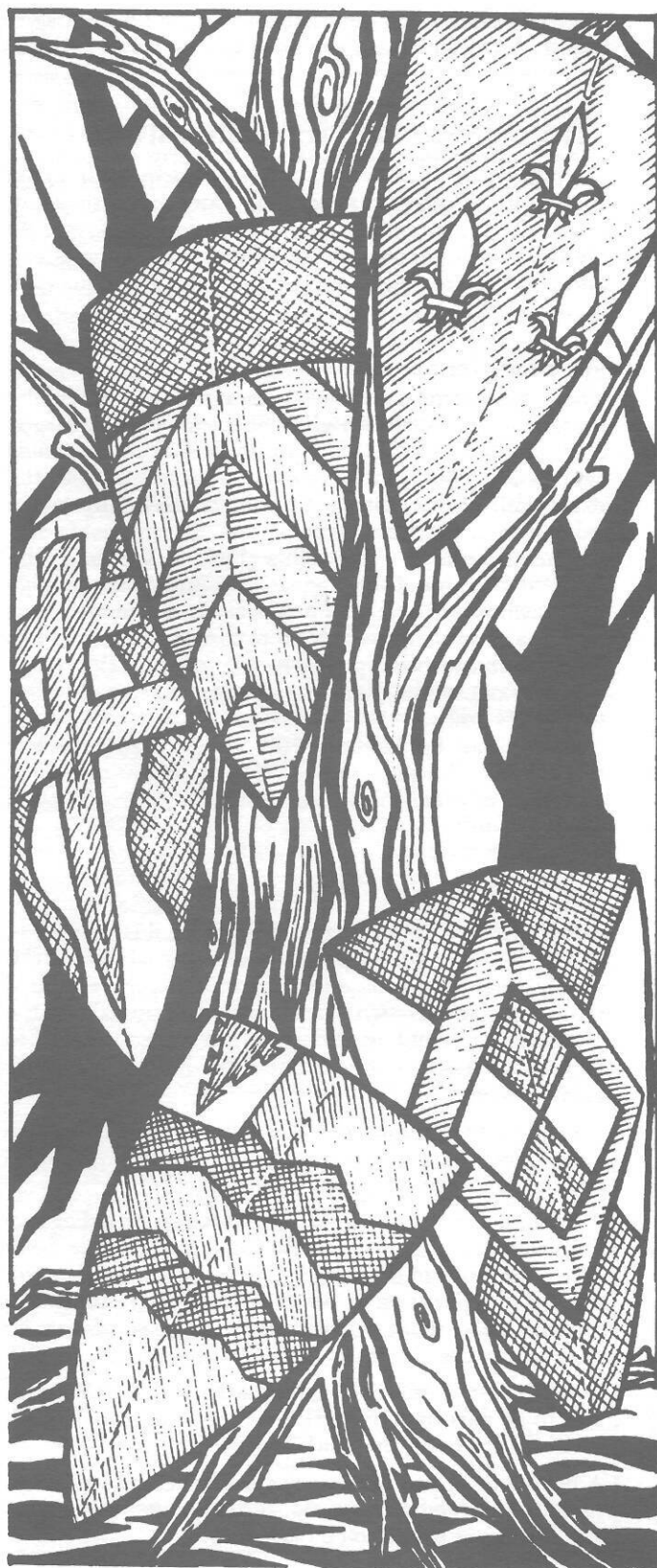
Although the field is often a single color, it is possible to divide it using some simple geometric shapes. It is usual to use a pair of colors, sometimes repeated. It is quite legal to use two tinctures or two metals in the partitions of a field, as the colors are not considered to be placed on one another. The following partitions are fairly common.

A field partitioned *per Fess* is divided in two by a horizontal line. When there are more than two partitions created, the field is said to be *Barry*.

A field partitioned *per Bend* is split in two by a diagonal line from the upper left to the lower right of the field. When a line from the upper right to lower left is used, the field is partitioned *per Bend Sinister*. If there are number of diagonal divisions the field is said to be *Bendy*, or *Bendy Sinister*.

A field divided into two equal parts by a vertical line is said to be partitioned *per Pale*. When a number of such divisions are used, the field is said to be *Paly*.

A field split in two by a wedge from the bottom is said to be partitioned *per Chevron*. A field with a number of such divisions is said to be *Chevronny*.



A field split into four by the intersection of a vertical and a horizontal line is said to be partitioned *per Cross*. Similarly, a field split by the intersection of two diagonal lines is said to be partitioned *per Saltire*.

Ordinaires and Subordinaires

A standardized set of geometric shapes and patterns are commonly used as charges over the field. The usage of these shapes is strictly regulated. While certain variations of these *Ordinaires* are permitted, they are carefully governed by rules and terminology. A particular set of standard variations are known as *Subordinaires*. It is also possible to draw the *Ordinaires* in a number of special ways (with wavy edges, for example). These various options, and the terms associated with them, are described below.

The *Bend* is a diagonal line running from the top left to the bottom right of the shield. A *Bend* which crosses the field from top right to bottom left is called a *Bend Sinister*. A bend which does not reach either corner of the shield is a *Baton*. Several *Bends* on a shield are called *Bendlets*.

The *Pale* is a broad band running vertically through the center of the field and the *Fess* is a broad band running horizontally through the field. Both divide the shield into roughly three sections. Several horizontal lines are called *Bars*, and several vertical ones are called *Pallets*.

The *Chevron* is an inverted v-shaped band which divides a shield into three sections. Several smaller such designs are *Chevronels*.

The *Pile* is a solid, often fairly thin, wedge of color issuing from a given edge of the field (never the bottom if there is only a single pile). The point of the wedge does not quite reach the opposite side of the field. It is perfectly permissible to have a number of *Piles*, perhaps emanating from opposing edges of the field.

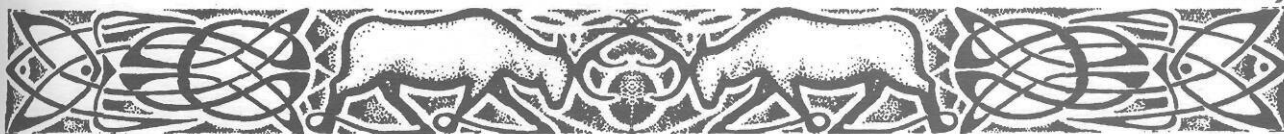
The *Cross* is just as it sounds, two intersecting bands of the same color. There are many variations on the cross such as the *Cross Tau*, the *Maltese Cross*, the *Pas-sion Cross*, and the *Patriarchal Cross*.

The *Lozenge* is a diamond shape. When it is taller than it is wide it is commonly known as a *Fusil*, and when the center is hollow it is called a *Mascle*.

A *Roundle* is the name given to a circle. When a hollow circlet is used, it is known as an *Anneulet*.

A *Chief* is a solid band of color which encompasses the top third of the shield.

The *Canton* is a square (often containing a miniature of another coat of arms) which is found in the top left corner of the field. A similar device, in the shape of a miniature shield is called an *Inescutcheon*, and may be placed anywhere on the field.



The *Bordure* is a band of color around the edge of the shield. A *Bordure* often carries other charges within it. A double border surrounding the true coat of arms is an *Orle* and several sequential, smaller borders comprise a *Tressure*.

Variations

There are a number of ways in which these basic designs can be altered to create new charges. The changed ordinaires are called *variations* and almost always include the name of the original pattern in their new name.

If the edges of an *ordinaire* are not simple straight lines, but are instead composed of outward and inward curves, the design is called *wavy*. Common examples include *bend wavy*, and *pale wavy*.

Shapes drawn with large zigzags made with straight lines and sharp corners, are known to be *dancette*. If the edges are made of a smaller zigzag pattern utilizing jagged, triangular points, the design is said to be *indented*. Examples include *pale indented*, and *fess dancette*.

If the edge is crenolated, like the walls of a castle, the design is called *embattled*. If the crenulations are on both sides it is said to be *counter embattled*. For example a *fess embattled* or *counter embattled*.

If the edge of the design is emphasized with an extra line which follows the shape of the charge, forming a distinct border, the device is described as *cottised*. For example, a *chevron cottised*.

If the edge of the design is marked by a series of small semicircles it is described as *invecked* (if the circles face outward) or *engrailed* (if the circles face inward). For example, a *pale engrailed*.

If the edges are characterized by a series of mushroom-like projections then it is described as *nebuly* if the lines are soft and circular, or *dovetailed* if the lines are straight and the corners hard. For example, a *chief nebuly*.

Other Charges

While many coats of arms feature an *ordinaire* or *subordinaire*, an almost infinite number of other charges are possible. Knights' shields were often adorned with common objects or animals.

Creatures

Animals, both real and mythic, played an important heraldic role. The designer of the coat of arms needed to consider not only what animal was appropriate to the shield (for whatever reason) but in what position the animal was to be depicted.

An animal on its hind legs was described as *rampant*. An animal standing on all fours is *statant*,





and if one front leg is lifted it is *passant*. If the animal's head was turned toward the viewer of the shield, it was said to be *guardant*.

Sometimes only the animal's head would be depicted, other times the entire beast would adorn the shield. If only the front half of the animal was included it was said to be *demi*, for example the front half of a lion would be called a *demi-lion*. The head alone could be depicted from the front (*face*) or the side (*couped*).

Almost any real world animals could be used in coats of arms. Commonly used examples include: lions, tigers, leopards, cats, wolves, foxes, bears, boars, horses, bulls, greyhounds, calves, stags, rams, antelopes, goats, elephants, badgers, otters, coneys (rabbits), hares, squirrels, bats, urcheons (hedgehogs), dolphins, snakes, eagles, hawks, pelicans, ostriches, doves, chickens, peacocks and swans.

Fantastic and legendary beasts were popular for shields and included: pegasus, unicorns, phoenix, gryphons, dragons, cockatrices, wyverns, cameleopards (giraffes, which were thought to be the offspring of a camel and a leopard), mermen and maids, sphinx, centaurs, salamanders.

Inanimate Objects

It is not just animals which hold a mystical significance and give some indication of the arms-bearer's character. Objects and other symbols might also give some insight into the knight who earned the crest. It should be noted that it is only the original bearer who had the qualities implied by a crest. While his descendants may bear the same heraldic arms, there is no guarantee that they also bear the same admirable qualities.

A shield blazoned with a turret or tower might be carried by a knight who was duty-bound to defend an important pass or who demonstrated great fortitude in defensive battle. A shield depicting a silver goblet might be the crest of a chamberlain or a noble famous for his largesse. Other popular inanimate charges include ships for those who rule the seas, plants for those blessed with bountiful harvests, weapons for those with impressive martial skills, crowns for those with grand ambition, and crosses for those who uphold the virtues of the Christian faith.

As a general rule, the nuances of inanimate charges relate to aspects of the bearer's life, while the nuances of animal charges relate to aspects of his character.

Inheritance of Arms

One of the most important functions of a noble coat of arms is what it tells an observer about the prominence, wealth and peerage of the knight who bears it. A knight's Glory provides an indication of how well known his exploits are, but in some cases his coat of arms provides an equally important picture. All skilled Heralds can tell the lineage of a knight by looking at his

shield because they spend a considerable proportion of their time memorizing the arms of the noble families. It is part of their job that they be able to make a reasonable guess as to the family line of any knight, based upon the elements of his arms. Many shields, however, reveal information about the family which even a relative beginner can determine, including marriages, parentage and inheritance.

The heraldic process which governs the inheritance of arms and the design of inherited arms is called *Marshalling*. Parental shields are modified according to special rules when creating the heraldic designs used by their heirs. Similarly, when two nobles marry, their crests can be combined to form a new family crest. These merges produce shields divided in half vertically or split into four quarters.

Marriages

When the arms of two noble families are merged it is possible to form the new arms by splitting the shield in two vertically and placing the arms of the two lines on either side. This process is known as *Impaling*. An ancient version of this process, called *Dimidiation*, where the left portion of one coat and the right portion of the other are merged, is seen infrequently.

When the arms of more than two families are to be merged one must use the process of *Quartering*. The shield is split into four and the arms of the families are each placed into one or more quarters. It is common for the arms of the most significant family to be placed in the top left (*sinister chief*) and bottom right (*dexter base*) of the new coat of arms. Arms which have been quartered in this way can theoretically be quartered again and again as families are joined, but a practical limit for a *Pendragon* campaign is probably eight arms on any one shield.

The Arms of Sons and Daughters

A special set of rules is used to distinguish the arms of the sons of a noble. The legitimacy of a son, as well as his order of birth, is indicated using special heraldic symbols. These symbols, called *marks of cadency*, are added to the family crest.

The most common mark of cadency, used to denote the eldest son, is the *Turnierkragen*, a horizontal bar with three descending flanges. This symbol is placed across the top part of the father's crest to make the arms borne by the eldest, and inheriting, son. The second son also carries arms based upon his father's, but in his case a small crescent is used to indicate his place in the line. The third son bears a star, and the fourth a small bird.

When a son dies the next eldest legitimate son adopts his arms and position, and each son advances one place in the chain of inheritance. If all legitimate sons are dead the eldest illegitimate son becomes the heir, and adopts the arms as well.



Illegitimate sons use different marks of cadency to indicate their links to their father's noble line. A *baton sinister* or a *bordure* are often used to indicate an illegitimate son. The rules for such markings are, perhaps understandably, less rigidly defined than those for legitimate offspring.

Daughters are treated similarly, and are permitted to display the arms of their family with the corresponding marks of cadency. It is most common for a daughter to adopt the arms of her husband, unless the link between the two families of particular importance, or her family is significantly more influential, in which cases her arms are merged with those of her husband as described above.



DESIGNING A COAT OF ARMS

THERE ARE TWO WAYS to pick a coat of arms for a *Pendragon* character. Many of the knights in the legends bear their own individual shields with special *ordinares*, fantastic beasts and other idiosyncratic symbols. Whilst there is nothing wrong with designing a new shield for each new character in the campaign, in many cases it is possible to use the rules of inheritance to derive a coat of arms from that of the character's father. Linking characters in this way helps to reinforce the family lines which are so important in Arthurian Britain and *Pendragon*.

When a knight's deeds eclipse his father's legacy he might decide to design his own personal shield. In game terms it is reasonable for a character to design his own coat of arms when he achieves more glory than his father possesses. For many knights this stage of their development will be reached when they are granted land of their own. Obviously, the knight may retain his father's arms if he wishes, either continuing to use them as his own, or by placing them in *inescutcheon* on his new shield, a common practice.

Arms for a Player Knight

It is wise to consider a coat of arms a layer at a time. By keeping the ideas simple at each step it is easy to use the large number of options creatively, rather than being limited by them.

The field is the basis of all shields. Before placing any charge on a shield the field should be established.

Will it be partitioned? If so what sort of partitioning is to be used? Are the lines of partition to be varied? What colors are to be used? The simplest of all designs are those with a field of a single color, or with a partitioned field of two colors.

Once the field is determined it is possible to decide upon any other elements to be used. A simple *ordinaire* can be quite effective, especially if its border is varied. More complex *charges* are often permit a more ostentatious display of personality. Be aware of the context of the campaign when deciding upon these elements; it may be inappropriate to create a complicated coat of arms in the early periods, for example.

It is wise to avoid cluttering a shield with too many symbols. A single shape, perhaps repeated a number of times, is often more effective than a number of competing elements. Keep in mind that a design may have to fit into a small space when impaled or quartered in the future.

Once the elements of the arms are selected, their colors must be determined. The laws of heraldry prohibit placing a metal on a metal or a tincture on a tincture. At times it can be difficult to avoid breaking those laws. It may be possible to alter the colors used in the field to make a shield legal, but ultimately it is always possible to break the rules if a design warrants, and the gamemaster permits.

When creating arms for related knights it is often possible to use similar structures or colors schemes to make the links more obvious. Vassals often adopt a simple variation of their liege's arms, if they are granted permission, or use his colors in their arms. Brothers might have shields that use a common charge or differing charges in the same pattern. In this way the arms of a character can be used to indicate those he holds in high esteem.

Mottos

Many noble families adopted a motto in addition to a coat of arms. A well selected motto can provide a strong point of characterization and recognition for a character, as well as a powerful legacy for his heirs to strive to live up to.

A motto is usually a direct, but often poetic, statement of an identifying trait or belief. Some are quite short ("*Never Yield*") while others are more expansive ("*For the Glory of God and Everlasting Peace*"). The key is that each is the statement of a creed that forms the foundation for an entire family line. It is best to focus on a single idea, or a two closely related ideas.

While they are not mandatory, mottos can be powerful tools for creating great noble families in *Pendragon* campaigns.



OF ALLIES AND ENEMIES

Rebuilding a battle-torn land and facing the traitorous brothers who covet it

MOST OF THIS ADVENTURE is set in the Earldom of Rydychan, in Southern Logres, but it begins with the knights' lord. Their liege asks them to help him fulfil his duty to the beleaguered Countess of Rydychan by watching over her lands.

On their way to take up their stewardships around Oxford the knights encounter the traitorous brother knights who have robbed the Countess of her family's lands. When aid from their liege is delayed, the knights find themselves alone against these cruel and powerful foes. Only by exercising their wits and skill as fair-minded landlords are they able to triumph.

The events of this adventure span a period of about two years, during which time the player knights are responsible for overseeing and protecting a small fief. The rewards of this adventure, dominion over the lands they have stewarded, are equal to the dangers they must face – the wrath of land-hungry men who lead armies and raiding parties against them.

This scenario is designed for between two and five player knights. Although it is written for early Arthurian Britain (495 to 510), before Arthur comes to the throne, it can be played out as late as 525. After that date Arthur's reign of peace is widespread and by and large lands are restored to their proper owners.



PROLOGUE

LADY, TALL AND BEAUTIFUL, dressed in the finest clothes, but of sufficient age that she could be mother to any of them, hails the knights as they traverse some path or field on horseback.

"Hail noble knights. I would have words with you, if you would listen."

If the knights stop to listen, she continues: *"My gift is one of clear vision, and I see now that you have ahead of you a long road, far from aid. You will be set against men who have turned against the virtues of your calling. The passion of a great lady, too, I see. And," she says emphatically, "you must prevail. What say you to that? Is facing and defeating evil and wrongdoing your province?"*

If the knights' answers are not appropriately virtuous, the lady is visibly saddened, and waves the knights onwards. If the knights respond virtuously, but lack passion, the lady wishes them luck, but sends them on their way with no further comment. If the knights can invoke a suitable passion or trait in their response, the lady smiles openly: *"Go ye, then, with what small aid I can give. Perhaps your actions shall mirror your brave words. The weave of fate will bear witness."*

She traces an elaborate symbol into the air. Player knights can see a faint silvery trail left in the air by her finger. The symbol momentarily brightens, blocking out all else from the knights' vision, and then is gone. Gone too is the lady.

[Note: The lady is one of the faerie folk, and has bestowed on the knights a small magic. It draws the attention of others of the faerie race – a dangerous gift indeed, given that the faerie are as prone to mischief and malice as they are to proffering aid. Perhaps her motives are grand, perhaps they are base.]



A GREAT DUTY

THE CHARACTERS' LIEGE calls his knights to him. Upon entering his presence, they observe that he is conversing seriously with a fair lady of regal bearing. A successful Heraldry roll reveals that the crest she wears marks her as the Countess of Rydychan, heiress to rich lands in the north. Their liege breaks off his conversation as the knights enter, and stands to address them.

"My knights, you are here because my good friend, Duke Ulfius of Silchester, has asked for my aid. His worthy brother passed away last winter from wounds he received fighting the Saxons, leaving his lands in the hands of his wife, the Countess of Rydychan, but the lands have been usurped by the three brother knights, Sir Bege, Sir Belleus and Sir Basile, who hired many bandits and mercenary knights to their cause.

"Duke Ulfius with a hundred knights and three hundred soldiers rode immediately to deal with the traitorous knights, but after laying siege to Oxford, which Sir Basile caused to be razed to the ground rather than be taken, at the cost of his own life, they have received word that the Saxons are advancing towards Silchester and its surrounds."

At this juncture valorous knights may express their desire to do battle with the Saxons, especially if their passions run that way, but their lord waves their words aside.

"Your eagerness to follow me into battle is admirable – I indeed intend to assemble a force to aid Ulfius against the Saxons. However, the task I have for you is a more pressing one. I have decided to send you, all trustworthy knights, but also knights I can spare from this battle, to steward the Countess of Rydychan's lands against the remaining two traitor knights – Sir Bege who has taken Wallingford and Sir Belleus who holds Shirburn."

Their lord hands to each knight orders outlining the distribution of the lands, with the borders meticulously detailed, as described in **Stewarding the Land** on page 91. Each document names the knight as steward and castellan of a manor and its lands in the name of the Countess and their liege and is signed by both Duke Ulfius and the knights' liege.

"You will not only be required to steward the land which has been allotted you through the coming winter, but also to try to thwart or defeat the traitor brother knights who hold Wallingford and Shirburn. It is the wish of the Countess of Rydychan" here he bows slightly to the lady, *"to accompany you, in order to help you to begin to instill hope and stability to the area. I have pleaded with her to stay here, to consider the dangers, but she is adamant that her place is with the lands her husband vowed to protect."*

Each knight is assigned five household knights. To aid in the hiring of men, the purchasing of goods and in particular the strengthening of defenses, each is also given 25 Libra. Each holding is assumed to come with one years' income in food and goods stored for the less plentiful seasons ahead.

"It is my intent, and the intent of the Duke, to relieve you by next fall at the latest."



TRAVEL TO OXFORD

THE KNIGHTS ARE GIVEN a short time to settle their affairs before setting out for Rydychan with the Countess. As it is, they set out well before their liege lord has amassed his forces to go to the aid of Ulfius against the Saxons.

The first leg of their journey takes them to Silchester, roughly two days' hard ride on good roads, more or less depending on the location their lord's lands. There they are to be given fresh horses by Duke Ulfius to continue onwards using smaller, lesser-known roads.

The Countess rides next to the knight with the highest Glory, not shy of engaging him and his companions from time to time in perceptive conversation about the state of the roads, the route they are to take, the threat of the Saxons, or the lay of the land in Rydychan. She is intelligent and thoughtful as well as fair to behold. The knights are welcome to exercise their Courtesy on her, but it will take more than words to impress her.

Silchester

Upon arrival at the old walled Roman city of Silchester, demesne of Duke Ulfius, the party observes a great army amassing. Gathered so far are over 600 fighting men, but pages, grooms, cooks, healers and other followers of war swell numbers to almost three times that. Outside the walls of the city, meandering rows of pavilion tents and crudely put together bullocks and stables stretch for miles. The common folk from the surrounding lands are all flocking in haste to the safety of the city, and those who cannot yet get within tarry without.

Inside the walls, Silchester has swelled to the point of bursting. Soldiers hurry, grey faced, from post to post, and the Duke is out in the street personally giving instructions to his commanders to bring as much of the population within the city walls, and to store as much food as possible, in case the city is put under siege by the Saxons.



The more enterprising townsfolk still are trading in the streets, taking full advantage of the influx of people, prominently airing their wares and pitching their sing-song cries to be clearly heard above the surrounding hustle and bustle.

The prices are somewhat elevated, as may be expected given the impending situation, and this angers buyers, leading to arguments which alert the city guard who forcibly pack up the offending traders. All this adds to the crush in the city streets.

The Duke spots the banner of the Countess of Rydychan and booms a welcome: *"Welcome, friends! Well met, sister! As you can see we are a little short of resources at present, but we will do what we can to get you good rest tonight so you can be on your way by morning."*

The Duke instructs his household knights to arrange lodgings for the knights and the lady within his home, and to find other lodgings for the rest of the party. Lodgings within the Duke's home are relatively easily arranged, but the household knights must evict townsfolk by force from paid lodgings in order to make room for the rest of the party.

The Duke arranges a feast in honor of the Countess and the player knights for the evening. It is fine fare, although not superb, and the knights can tell with an Intrigue roll that their host is a little distracted. After the Countess has thrice failed to engage her host's good humor, he laughs and apologizes.

"I beg your forgiveness for my absentmindedness. I am going over and over in my mind the intelligence I have received from my scouts as to the movements of the Saxons - I admit I am trying to fathom the best way to confront them. I will be more at ease when you reach Rydychan to defend that territory so my best knights who tarry there may return to help me plan my strategy."

The Duke is grateful for any insights his guests may have for the coming battle - players may roll their Battle skill. [Note: A critical roll uncovers a subtle flaw which later is invaluable in turning the battle against the Saxons. The Duke publicly acknowledges the knight, earning +10 Glory for the strategist.]

After a full night's sleep, the party is provided with fresh horses and food, quite a task given demand for such resources in and around the city, and is sent onwards with the blessings of the Duke.

Northwards

The knights, with the Countess as their guide, head north and a little west through hilly country along wide Roman roads which one day will be maintained by Arthur Pendragon, until they reach Bourton after four days and 80 miles of hard travel. From here the Countess leads them east and a little south following the tributaries of the Thames into forested country. The rough tracks they follow wend with the river and are hard to navigate.

Small settlements dot the riverside country, and the Countess' crest is known and respected, so it is not difficult to find a modest bed for the night.

Late in the afternoon of the third day since leaving Bourton, the small band reaches a village under the eaves of thick forest which appears to stretch endlessly to the north and south. The Countess is familiar with the settlement and urges the knights to stop for the evening, as the last leg of the journey takes them through the forest and their progress is likely to be better if they are fresh.

"Besides, it is the time of the harvest festival, and even the traitorous knights Sir Bege and Sir Belleus are unlikely to do much damage during this time of celebration."

The Festival

The village is a-bustle as everyone prepares for celebration. Farmers have brought the best of their harvested produce into town to sell and give away. Women pound grains to rough flour and cook hearty breads and cakes. Perpetually sticky children attempt to coat apples in honey. Older youths address the serious duty of crushing grapes in large barrels with bare feet and clear laughter. Men who have finished bringing in the last of their harvest are chipping dead wood from the forest's edge to put in a huge leather glove, later to be hung in front of the Reeve's dwelling in the center of town. At one edge of the village square small fires are lit and spits constructed. Later these will be the source of the irresistible smell of roasting gingered goose. The youngest children run hither and thither gleefully, tasting and taking, and being scolded good-naturedly by all who catch them.

Contests of skill offer fresh-faced young men the chance to woo the shy maidens of marriageable age, clad unfamiliarly in their best clothes, who pretend not to have any regard for the proceedings. However it is hard to completely ignore the demonstrations of prowess with sling and bow, the energy of the wood chopping, or artistry of shaping green branches into animals.

The travellers are welcomed as heroes, come to save Rydychan from "those terrible thieves". Normally peasants might not mind or even notice a new lord, but these tyrants have been cruel and threatening, asking for double the produce in a year that has had no better harvest than any other. So far, the Reeve explains, they have avoided a direct confrontation on this matter, but if pressed into compliance, the town will starve.

The Countess and the knights are offered modest lodgings and the Countess is begged to preside over the evening's celebrations, a task which she is delighted to fulfil.

As the sun sets the merriment begins. There is food, drink and song aplenty for all in the bright flickering light from the small fires. It is certainly not a celebration up to the high standards of the noble classes,



perhaps, but the knights are expected to behave with courtesy and good humor. The Countess and the knights are presented with goose necks, as is befitting for honored guests. Talented knights may wish to add to the festivities in prose, poetry or song. Such displays elicit first a respectful hush, then enthusiastic cheers. More than one wide-eyed beauty approaches the knights, curtsying, offering food, drink or company (Indulgent roll/Chaste roll).

The Enemy

The proceedings are brought unceremoniously to a halt when a shout rings out: "Our barns are afire!" Pandemonium ensues.

On the horizon in more than one direction angry flames outline silhouettes that during the daylight hours were visible as the barns and storehouses where the autumn harvest was kept. Even as the knights watch, building after building is engulfed. Cries of "Our winter stores!" and "Saxons!" fill the night.

Before the townsfolk can be calmed or rallied, horsemen drum into town, scattering and panicking the townsfolk still more. The light from the dying feast-fires gleams off sword and helm, but the knights can see these horsemen are not Saxons.

The lead horseman laughs unpleasantly. "Let this be a lesson to you, peasants, when next you feel the need to defy your lords when they ask for what is their due. Today we burn your harvest and take your women. Next time my brother and I are forced to come this way we will kill you who remain and raze your settlement, and it will be as if no-one ever lived here." The horseman turns to address his nearest follower. "Come, brother Bege, let us round up some women for our pleasure."

The raiders are none other than Sir Belleus and Sir Bege together with a small bunch of rabble soldiers holding aloft lit brands.

If the knights do not stand forward at this point, the Countess does: "You are not lords of this land, usurpers. Be warned that you are not long for this world. Begone and perhaps your lives will be spared, although your honor is already long dead."

Sir Belleus is uneasy, but full of bravado as he backs a retreat with his men. "Your death comes sooner, witch. So you have returned, eh? And behind a wall of noble knights. I will have you yet to do with as I please before this is ended! And you will beg for my mercy! Until we meet again!" He wheels. "Men! Retreat!"

At this point passions may inspire undying hatred in the knights. Allow the players to roll 3D6 for a Hate (Belleus/Bege) passion if they are suitably outraged.

The Countess swears a terrible and unseemly oath. "I swear before all that I hold worshipful that I will not die until I have seen the end of these two brother knights. Never will I have peace again until the deed is done."

The knights can give chase, but the rabble has a head start and the advantage of knowing the land better.

Belleus, Bege and their followers disappear into the forest, their coarse laughter soon swallowed by the forest. Quick-thinking knights can organize dousing parties for the barns, rescuing part of the harvest, but the barns themselves still require repair or replacement.

The Countess promises the Reeve aid for his town as soon as the knights are established on the lands they are charged to protect, but she looks tired, as if her terrible words are already having a tangible effect.



STEWARDED THE LAND

THE FOLLOWING MORNING the knights, the Countess, and their entourage navigate through the densely tangled forest. By mid-afternoon they emerge, blinking at the sudden sunlight, into the cleared lands around Oxford. Here the Duke of Silchester's army awaits their arrival, having camped inside the walls of ruined Oxford for a month or more while waiting to be relieved from their duties as temporary guardians and protectors of the surrounding lands. They are pleased to see the new protectors and the Countess and are eager to be on their way to the skirmishes with Saxons and to defend the walls of Silchester. There are at least 200 men in the force.

With a successful Battle roll, the knights estimate that this army is about a third of the battle strength of the army that sieged Oxford. While an army usually consists of three pages, grooms, cooks, healers and other followers of war for every one fighting man, this force appears to have three men kitted for battle for every one non-fighter. It is apparent that the Duke felt he had more need for healers and pages in Silchester, with the coming of the Saxons, and left behind a more mobile army that would be able to make the return march to Silchester at a run if required.

The army's leader is one of Duke Ulfius' most trusted allies, Baron Lambor. He meets with the knights as they arrive but defers first to the Countess.



"It has been quiet for the most part here," he says. "We have heard that the traitor knights have been abroad with their force of mercenary knights and soldiers, burning and pillaging where they are not getting obedience from the surrounding villages – a practice which will do them only harm in the long term, it seems to me – but they have not approached our force directly."

"They are neither stupid nor cowards – they have waited for us to attack them and since we have not, they have decided to wait us out, knowing that such a large force as ours cannot remain here indefinitely. No attack we have heard of has been larger than a quick burn and snatch – they are not putting too many offensive resources into any one attack in case they are caught out by our larger force. I fear they will get bolder very quickly once we return to Silchester."

The army was obviously expecting the knights and their entourage to arrive on this day, as although the grounds just inside the walls of Oxford are trampled and marked in such a way that it is obvious that the army had camped there for the last month, the tents are taken down, the barracks dismantled, and the horses are laden and ready for travel.

The Baron bids the Countess and the knights good fortune in their work and expresses the hope that he can soon return to help bring the traitor brothers to justice. "They are evil men, and bring shame to all of us by besmirching the virtues of knighthood."

His army moves out and is soon swallowed by the forest.

Division of the Lands

Once the army has disappeared from view, the knights can turn their attentions to the lands they are to oversee.

Oxford itself is excluded from the lands to be stewarded as most of its population fled in the wake of the great battle that razed it to the ground. As the seat of the Earl of Rydychan, the Countess considers it to be a key point to restoring people's faith, but even she is pragmatic enough to recognize that the town has to be rebuilt from the ground up, which will require more resources than can be spared.

Under the rule of the Earl, Oxford had 16 POP. Some fled with the Countess or were slain standing against Sir Basile when he took up residence, and many died when the town was razed during Sir Ulfius' siege. The surrounding towns and villages harbor refugees from the upheaval, but the benefits of increased population are largely counteracted by the strains placed on food supplies.

The towns in the area surrounding Oxford hold a total of 11 POP and, handily, the number of defensible towns is equal to the number of character knights (if there are four knights, for example, there are three towns with 3 POP, and one with 2 POP). Each town has a manor house, once used as a cottage by the Earl. It is here that the knights are to take up residence, and plan the building of defenses.

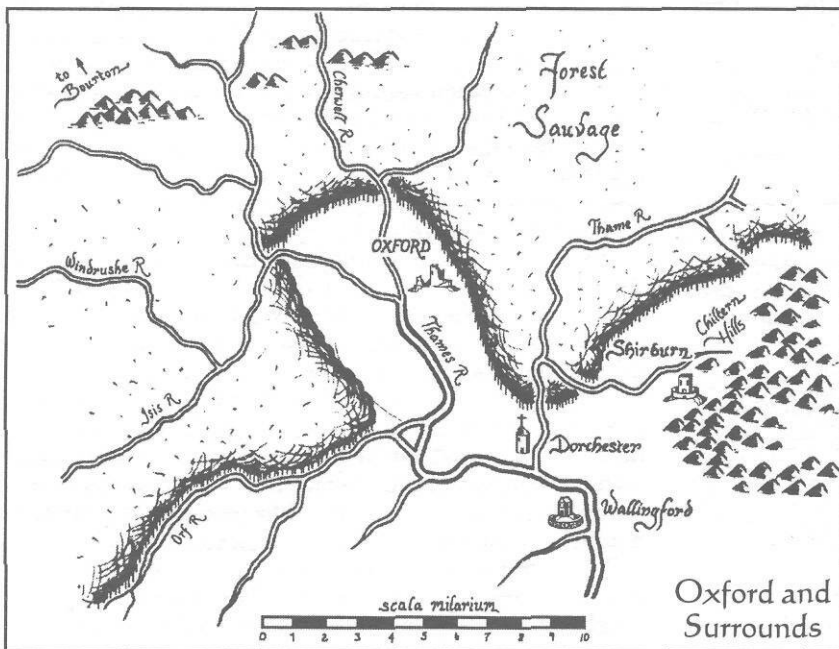
It is left to the gamemaster to position the towns across the Earl's demesne. The map of Oxford and its environs should be used to make a visual record of the locations. Towns are most often positioned to take advantage of rivers and good land, but they may be clustered in a tight knot or spread around the territory.

The distances between knight's holdings should be determined so the knights can have some idea of who borders on whom, and how long help may take to arrive in case of a raid or attack. All holdings must be within a day's ride of Oxford.

Each of the towns' holdings should be considered. The nature of the natural resources must be determined and a name for the settlement selected. Here are some possible names: Appleton, Ascote, Begbrok, Botley, Cowley, Elsfelds, Garsington, Hasley, Heddindon, Horspathe, Hynton, Ishy, Marston, Newton, Noke, Sanforde, Stounton, Tetswerth, Whatley, Wodeaton.

The players should be encouraged to come up with names for the various important personalities in their settlements and others who are prominent in the area, be they religious figures, merchants, healers, or artisans. The town Reeves are the people with whom they will interact the most.

By twisted road, fading path, and washed-out bridge, the knights can travel one mile an hour between their manors and Oxford. Paths between the manors are significantly worse than the more-used roads to Oxford, slowing the





rider to four miles a day. In many cases it is quicker to head to Oxford and follow the better roads out to a desired destination, rather than trying a direct route.

The three largest holdings have, respectively, good stables, kennels and mews. Each of which requires significant attention, but may provide significant rewards if well-maintained. The boxes on the next pages provide details about the three special features.

any other holdings are also blessed with notable features. Players can roll on the following table for a unique result, or may have ideas of their own for the gamemaster to consider.

Knights Holdings' Features

D20	Land Features	Effects
1-5	fertile farmland	+1 to the roll on the Harvest Results Table each year
6-10	tourney field	Glory obtained for any tourney sponsored
11-15	artisan community	+1 DV for every defensive structure built
16-20	religious site (Christian, Pagan or faerie)	+1D3 Glory each year, and a check for Piety, Religion, or Faerie Lore from any who come to study

The Countess stays as a guest at the residence of the knight with the highest Glory. She has her own personal servants to attend her and supports herself financially.

The knights have the remainder of Michaelmas (fall) to settle in and begin building defenses. Allow them to build half a year's Defensive Value of fortifications before the onset of winter as, although there is barely a season remaining, they galvanize those disenfranchised by the razing of Oxford to labor in addition to using the locals. By next spring, the refugees have returned to Oxford and are of no further special benefit.

The knights will not feel the sting of the treacherous brother knights until spring at the earliest.



THE BROTHER KNIGHTS

UNCE THE WINTER ENDS, the traitorous brothers begin to harass the towns around Oxford. Provided here is a speculative calendar of their actions. The time between these events is filled with the day-to-day duties of governorship. The new lords of the land

THE EARL'S STABLES

MASTER CONERAD, Master of Horses to the deceased Earl, is a large, blond-haired man with a proud tilt to his chin. He awaits the knights as they approach the manor house. He has with him a line of youths, each holding the reins of a well-groomed, healthy horse. He bows low as the knights draw near, then clears his throat.

"Noble sirs, Countess, I greet you. I have kept the stables well during your absence. I have trained the horses as best I can with so few resources, and am pleased to announce that four foals arrived this summer. I await your inspection."

Inspecting the stables, it is obvious that Master Conerad cares deeply about horses, and has achieved an admirable amount given the difficult circumstances.

Inspecting the Manor, however, it is obvious that the horse master has used the residence as it has suited him. It has not been kept well. If the horse master is approached on the subject he defends his actions: *"A man has to live somewhere, and there was no man of higher rank, when all but I,"* he snickers, *"fled."*

Conerad is a man of great pride and little subtlety, but the knights may wish to suffer his idiosyncrasies and lack of manners, as he is the finest of horse trainers.

The Countess, normally courteous to all, barely speaks to Master Conerad.

"He was sent to us by his father, a Saxon leader, in good faith of a truce. The truce did not last even a month, and we should have killed the son by rights, but we suspected his father would not care one whit. Besides, I think he is glad to have found a place where he can excel and is treated fairly."

"He is a better man than his father, or we would not tolerate him here, but he reminds me of all we have lost."

Contents of the Stables

- 8 coursers
- 5 chargers
- 2 destriers
- 4 foals (two coursers, one charger, one destrier)

MASTER CONERAD

Horsemanship 15, Industry (Stables) 12, Awareness 15, Chirurgery 10, Hunting 10, Tourney 10, Battle 10, Prudent 15, Proud 15, Loyalty (Lord) 10

must attend to such commonplace trials as overseeing the building of defenses, seeing to the smooth running of the manor house and appointing a steward to do so, and mediating disagreements between peasants in the fairest manner possible. There should also be time for the usual noble pursuits involving honor and a show of skill, such as wooing, jousting, hunting and hawking. Of course the knights should not stray too far pursuing these activities, as the brother usurpers and their raiding parties are never far away.



Year One

March

The two brothers lead separate raids against two holdings as they judge the strength of the new landholders. Each raiding force contains 3 Knights and 25 Soldiers.

THE EARL'S KENNELS

IN THE TOWN the knights catch sight of three very young boys walking a dozen fine hunting dogs. When questioned they direct the knights to the small but sturdy dwelling of an old man who introduces himself as Hervis.

"I used to be Master Huntsman for the Earl, the law of the whole hunting establishment in Rydychan, but other younger and more noble folk took over my duties as I got older. The best of them were sorely wounded during our last skirmish with the Saxons, and as the Count succumbed to his own wounds, the kennels fairly much fell into disarray. I did what I could, but the underlings were proud and heeded no advice. Finally, with the coming of the brothers Basile, Belleus and Bege, most noble folk fled or were slain so I removed the dogs to my home here in the town. I train them as best I can, and the village boys do a lot of what I can't do.

"These three boys are the Pages Of The Hound. They clean out the makeshift kennels, feed, groom and exercise the hounds. They even sleep with the hounds.

"I have two older boys I'm training as Varlets Of The Hounds. They're learning to track possible quarry and read their droppings, as well as how to handle and run the dogs. Unfortunately my legs won't take me as far as they used to, and without grown men to train and horses, that's as far as I can go.

"If you're here on behalf of the Countess to take over at the manor house and reopen the kennels, I'm the one you need for the job, and here are your dogs. I'll train any men you wish to spare from everyday duties as Assistant Huntsmen, teaching them what these boys know, and how to supervise the hounds from horseback during the hunt, and eventually make some full huntsmen out of them, so they can organize the hunt themselves, and will know everything about the job. I would suggest squires, but one of your household knights might one day replace me at the head of this noble profession."

Contents of the Kennels

- 4 Brachets
- 16 Raches
- 8 Kennets
- 8 pups (3 Greyhounds, 5 British)

MASTER HERVIS

Hunting 15, Industry (Kennels) 10, Awareness 10, Courtesy 10, Horsemanship 10, Play (hunting horn) 10, First Aid 5, Energetic 10, Valorous 10, Loyalty (Lord) 10

Use the **Raids** rules in this book, as the raiders are not interested in lengthy siege, only a quick burn and grab. The raiding parties are lead by a knight with a Battle Skill of 15, and their total strength is 8 KV. Any knights captured can be held for ransom.

April

A messenger comes to each knight from Sir Belleus who holds Shirburn, a town three days hard ride across the hills of Chiltern to the south east.

"I come from the great warlord Sir Belleus, Lord of Shirburn. You have taken what is not yours to take: lands stolen from the good Lord Basile, brother to Sir Belleus.

"As you are but a few men, and Sir Belleus rules over twenty knights himself, you will surely be overrun. I come, then, on his behalf, to make this offer to save the lives of your men: leave now and take nothing that you did not bring and in return Sir Belleus will spare you your lives. Stay, and all will be wrest from you."

Whatever the knights' answer (short of killing the messenger, which grants the killer a Cruelty check), he departs, saying:

"Expect us by High Summer."

May

Another messenger arrives, this time from Sir Bege, brother to Belleus and the slain Basile.

"Greeting from Sir Bege of Wallingford.

"I come to bring you this offer of alliance from Sir Bege who knows that you are alone here without aid. He also knows the hunger for land that lives in his brother Belleus. This hunger will not be satiated with the taking of Oxford, which the good Duke Ulfius has accomplished for him. Once the lands of Oxford are his, he will turn his eye to Wallingford.

"As neither your men nor his can defeat Sir Belleus alone, Sir Bege offers a treaty and proposes an alliance.

"If you were to join your men with his, together you could take Shirburn and Belleus. As he is Sir Bege's brother, it is not by choice or desire that he seeks his ruination. Rather, Belleus' hunger has left him with little choice, unless Sir Bege wishes to become his brother's vassal.

"If you are favorably inclined towards this proposal, Sir Bege would meet with you at a neutral place: the Abbey of Dorchester, in the lands surrounding Oxford."

If the knights accept the offer, another messenger arrives within a week, setting the date of the meeting for a week hence.

Ambush en route to Dorchester

If the knights agree to the meeting, they walk into an ambush planned by Sir Bege. Knowing the basic route they must take, he has positioned 2 knights, 10 soldiers, and a levy of 40 villagers at a likely ambush location (if the knights travel together, add 1 knight, 5 soldiers and 20 villagers to the ambush). They have instructions to take as many captives as possible, for ransom.



If the characters manage to reach Dorchester, they find no-one there to meet them. The story was a ruse to draw them out.

June

As spring turns to summer, a message arrives from the Duke of Silchester.

The battle against the Saxons goes ill - their numbers are greater than ever expected. Though we have driven them from the lands of Silchester, reports have arrived of another, yet larger, force that has landed in Southport.

Until this battle is over I can not come to relieve you. I am not ignorant of the straits that you are in, and that Belleus and Bege pose a great threat. It is for this reason that I have dispatched five knights to each of you, as well as a total of 20 £ to help you rebuild and reinforce your lands. Expect both to reach Oxford by High Summer.

Until such time as the Saxons are routed and I am able to come to your aid, you continue to have title to these lands. Furthermore until my return, you shall pay no stipend on the lands.

Duke Ulfius of Silchester

High Summer is not until August. Knights may write to Ulfius, requesting aid more quickly, but any messenger sent does not return, perhaps captured by the Saxons around Silchester, or swallowed up into the war effort.

July

Word comes that Belleus is gathering his men and building engines of war. No-one is certain which route he intends to use, or even if it is Oxford he moves against. What is certain is that the knights will see action by High Summer (August), as Belleus promised.

August

Nothing is talked of but the coming forces of Belleus. He has gathered a force of twenty knights, with the support of over 50 soldiers and a levy of 300 pitchfork-wielding peasants. Rumor has it that there are even two great battering rams covered in a housing of such size that even the strongest castle would be uneasy.

A successful Battle roll indicates that the most likely route for such an army to follow is along the Thames, then up the tributary to Oxford. When the force begins to march, his objectives becomes clear: march straight through to Oxford, wiping out any forces in between.

The defenders must decide whether to make a stand, and where. They might gather in one of the

THE EARL'S MEWS

ASKING AROUND THE TOWN, folk shake their head sadly as they relate the fate of the late Master Falconer. A pompous and not overly bright man, it seems he agreed to transfer his allegiance to the brother knights, but when his stomach was not strong enough to take the arbitrary and cruel behavior of Sir Basile in Oxford, he became an example. His body hung up a tree at the edge of the town untouched until the death of Sir Basile, when the townsfolk took him down and buried him with all the pomp and respect they could muster.

Oddly, the mews are clean and the birds appear healthy, keening sociably as the knights approach.

With a little patient observation, the knights can catch a boy, barely old enough to be a squire, feeding and flying the birds.

The boy speaks only a little English. His name is Jacquemot. He is from the far north of France. He is an apprentice. He lives in a loft above the mews and steals bread for himself from the town. It takes some convincing for the boy to understand that the knights are not minions of the usurper knights come to harm him.

Knights who know anything at all about hawking can see that this lad is skilled indeed for his age. If the knights dismiss the boy, the Countess chides them for their arbitrary nature and personally requests that he be kept on. She recalls that the Master Falconer had this boy brought from Brabant, home of the finest falconers.

Jacquemot has acquired the tools for his trade (leather gloves, hoods, medicine) from the residence of the previous Master Falconer, but he required a young boy from the town to be employed as his Under Falconer, helping with menial duties including retrieving fallen prey during the course of a hunt.

Contents of the Mews

- 4 Peregrines
- 4 Sparrowhawks
- 4 chicks (two Peregrines, two Sparrowhawks)

JACQUEMOT

Falconry 15, Industry (Mews) 10, Awareness 15
Hunting 10, Swimming 10, Courtesy 7, Horsemanship 5, Prudent 15, Temperate 12, Loyalty (Lord) 10

holdings, at Oxford, or at another location along the apparent route. There are also the Duke's reinforcements to consider – they are expected any day, and should be warned of local conditions before they are set upon by an ensconced Sir Belleus.

The army of Sir Belleus

- 2 Rich Knights (4 kv)
- 20 Regular Knights (20 kv)
- 50 Soldiers (10 kv)
- 300 Rabble (12 kv)
- 6£ Siege Equipment

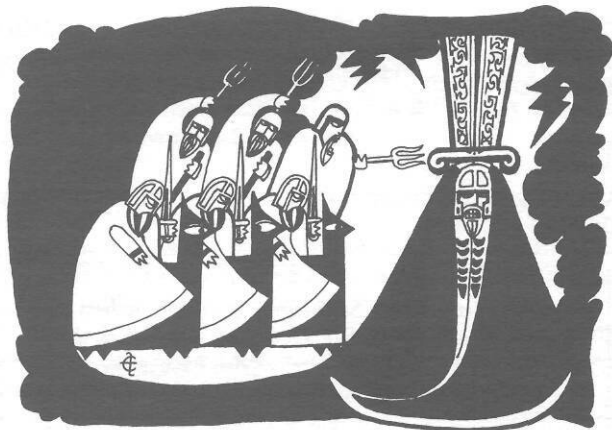


Upon encountering any resistance, Belleus' army attacks. If the defenders are within defensive works, Sir Belleus sets up camp and lays siege to the place.

The Duke's reinforcements arrive at Oxford at the height of Belleus' push towards the city. If there is a battle at Oxford they arrive in time to make a decisive counterattack. If they are forgotten, on the other hand, they must battle through the usurper's forces, and arrive at the closest holding with 50% losses. Players who are thinking ahead may intercept the reinforcements before Oxford, allowing them to avoid the army.

If Belleus is victorious, or unopposed, his army marches on Oxford. There he quells any peasantry, erects a quick stockade, and begins sending his forces out to ceaselessly raid the surrounding manors. He makes two raids per month on two different holdings. Each raid consists of a single knight and 15 soldiers bent on a quick burn and grab. He keeps this up until the knights move against him or winter falls.

If Belleus is defeated before reaching Oxford, but survives, he retreats with the remainder of his army to Shirburn, where six knights and twenty men have been holding the castle. It takes him some time to obtain replacements for his losses, as he can barely afford to knight three or four per year. In any case the usurpers do not move against the defenders until spring, unless either Shirburn or Wallingford is attacked.



in mind the modifiers for any raids or other events that occurred during the year. All expenses must be paid, including the upkeep for the new household knights and other retainers. Captured knights might be ransomed as well. Finally, knights should set aside the money for any planned improvements that are to take place in the following seasons.

Year Two

There is no further word or aid from the Duke of Silchester in the spring. If Belleus was soundly defeated in his battle for Oxford last year, he cannot do much more than send out raiding parties, one every three months, attempting to whittle away the defenders' resources and prevent them from assembling an

Winter: December through February

No word is heard from the brother knights. During the winter phase, when working out the yield from the harvest for each player knight's estate, be sure to bear

SHIRBURN

THE TOWNSHIP OF SHIRBURN is well-defended and thus difficult to take by siege. A solid rock wall surrounds the town. In the heart of the settlement is seated a tall stone tower atop a motte. Shirburn's keep differs from Wallingford's in one major respect: about the bailey and keep is a second ditch and rampart, topped by a wooden palisade.



SHIRBURN

POP 5, DV: 1/4/5/8

Village (AREA 5, DV 1):
rock wall (3), gate (-2)

Outermost works (AREA 3, DV 4):
ditch & rampart (2), wooden palisade (3), gate (-2), gate-works (1)

Outer works (AREA 2, DV 5):
double ditch & rampart (3), wooden palisade (3), gate (-2), gateworks (1)

Inner works (AREA 1, DV 8):
motte (0), wooden palisade (3), gate (-2), gateworks (1), stone tower with turret (6)

up to 20 knights (plus 3 knights in year two); up to 75 soldiers

SIR BELLEUS

SIZ 15 Move 3
DEX 11 Damage 5D6
STR 14 Hit Points 30
CON 15 Armor 12 + shield
APP 11

Significant Skills

Sword 21, Lance 16, Spear 10, Dagger 10, Battle 16, Horsemanship 16

Significant Traits

Reckless 16

Significant Passions

Love (Money) 16

Horse: Charger 6d6



army to take Shirburn. If Belleus came out of the battle well, with 15 or more knights remaining, he descends upon the defenders' holdings with all but 6 of them (his castle garrison) and lays the holdings to siege one after another, barely pausing to consolidate as he stretches his resources more and more thinly.

The Unseen Sword

Sir Bege is more subtle than his feisty brother. He sends one of his best knights, dressed as a travelling stranger, to each of the defenders' towns to spread lies about the new landholders.

These strangers offer better conditions and more security to any who join with them. There is a chance that peasants, soldiers or even an unhappy knight might follow these men, as shown on this table.

Defection Table

D20 Effect

1	A defection! Roll a D20:
1-4	1 knight defects
5-10	5 soldiers defect
11-20	25 peasants defect
2-16	Nothing happens
17-19	Bege's lackey driven from town
20	Bege's lackey captured

A village that has suffered badly in an attack or raid, or a household that is under-funded or going through a

period of unrest (see the **A Snake In The Grass**, p. 101), is more susceptible to defections. Rolls on the above table should be made with a -3 modifier in such cases.

Once there is one defection the disguised knight can immediately make another attempt to gather followers, otherwise he must wait until the next month.

After two successful defections Sir Bege sends out two simultaneous raiding parties, each consisting of one knight and 15 soldiers, and repeats this every three months if he can maintain a superiority of at least 2 KV over any potential target. He is not bold enough to actually lay a manor to siege unless he has had five defections, and then he chooses to target the holding that is the most depleted. He never leaves Wallingford defended by fewer than 6 knights. He is quick to retreat if faced with superior numbers as a result of reinforcements from neighboring holdings.

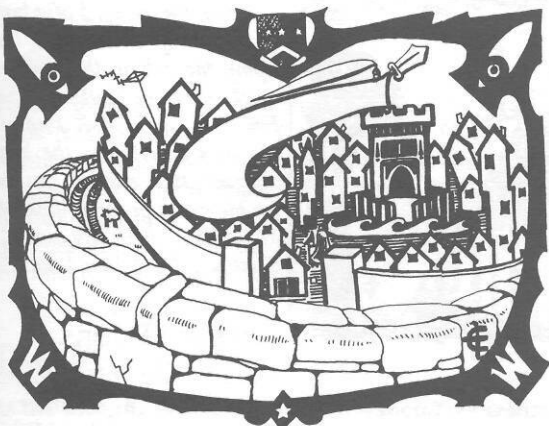
This harassment continues in this way until the brother knights are dealt with directly, or winter again falls.

The Best Defense...

The player knights should be motivated to take back Shirburn and Wallingford. The longer the usurpers are left to their own devices, the more trouble they eventually cause. In addition, the Countess has become paler and quieter as the months pass, although the physicians can find nothing wrong. A holy person, if consulted, tells the knights it is a shadow over her soul that is killing her. The knights may recall her terrible oath, and realize the only way to remove the shadow is to deal with the brothers.

WALLINGFORD

MOST OF THE TOWN is enclosed by an rock wall built by the inhabitants. Since the time of its construction, however, the town has grown, and almost half of the current population live in houses outside the protective wall. On the north side of the township, atop a small rise, sits a motte and bailey keep which maintains a watch over the lands that once were part of this Bannerety.



WALLINGFORD

POP 9 (5 protected), DV:1/5/3

Outermost works (AREA 5, DV 1):
rock wall (3) gate (-2)

Outer works (AREA 2, DV 5):
double ditch & rampart (3)
wooden palisade (3), gate (-2)
gateworks (1)

Inner works (AREA 1, DV 3):
motte (0), postern gate (-1),
gateworks (1), wooden palisade (3)

10 knights (plus 1 knight in year two); 25 soldiers

SIR BEGE

SIZ 14 Move 3
DEX 11 Damage 5D6
STR 14 Hit Points 28
CON 14 Armor 12 + shield
APP 11

Significant Skills

Sword 20, Lance 15, Spear 10, Dagger 10, Battle 15, Horsemanship 15

Significant Traits

Prudent 16

Significant Passions

Love (Family) 16

Horse: Charger 6d6



EVENT SEEDS

SOME OF THESE SEEDS are more completely described than others. They can be used in conjunction with the **Annual Events Table** on page 26, or they can supplant it altogether. Use them where and when they are most appropriate.

As with the **Annual Events Table**, these events can occur when the knights are not around to witness them, thus in some cases only the final result may be of any import to the knights' tale.

The Silver Knight

On their way from one holding to another, the knights pick a forest route to the only bridge over the a tributary of the Thames in the area. There are few clear paths through the trees, and all ways are narrow enough that men must ride single file.

The knights eventually come upon a clearing, and the small stone bridge they seek. On the opposite shore is pitched a striking green pavilion tent. A mounted knight with helm down and lance in hand blocks the knights' path. His armor is so finely buffed that it reflects the trees and sky.

"I am the Knight of Silver. Unsettling news have I heard of the folks travelling through these parts of late. Therefore I would joust with thee, to reckon thy mettle."

Unbeknownst to the knights, this is a powerful faerie noble whose realm is nearby. He has heard tidings of the deeds of the usurper brother knights and has ventured forth to see if the stories are true. He wishes to know his neighbors and judge the threat they pose.

If any of the knights have been touched by the spell of the fortune teller in the prologue, it is to them that the faerie knight issues the first challenge: *"Good knight, I urge that it be thou who first steps forward to defend thy honor, and the honor of thy lord, whomever he may be."*

So overbearing is his demeanor and equipment that each player knight in turn must succeed at a valorous roll with a -5 modifier to engage the faerie knight.

Though the knight is Merciful, his hatred may inspire him to kill knights who show no chivalrous qualities. These knights he fights with an ungodly skill (+10 to all attack skills when thus enraged).

If defeated in an unchivalrous manner, the dead faerie knight and his charger disappear, and the unchivalrous knight's holding is cursed to suffer continuing bad harvests until he redeems himself in the eyes of the faerie knight.

If the faerie is fought in a chivalrous manner by a knight with the faerie mark, or defeated by any other chivalrous knight he rises up without wounds and pledges to help the knight by granting him a single favor which may be called upon in the future:

"Noble knight, thou hast proven thyself to be a valiant and chivalrous knight. In return for the mercy thou hast shown me I will grant a favor. I am the lord of a large kingdom of the Seelie. Call upon me when thou art in need, and we will aid thee. Know, though, that I cannot aid thee directly in the battle against thy enemies as my people are a peaceful folk who know not war. My name is Tustin of the Silver Lance."

THE FAERIE KNIGHT

SIZ 20 Move 4
DEX 20 Damage 7D6
STR 20 Hit Points 40
CON 20 Armor 14 + shield
APP 20

Glory for Defeating: 250

Equipment

Charger, 7D6 dmg, move 10
Silver Lance – cannot break

Significant Traits

Valorous 16, Merciful 16,
Hate (Unchivalrous Knights) 10

Significant Skills

Sword 23, Lance 21, Dagger 10, Battle 15, Horsemanship 21, Awareness 15, Courtesy 15, First Aid 15, Heraldry 8, Hunting 22



Possible Boons

Tustin and his kin are capable of a number of wondrous works. While



the faerie is willing to provide this help immediately, he encourages patience: "*You would do well to wait until my aid is most needed – you can ask but once, choose well.*"

The following boons should indicate the sort of assistance the faeries can provide.

Defensive Works

With faerie help all defensive works built in a particular year have +3 to their DV, or are built in two-thirds of the usual time. The faerie sing as they do their work, and even long after they are gone, folks passing near the fortifications can hear the occasional haunting snatch of melody, as if carried on the wind from far away. In later years, poets and musicians come from near and far to hear the strange music, granting an annual award of 5 Glory as long as the defensive works are maintained.

Harvest

The crops blossom strongly. Add 2 to the *State of the Land*, and an additional +2 to the roll on the **Harvest Results Table** for the first year. During the next spring a strange bright flowering plant is discovered in these blessed fields. It soon becomes clear that it is unaffected by earthly fires. Carefully staggered re-plantings of these strange plants greatly limit the spread of fire through the fields, countering any harvest modifiers as a result of raiding.

Love

The gentle magics of the faerie can be quite persuasive to even the coldest of hearts. It is within their power to subtly encourage love between a knight and a lady worthy of his attentions, even one from a significantly higher station. The basis of the faerie magics is to open the woman's eye to the inner nature of the knight. Knights without redeeming features may not gain from such careful scrutiny, however well-intentioned. If all goes well, the couple's first attempts lead immediately to the birth of a healthy son (no rolls required). The child leads a charmed life, avoiding illness or injury until he is grown to manhood.

Wealth

Tustin gives very precise instructions of where gold coins to the value of 20£ are buried. Originally they belonged to an ancient civilization now long forgotten. Its remnants are hidden deep in the forest. He warns against taking anything other than the coins, and entreats the knight to tread carefully. The faerie's directions lead to **The Ruins**.

The Ruins

As the knights travel the narrow forest paths they hear a strange, low, continuous moaning. Following their

ears, they come upon an area where the ancient trees are shrunken and twisted, and low vines cover ruined stone buildings. The noise emanates from an archway which catches and crushes the wind, making its passing audible.

Tearing away vines and shifting surface growths, the knights discover ancient and majestic architecture crumbled to ruin by the passing of the ages. Stone surfaces are covered with runic inscriptions, but the language is unknown. A successful Faerie Lore roll allows a knight to recognize similarities between the script used here and the writings of the faeries, but they are distant relatives indeed.

Lifting fallen masonry reveals dazzling treasures for the taking. If the knights take anything, they are revealed to be rotting wood and dust when the knights return home, and all who participate are visited by a deep fever which lasts a full cycle of the moon, and leaves them with a permanent reduction of 1 CON. If the knights are here on Tustin's instructions, the 20£ of ancient gold coins they locate is real, however, and no fever accompanies them.

The Perilous Pact

If one of the knights has the faerie mark the fortune teller gave at the start of the scenario, he encounters a strange doorway behind a pillar, and vanishes. Frantic searching by his companions is fruitless.

The knight find himself in a small, barren chapel. A harsh, accented voice speaks: "*WHAT WOULD YOU GIVE?*" The knight is expected to name their part of a bargain. Anything trivial is rewarded with "*IT IS NOT ENOUGH.*" Anything that is not the knight's to give elicits the response "*IT IS TOO MUCH.*" Anything of significance or importance to the knight is greeted with "*SO BE IT,*" and the chapel fades from view.

The knight wanders into the grounds of his manor the following day remembering little, but with the distinct feeling that a promise or a bargain has been made, the details of which he has forgotten.

The next time the knight greatly desires something of significance, its acquisition or accomplishment is guaranteed, but at the cost of what was agreed. The being with which the bargain was made does not have a good grasp on time, so the parts of the bargain can play themselves out over the course of many years as the gamemaster sees fit.

If the bargain was for the knight's life, after his final breath he does not die, but instead walks the forest ruins as an unwilling immortal, learning ancient wisdom. Perilous are the gifts of the fair folk.

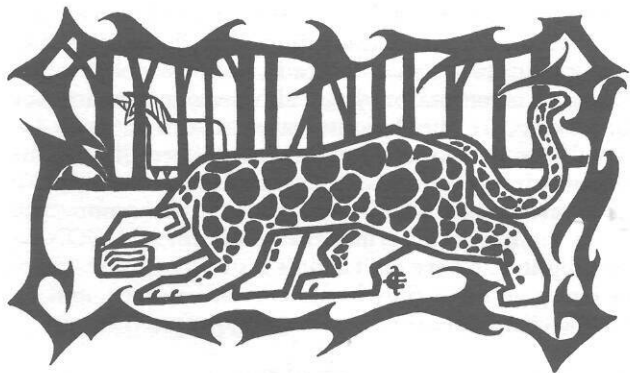
The Hunt

While out hunting, a huntsman finds the stool of an animal he does not recognize. If the knights decide to let the dogs follow this lead, they soon arrive at a grove



of ash trees. Assembled within is the faerie knight Tustin (see page 98) and his hunting party. If he and the knights have no quarrel, he welcomes them and invites them to join him in the hunt for a most fabulous beast. To pursue and capture such a beast is good luck, but to seriously injure or kill, he warns, it is not.

The skill of the faerie huntsmen surpasses that of any mortal huntsmen, but they are willing to share the sport, or instruct those eager to learn.



Tustin's prize hunting beast is a hunting-leopard unlike any the knights are likely to have seen. Its speed and cunning are astonishing. The beast is a flash of orange and dark spots through the undergrowth, muscles rippling like water. Tustin explains that it is not at its best in the woodlands, but that using it here increases the challenge.

Eventually the prey is sighted, a brief flash of white between the trees, and the hunt is on.

At first the leopard is given his head, allowed to dart through the forest only to find the prey gone. The beast's incredible speed, while obvious, is never able to become a factor as the various obstacles foil the animal's natural instincts. The prey is never touched.

Eventually Tustin commands the beast in a language that none of the knights can quite understand. The great cat slows to a sinuous slink through the foliage, subtly shifting direction in response to the faerie's lilt-ing words.

The prey is a Lesser Unicorn with Avoidance 25. The hunting-leopard uses Tustin's Hunting skill of 22 while it is following his commands, and receives no modifiers for being in the forest.

Once tagged by tooth's nip or steel's bite the animal stops dead. The animals in the hunting party hang back from the silver creature, even the leopard, all silently reverent. The faeries greet the unicorn calmly, offering it a generous hand of food and a wreath of carefully woven flowers. After a short time it tosses its head twice and darts off into the trees once more.

If the knights played a valorous or significant part in the hunt, or Tustin owes them a boon (see **The Silver Knight**, earlier), he offers them a fine hunting animal, or bird of their choosing as a boon. The gifted animal

lives to three times the age normally attributed to such a beast, and has 5 greater skill than most of its peers. Tustin is reluctant to part with his leopard, but will do so if it is demanded of him. The creature is never able to perform as it did with its faerie master, though. It has Hunting 19, and statistics much like that of a Panther. Regardless of the animal selected, the tale brings the honored knight a reward of 100 Glory.

The Decision

Hervis, the Master Huntsman, dies of old age. An adequate replacement must be found as soon as possible, in order that the running of the kennels continue smoothly.

Master Hervis may have been training someone from the knight's household in the necessary skills, but comparatively little time has passed since such instruction began, and it is not likely that the pupil is up to the task of running the kennels on his own.

The position of Master Huntsman brings prestige, and a number of the household knights are eager to fill such fine shoes.

A test of skills is the obvious way to determine who is best suited to take the position. There are many candidates to consider, possessed of varying skills.

The village boys who have trained as Varlets of the Hound have a fine grasp of the technical aspects of the hunt – finding a suitable prey, and even controlling the dogs – but they lack authority, and are less familiar with the ceremonial aspects of the hunt.

A squire or knight being trained by the old Master Huntsman has a good grasp on the ceremonial end of things, but lacks a full rapport with the dogs, and probably has little patience for those who are of lower birth.

Other knights are certain to put themselves forward as candidates. By and large they bumble and stumble as they try to impress their lord. One might have a fine rapport with the dogs but does not know what to do with them; perhaps another learned to track prey as a boy, but sees the dogs as annoying and noisy; still another knows all there is to know about cleaning the prey and preparing the meat for curing and the table.

It is clear that no one candidate has all of the skills required. The household knights are adamant that a person with breeding must be selected. The villagers are proud of what the old Master Huntsman knew, and demand a skilled replacement.

Perhaps the best solution is to appoint a group or committee to share knowledge and teach each other what they know. It is doubtful that this will go smoothly as each man has his own ideas of how the job needs to be done, and a Hunting Committee is likely to cause the knight endless grief until one member is finally acknowledged by the others to be superior. The other option is to choose one candidate and watch the kennels suffer under mismanagement.



The Soldier's Daughter

One of the knights has the opportunity to meet a fair maiden from either Shirburn or Wallingford while she is at large in the towns, bringing food and medicines to those who have suffered at the hands of their heavy-handed ruler and his mercenary knights and soldiers.

She is at once greatly enamored of him and it is clear she would be willing to do anything, including betraying her father who is a hard-hearted soldier in charge of the guards at the gate into the city, if she believes the knight returns her love and will act upon it. She is well below his station, but her mind is sharp and practical, and her heart simple and pure. If the knight desires, he can conceive a Love passion for the maiden.

The knight can use the maiden to aid him against the traitor knight and his men in the city even if he does not mean to wed her, but the knight must succeed on a Deceitful roll or she is unconvinced, and with a success the knight automatically increases in his Deceitful trait, loses 3 Honor, and is regarded with suspicion by all maidens who hear the tale.

Even if the knight intends to be true to the maiden, using her to gain a tactical advantage loses the knight 1 Honor and gains the knight the lifelong enmity of the maiden's father, who one day returns to seek vengeance on the knight for his daughter's betrayal.

Chivalry dictates that this is an avenue for victory which should not be explored. The knight gains a tick on his Honor if he thinks through the options and rejects the possibilities that the aid of the maiden could bring. Her love, however, is another matter altogether.

The Trial

Conerad, Master of the Horses, is accused by the local villagers of horse thievery. Indeed three fine horses are newly arrived in the stables, but Conerad insists they were gifted to him, although he does not reveal who gifted him in this manner.

Conerad is not well regarded in the community, being prideful and a Saxon, and the townsfolk insist that the landlord settle the dispute by bringing him to trial.

Initially the facts look damning: Conerad has just acquired three fine horses and the town has recently lost three fine horses.

The peasants push for a quick and arbitrary judgement, and a knight with a reason to hate Saxons might be tempted to play along (Arbitrary check). However, if the knight is interested in a fair trial (Just check), a little searching turns up a different story.

The claimant is an old toothless man who seems somewhat confused, but he is spoken for on every possible occasion by a younger man, Gilmere, who never seems quite at ease and rarely stops talking except when he is directly commanded to do so.

The horses taken were all very fine and large. Gilmere is not specific about their colors, simply claiming that the horses are in every way exactly like the ones Conerad has recently acquired. The animals disappeared a few days ago, but Gilmere is unable to name the day. The young man blames the old man's lack of wits and apologizes that the details are less than clear.

If the knights decide to question the old man directly, waiting for his responses rather than those of the youth, more can be found. The old man says his horses were a white filly, a grey stallion and a brown gelding, and they went missing just after the last raid by the brother knights. Gilmere, unless he is forcibly removed, disputes the old man's words, but cannot give concrete details of his own.

The new horses in the stable do not match the descriptions given by the old man, in fact they appear to be Saxon horses, but Gilmere shouts his recognition desperately, and several townsmen offer their support to his version of the story.

Searching the forests nearby does not locate the missing steeds, and the lord is left to make a decision which might foster unrest or falsely accuse an innocent man. Conerad, through all of this, steadfastly refuses to explain his part in the events.

If the judgement goes against Gilmere, place a cross against the peasant's Loyalty (Lord) passion. When the winter comes make a roll against the current passion, and reduce it by one if it is failed, otherwise the events are gradually forgotten.

If he is not found guilty, Conerad approaches the knight with his side of the tale. A Saxon messenger brought the three fine Saxon horses and word to Conerad that he is required to return to his father's side as his older brothers have been lost in battle. Conerad is loth to leave, and did not want to cause additional trouble by explaining publicly, for fear the peasantry would misunderstand and accuse the lord of working with the Saxons. He asks the knight's advice.

If Conerad does not return to his father, a party of eight Saxon warriors soon show up to take him by force, burning as they come, but Conerad has warned the knight of this eventuality.

If Conerad was not fairly treated in the trial, he disappears in the night with his three fine horses and a good portion of the breeding stock.

A Snake In The Grass

Someone in the knight's household starts whisperings: *Why should the player knight hold title to the land when his title was not earned, and every man in his service is a better choice than he?*

At first the comments go unheeded in the main, but every slip up, bad decision or piece of bad luck that befalls the estate adds credence to this sly viewpoint and the whispers multiply.



At first the symptoms are small – household knights are slow to respond to summons, retainers hesitate before saying “M’Lord”, or the fare set at the table is of a lesser quality than usual. Eventually the household knights stop following his orders altogether, unless the knight asserts his authority and rallies his entourage’s loyalties with Oratory, a show of arms, or acts of generosity.

The telling time is when the knight finds the land title documents given to him by the Duke of Silchester and his liege in ashes upon the bedroom floor.

In order to quell this show of disrespect, the knight needs to gather to him loyal men and find the source of the trouble. The knight may need to appeal to his neighbors for help that can be relied upon.

A trusted squire or other knight’s agent can infiltrate the conspiracy and reveal the man who is the source of the unrest. This household knight, Sir Euwan, has not been with the player knight long. His father brought shame upon his entire household only a few years ago, and Euwan feels his career and destiny were unfairly curtailed because of an error of judgement that was beyond his control. Sir Euwan is older than the player knight and considers himself superior in all ways. He feels it is a cruel twist of fate that has made the player knight his lord, however temporarily. If the knight confronts Sir Euwan, he proudly reveals his ambitions, in his overconfidence and folly, and is undone. His support melts away.

If the player knight chooses to ignore the warning signs, he eventually finds himself placed under house arrest, and the other player knights have a bigger problem on their hands, requiring sense and delicacy. The arrested knight can be ransomed, but there is a rogue knight now in charge of the manor, and his followers (fully 2/3 of the household knights) are united against the other estates if only to justify their part in the coup.

It takes the threat of arms, or actual confrontation to break their resolve. Any loss of life from such an internal skirmish will only allow the brother knights in Wallingford and Shirburn to laugh harder and louder.



THE DUKE RETURNS

DUKE ULFIUS OF SILCHESTER finally arrives at Oxford in the spring of the third year. He brings with him fifty knights and over three hundred soldiers, supported by siege equipment aplenty.

The Duke’s men are tired, but jubilant, as they have successfully driven the Saxon invasion force from Silchester, at least for now. The Duke is pleased to see the Countess alive and well, for he feared much for her safety while she was far from his protection, and he embraces his brother’s wife upon their meeting.

If the defenders have not rid themselves of the brother usurpers, the Duke does so now. First he moves on Shirburn, then Wallingford, laying siege to both fortresses.

Forces of the Duke of Silchester

5 Rich Knights (10 kv)

45 Regular Knights (45 kv)

300 Soldiers (60 kv)

30£ Siege Equipment

One way or another his forces should overcome the usurpers. Once they have been dealt with the Duke summons the player knights to him.

“My knights, I left you to a task more challenging than I imagined when I asked your liege for sturdy, resourceful men. I look around me here and it seems you have performed far beyond my expectations.”

“Those of you who have improved your estates or at least maintained the quality of the land in the face of stiff opposition, I will grant that land you have stewarded to you for as long as you shall live.”

“Rydychan is, of course, the Countess’ purview, and what happens to these estates after your deaths will be subject to her will, or the will of her heirs. I fully expect she will one day marry again, and take up the seat of Oxford, rebuilding all that has been lost and more.”

Courting the Countess

Assuming the Countess has not already shown open affection for one of the player knights due to faerie magics, her affections may be won by heroic deeds, and her love through patient courtship.

The Countess is grateful to all the knights for their hard work over the last two years. She is particularly impressed with knights who have excelled in their stewardship, or have performed notable deeds, and who have paid her full courtesy.

She openly expresses her gratitude to her husband’s brother in full hearing of the knights and the court if they attempted to fulfil her terrible oath by successfully ousting at least one of the usurpers.

After such a public acknowledgment of feeling, the Duke counsels the knight who has achieved the most glory, or who has been the most notable or successful, to court the Countess. If there is no one outstanding knight, all may vie for her affections.

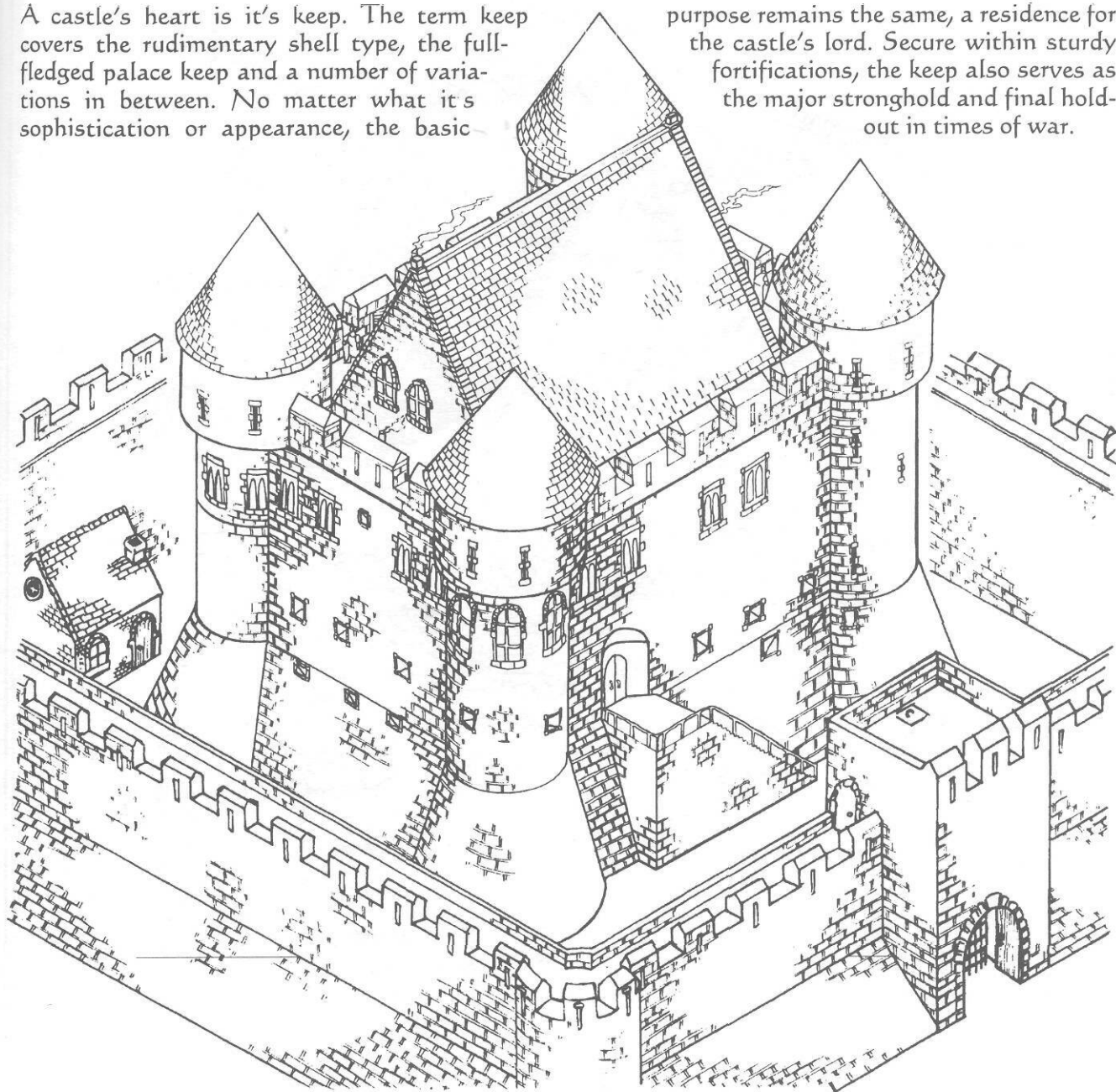
The Countess has no shortage of admirers, however, as her lands are a glorious prize indeed. Any who would have her hand have as much adversity ahead as they have already faced in these lands on her behalf.



INSIDE A KEEP

A castle's heart is its keep. The term keep covers the rudimentary shell type, the full-fledged palace keep and a number of variations in between. No matter what its sophistication or appearance, the basic

purpose remains the same, a residence for the castle's lord. Secure within sturdy fortifications, the keep also serves as the major stronghold and final hold-out in times of war.



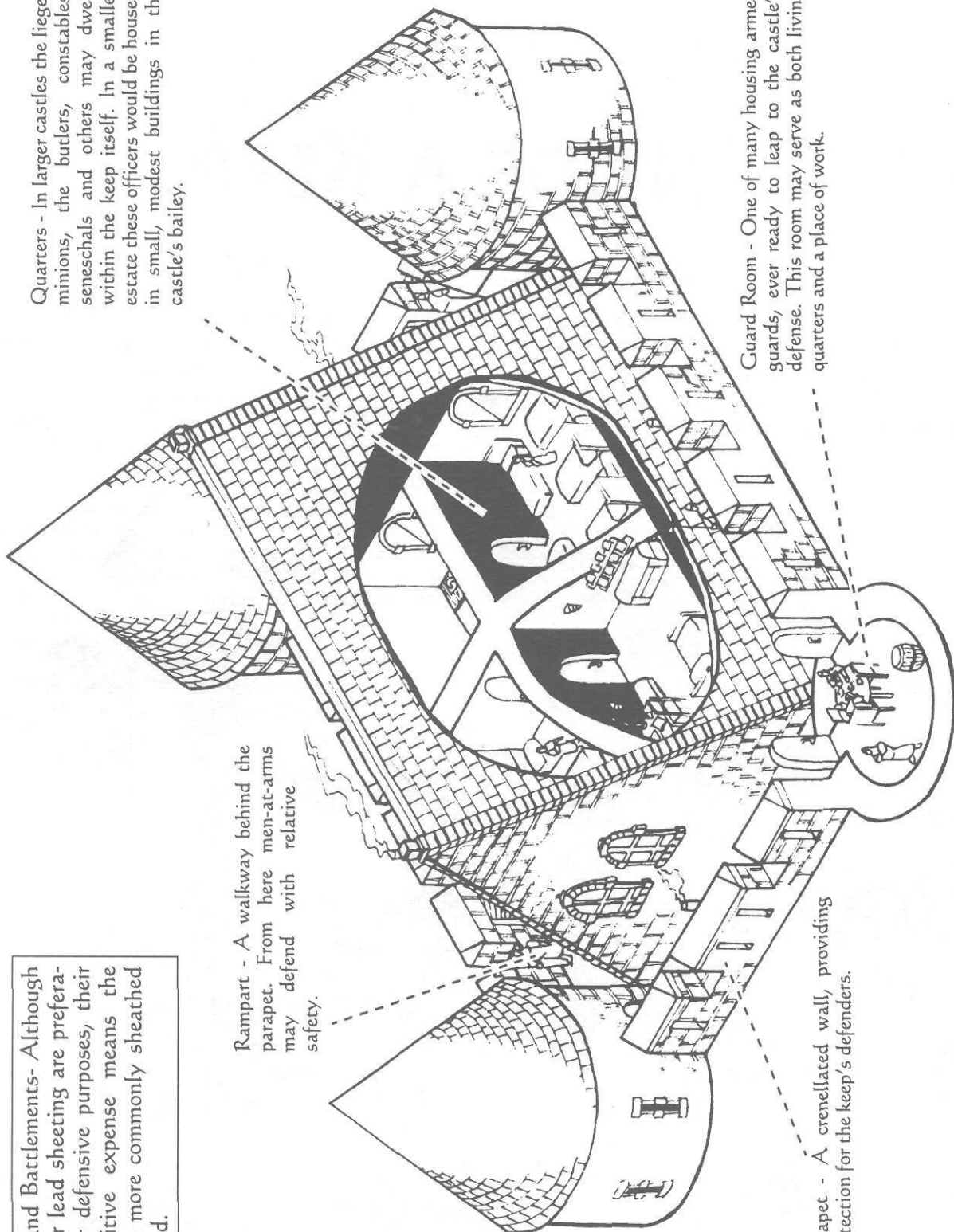
Roof and Battlements- Although tiles or lead sheeting are preferable for defensive purposes, their prohibitive expense means the roof is more commonly sheathed in wood.

Quarters - In larger castles the lieges, minions, the butlers, constables, seneschals and others may dwell within the keep itself. In a smaller estate these officers would be housed in small, modest buildings in the castle's bailey.

Rampart - A walkway behind the parapet. From here men-at-arms may defend with relative safety.

Guard Room - One of many housing armed guards, ever ready to leap to the castle's defense. This room may serve as both living quarters and a place of work.

Parapet - A crenellated wall, providing protection for the keep's defenders.



Second Floor- The living quarters for the castle's lord, his family and, in certain cases, his closest retainers.

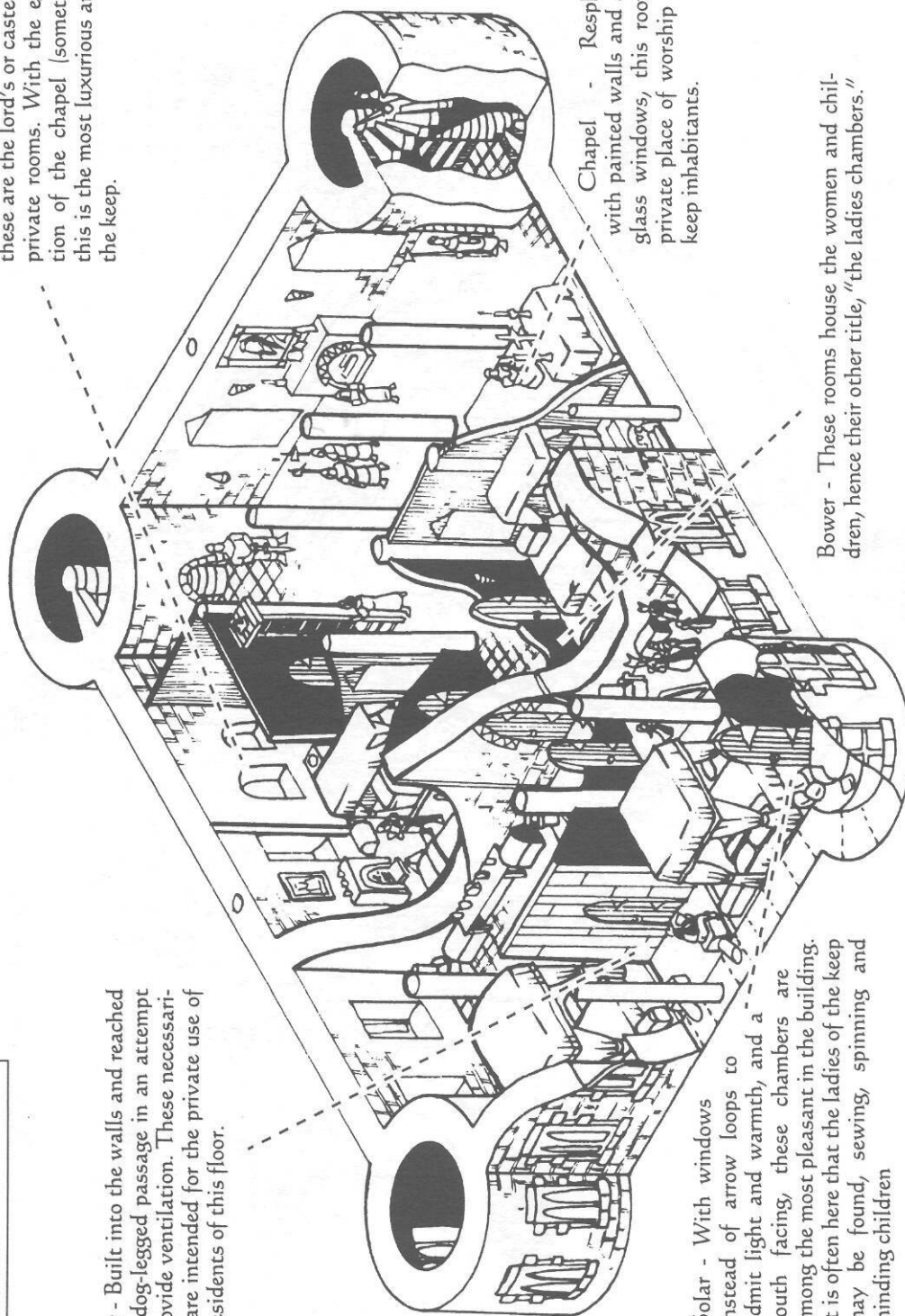
Privy - Built into the walls and reached by a dog-legged passage in an attempt to provide ventilation. These necessariums are intended for the private use of the residents of this floor.

Lord's Chamber - Filled with fine furniture and hangings, these are the lord's or castellan's private rooms. With the exception of the chapel (sometimes) this is the most luxurious area in the keep.

Chapel - Resplendent with painted walls and stained glass windows, this room is a private place of worship for the keep inhabitants.

Bower - These rooms house the women and children, hence their other title, "the ladies chambers."

Solar - With windows instead of arrow loops to admit light and warmth, and a south facing, these chambers are among the most pleasant in the building. It is often here that the ladies of the keep may be found, sewing, spinning and minding children



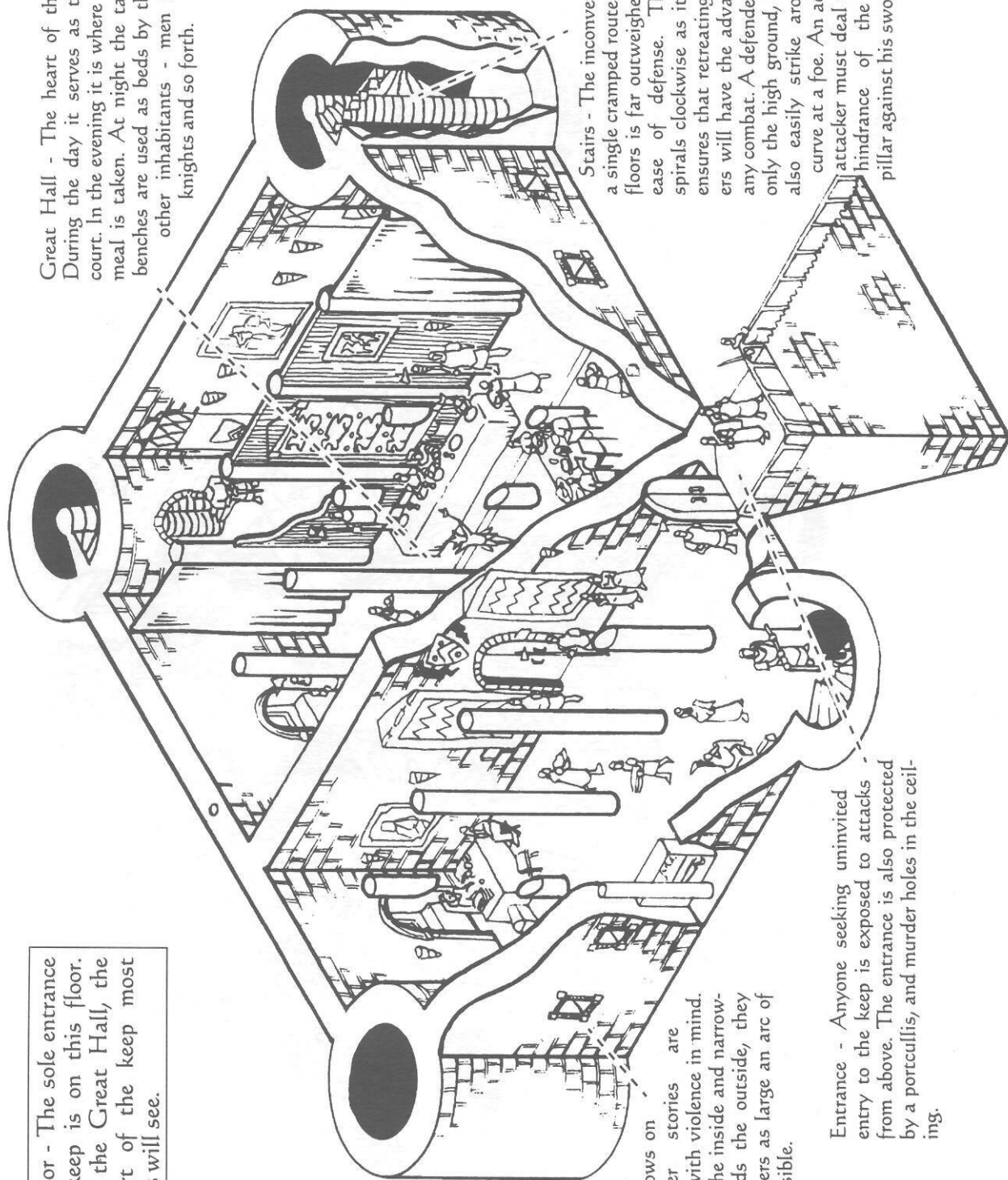
First Floor - The sole entrance to the keep is on this floor. Here is the Great Hall, the only part of the keep most outsiders will see.

Great Hall - The heart of the castle. During the day it serves as the lord's court. In the evening it is where the main meal is taken. At night the tables and benches are used as beds by the keep's other inhabitants - men at arms, knights and so forth.

Loop - The windows on the lower stories are designed with violence in mind. Wide on the inside and narrowing towards the outside, they allow archers as large an arc of fire as possible.

Entrance - Anyone seeking uninvited entry to the keep is exposed to attacks from above. The entrance is also protected by a portcullis, and murder holes in the ceiling.

Stairs - The inconvenience of a single cramped route between floors is far outweighed by the ease of defense. The stair spirals clockwise as it rises to ensure that retreating defenders will have the advantage in any combat. A defender has not only the high ground, but may also easily strike around the curve at a foe. An advancing attacker must deal with the hindrance of the central pillar against his sword arm.



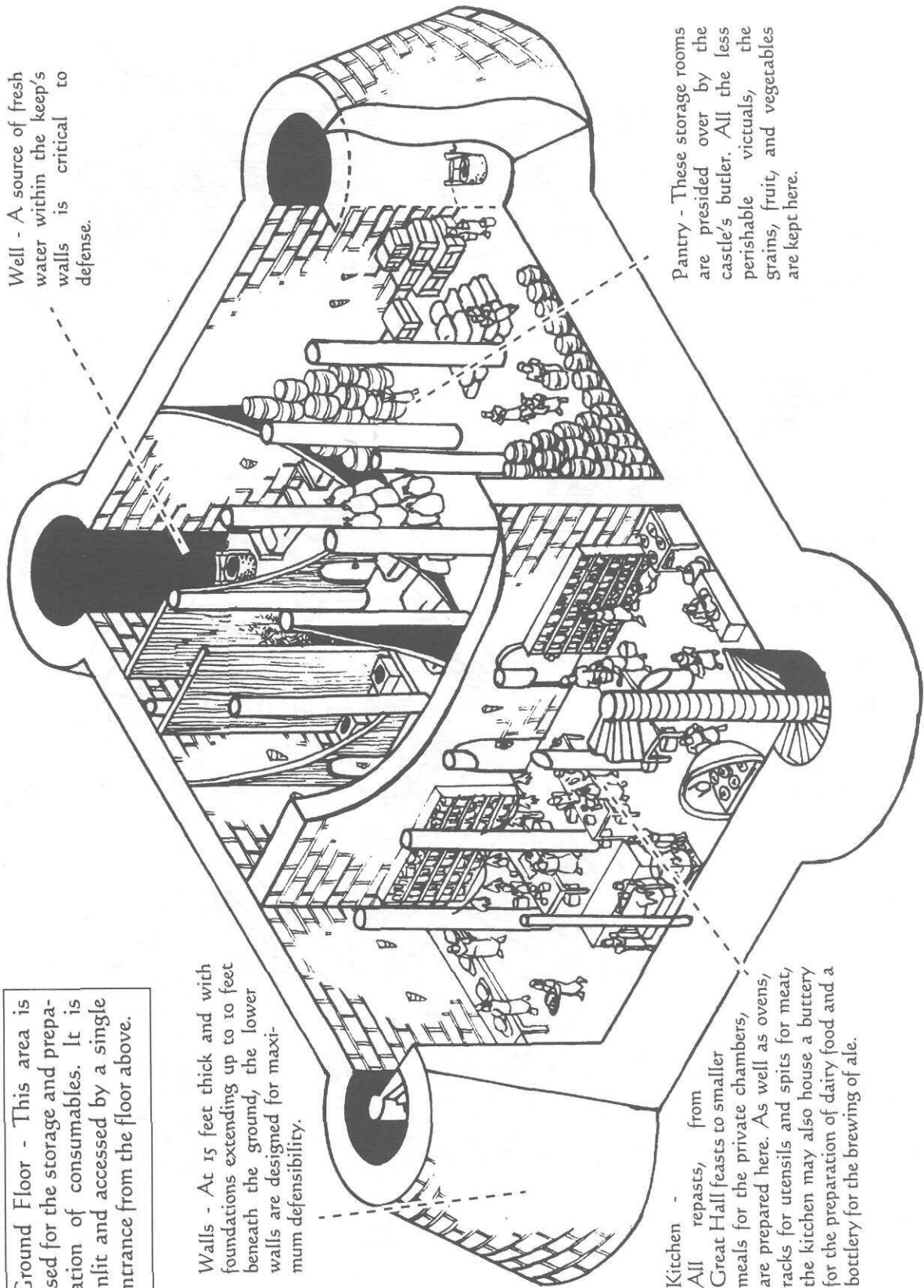
Ground Floor - This area is used for the storage and preparation of consumables. It is unlit and accessed by a single entrance from the floor above.

Walls - At 15 feet thick and with foundations extending up to 10 feet beneath the ground, the lower walls are designed for maximum defensibility.

Well - A source of fresh water within the keep's walls is critical to defense.

Kitchen - All repasts, from Great Hall feasts to smaller meals for the private chambers, are prepared here. As well as ovens, racks for utensils and spits for meat, the kitchen may also house a buttery for the preparation of dairy food and a bottlery for the brewing of ale.

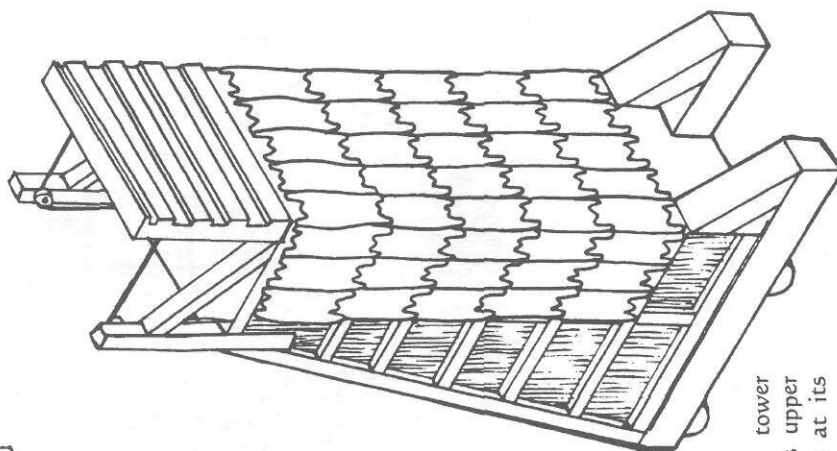
Pantry - These storage rooms are presided over by the castle's butler. All the less perishable victuals, the grains, fruit, and vegetables are kept here.



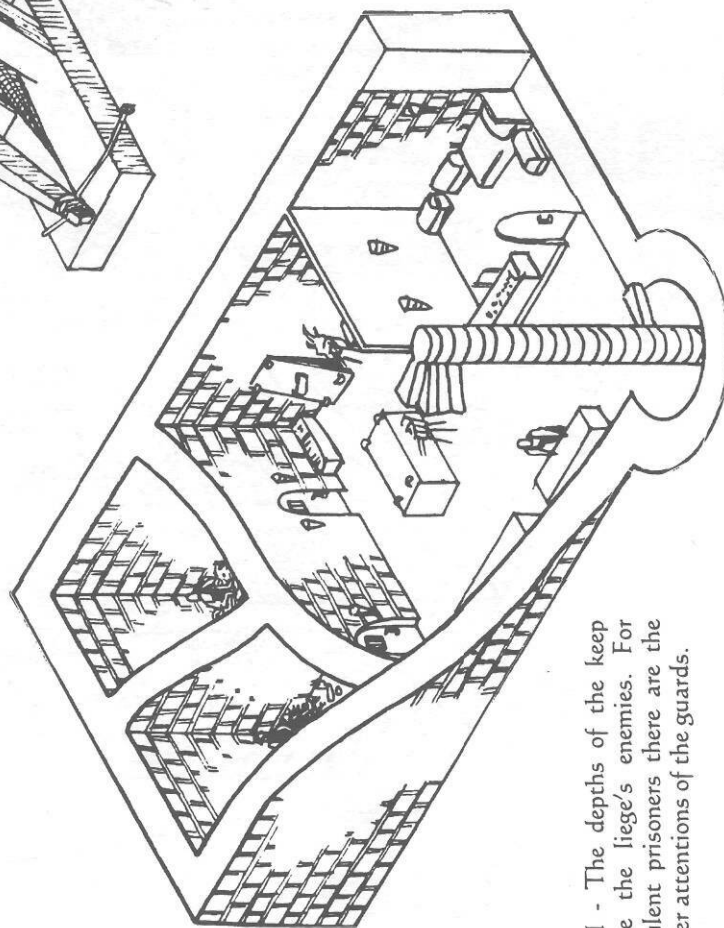
Lower Levels - Although sometimes used for storing non-perishables, the most suitable use for the bowels of the keep was a prison.

Trebuchet - When the restraint is released, the counterweight drops, snapping the long arm forward and hurling the chosen missile in a high arc.

Siege Engines - To breach a castle's defenses requires a careful combination of brute force and cunning.



Siege Tower- a wheeled tower designed to access a wall's upper defenses. It may also have at its base a ram or pick.



Caol - The depths of the keep house the liege's enemies. For truculent prisoners there are the tender attentions of the guards.

Walls - There is more to a wall than mere stones stacked upon stones. As the initial line of defense, a wall's design is paramount.

The thick main wall has on top of it a walkway and a facade comprised of merlons, crenels and breast walls. Over this facade is the hoarding, and the inner face of the wall is lined by a parados. The foot of the wall is the batter which abuts onto the berm and the ditch.

allure - the walkway along the top of a wall. It may be protected by crenels and hoarding.

batter - the thicker, angled portion of a wall's footing. The angle protects from battering rams and bores and the extra thickness protects against mining.

berm - the space between the wall's base and the ditch.

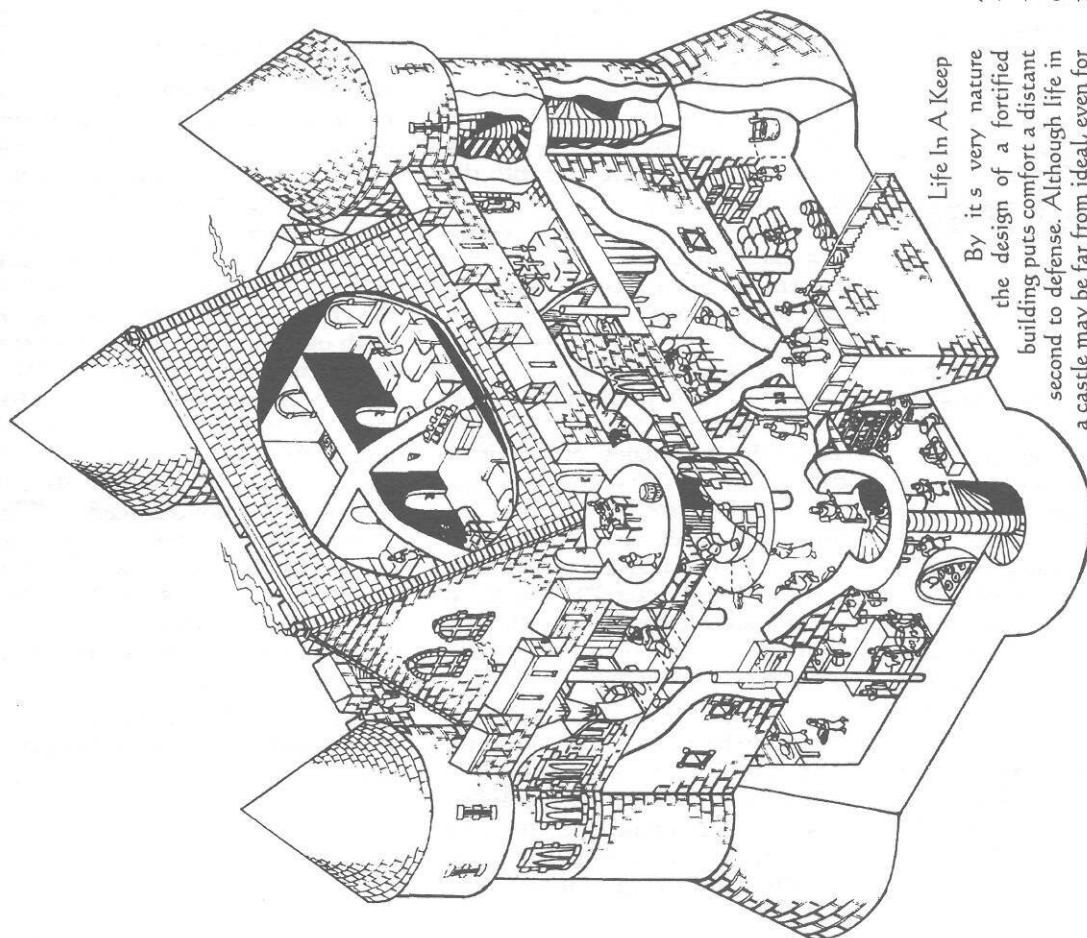
breast wall - the 3 foot high protecting wall between merlons.

crenel - the 3 foot wide opening between two merlons. During battle it can be covered by wooden shutters which can be raised by defenders.

hoarding - temporary wooden defenses designed to protect the walls by giving the defenders a vertical method of counter-attacking foes at the base of the wall. Later these became stone overhanging parapets.

merlon - the projecting portion of the wall's top, 6 feet tall and wide so that two men can stand behind them

parados - a flat-topped 3 foot high wall on the walkway which faces inwards.



Life In A Keep

By its very nature the design of a fortified building puts comfort a distant second to defense. Although life in a castle may be far from ideal, even for the privileged, there are many duties and diversions.

The building's thickest internal walls are constructed from stone, the thinner ones from wood. There are few private rooms; the only residents with any personal space are the lord, his family, and his most trusted retainers. Space is at a premium and the servants, and most retainers, sleep where they work.

Another reminder of conflict is the keep's ambience. Expense prohibits glass windows; a window must be unbarred to admit light. If warmth is desired the shutters are flung wide. Chimneys are both expensive and inefficient so a smoky atmosphere is to be expected. Heavily trafficked areas, such as the great hall, are hung with tapestries to minimize drafts. In the eating and food preparation areas the floor is covered with rushes to catch scraps, and as they are changed only once a year, a certain fragrance is not uncommon.

Although life can be uncomfortable, it is seldom boring, at least for the nobility. Not only must one administer holdings and discharge one's noble obligations, but there are also more leisurely pursuits to attend. Those who serve the lord, however, rarely have a moment to themselves.



APPENDIX

HUNTED BEASTS

Characters should have the opportunity to meet a larger variety of creatures when using the advanced Hunting rules presented in this book. The following descriptions expand upon and modify the information given on pp. 339-341 of the basic *Pendragon* rules.



DEER

Deer are the most important of the hunted beasts. They are enemies to serpents but enjoy music. There are three principal types of deer – fallow deer, red deer, and roe deer.

Fallow deer consist of the male Buck and the female Doe. The males have particularly striking antlers with multi-pointed lobes radiating from a common center, and both sexes have a camouflage coloration to their coat throughout their lives. They generally form herds separated by sex (old bucks are solitary) and lead a shy and withdrawn existence in the forest zones. However, fallow deer are very content and adaptable and so lend themselves well to life in

enclosed parks, where they become less shy.

Red deer consist of the male *Hart* (with thick, pronged antlers) and the female *Hind*. Men call them red deer because of their beautiful reddish-brown coloration, and they have a very imposing appearance, reinforced in the hart by the antlers and rutting mane. Red deer are the definite fleeing animal that does not dive into the dense bushes after a short run but flees over distances with rapid, sustained running. They also have extremely good vision, hearing, and sense of smell. From the open forests, they now live in nearly all habitats in Europe – although the density of their population is low. They live mostly in small groups, although the males are solitary during part of the year. These two types of deer are divided between the adult males, and the females and immature males (both considered a type of “rascal”). The third are not so differentiated, and thus generalities are covered under their own heading below:

Allegory: If a herd crosses a large river on the way to fresh pasture, each one rests its head upon the hindquarters of the one in front. Since the one behind does the same thing in turn, they suffer no trouble from the weight. In this way,

they can keep even the weakest afloat. Observers of the benefits of this group cooperation may receive a Loyalty (group) check.

Buck (Fallowbuck)

Hunters hold the buck in markedly lower esteem than the hart and generally hunt it less. It has less stamina than a hart and so does not give as long a chase. It is more likely to pause in flight – so its scent is fresher and the hounds more encouraged. Also, it is less wily than the hart – although difficult to flush out, forever moving in circles rather than taking flight. However, if fallow and red deer are in adjacent areas, hounds may easily switch from hart to buck if their scents cross, especially if the hounds have hunted buck before. It is, however, a fine beast for the kitchen – although smaller, it has more venison per SIZ than the hart and makes excellent eating. Hunters call a buck with a dozen tines on its antlers a ‘Great Buck.’

Season: Buck hunting is at its best from mid-June to mid-September.



Small Buck

SIZ 10 Move 8 Major Wound 15
DEX 22 Damage 1d6 Unconscious 6
STR 10 Heal Rate 3 Knockdown 10
CON15 Hit Points 25 Armor 2

Avoidance: 8

Modifier to Valorous: +15

Glory to Kill: 0

Attacks: Charge @ 6, +1 damage

Antlers @6, hooves @ 6.

Medium Buck

SIZ 11 Move 8 Major Wound 16
DEX 21 Damage 2d6 Unconscious 7
STR 11 Heal Rate 3 Knockdown 11
CON16 Hit Points 27 Armor 2

Avoidance: 9

Modifier to Valorous: +12

Glory to Kill: 0

Attacks: Charge @ 8, +1d3 damage

Antlers @ 8, hooves @ 8.

Large Buck

SIZ 12 Move 9 Major Wound 16
DEX 21 Damage 2d6 Unconscious 7
STR 12 Heal Rate 3 Knockdown 12
CON16 Hit Points 28 Armor 2

Avoidance: 10

Modifier to Valorous: +12

Glory to Kill: 0

Attacks: Charge @ 10, +1d3 damage

Antlers @8, hooves @ 8.

Great Buck

SIZ 13 Move 9 Major Wound 16
DEX 20 Damage 3d6 Unconscious 7
STR 14 Heal Rate 3 Knockdown 13
CON16 Hit Points 29 Armor 3

Avoidance: 11

Modifier to Valorous: +10

Glory to Kill: 1

Attacks: Charge @ 12, +1d6 damage

Antlers @ 10, hooves @ 10.

Large Great Buck

SIZ 14 Move 9 Major Wound 15
DEX 20 Damage 3d Unconscious 7
STR 15 Heal Rate 3 Knockdown 14
CON 15 Hit Points 29 Armor 3

Avoidance: 12

Modifier to Valorous: +10

Glory to Kill: 1

Attacks: Charge @ 14, +1d6 damage

Antlers @ 10, hooves @10.

Notes (applicable to all Bucks): Because of their camouflage, all Awareness attempts against Bucks are at -5.

Bucks normally try to elude their foes, but when cornered or exhausted they fight to the death.

Each round the buck either charges and impacts a foe or fights with both antlers and hooves.

Hart

The adult male red deer is the quarry of choice of the sophisticated courtier. An array of needle-sharp antlers crowning his head, the majestic, many-wived hart is the tallest and noblest in appearance of all the normally hunted beasts. Its combination of innocence and guile draws out the best in hounds and hunters, making the chase cerebral as well as physical. Its solitary nature in season allows the selection of an individual quarry. In the final stages of the hunt (or during its very loud and wild rutting activity), it can kill a man. Venison from a hart is a staple in any noble's larder.

Through its first five years, a male red deer is a rascal or folly, unworthy of hunting. Upon reaching maturity in its sixth year, the term is usually "Hart" and it is now worthy of hunting. Harts have at least ten tines on their antlers, and hunters describe harts by the number of these tines - a 'Hart of 10' and so forth to a 'Hart of 32'. After which, the animal begins to dwindle.

Season: This varies by region and period. In Britain generally it is Midsummer (24 June) to the Feast of the Holy Cross (14 September), and in France and Gaul it is Holy Cross (3 May) to the Feast of the Holy Cross (14 September).

Hart of 10

SIZ 17 Move 8 Major Wound 18
DEX 26 Damage 3d6 Unconscious 9
STR 21 Heal Rate 4 Knockdown 17
CON18 Hit Points 35 Armor 3

Avoidance: 13

Modifier to Valorous: +10

Glory to Kill: 2

Attacks: Charge @ 12, +1d6 damage

Antlers @12, hooves @12.

Hart of 12

SIZ 18 Move 9 Major Wound 19
DEX 26 Damage 4d6 Unconscious 9
STR 22 Heal Rate 4 Knockdown 18
CON19 Hit Points 37 Armor 3

Avoidance: 14

Modifier to Valorous: +10

Glory to Kill: 3

Attacks: Charge @ 14, +1d6 damage

Antlers @ 12, hooves @12.

Hart of 16

SIZ 20 Move 9 Major Wound 20
DEX 25 Damage 5d6 Unconscious 10
STR 25 Heal Rate 5 Knockdown 20
CON20 Hit Points 40 Armor 4

Avoidance: 15

Modifier to Valorous: +10

Glory to Kill: 5

Attacks: Charge @ 18, +2d6 damage

Antlers @ 15, hooves @15.

Hart of 24

SIZ 23 Move 10 Major Wound 22
DEX 24 Damage 6d6 Unconscious 11
STR 29 Heal Rate 5 Knockdown 23
CON22 Hit Points 45 Armor 5

Avoidance: 16

Modifier to Valorous: +7

Glory to Kill: 7

Attacks: Charge @ 18, +2d6 damage

Antlers @ 17, hooves @ 17.

Hart of 32

SIZ 26 Move 10 Major Wound 25
DEX 22 Damage 7d6 Unconscious 13
STR 33 Heal Rate 6 Knockdown 26
CON25 Hit Points 51 Armor 5

Avoidance: 17

Modifier to Valorous: +5

Glory to Kill: 10

Attacks: Charge @ 19, +2d6 damage

Antlers @ 18, hooves @18.

Note (applicable to all harts): Harts normally try to elude their foes, but when cornered or exhausted they fight to the death. Each round the hart either charges and impacts a foe or fights with both antlers and hooves.

Rascal

This covers the female fallow deer (a doe), the female red deer (in and after its third year, called a hind), and the young males of those species.



Season: Begins when the hart's ends (14 September) and continues to Lent (sometime in February).

Very Small (e.g., newborn)

SIZ 3 Move 4 Major Wound 5
DEX 15 Damage nil Unconscious 2
STR 3 Heal Rate 1 Knockdown 3
CON5 Hit Points 8 Armor 0

Avoidance: 7

Modifier to Valorous: +20

Glory to Kill: 0

Attacks: None.

Small (e.g., doe)

SIZ 6 Move 6 Major Wound 8
DEX 20 Damage 1d3 Unconscious 4
STR 5 Heal Rate 1 Knockdown 6
CON8 Hit Points 14 Armor 0

Avoidance: 8

Modifier to Valorous: +20

Glory to Kill: 0

Attacks: Hooves @ 5.

Medium (e.g., immature male)

SIZ 9 Move 6 Major Wound 10
DEX 20 Damage 1d6 Unconscious 5
STR 9 Heal Rate 2 Knockdown 9
CON10 Hit Points 19 Armor 1

Avoidance: 10

Modifier to Valorous: +18

Glory to Kill: 0

Attacks: Hooves @ 8.

Large (e.g., small hind)

SIZ 13 Move 7 Major Wound 12
DEX 20 Damage 2d6 Unconscious 6
STR 11 Heal Rate 2 Knockdown 13
CON12 Hit Points 25 Armor 1

Avoidance: 10

Modifier to Valorous: +18

Glory to Kill: 0

Attacks: Hooves @ 8.

Very Large (e.g., large hind)

SIZ 17 Move 8 Major Wound 15
DEX 20 Damage 3d6 Unconscious 8
STR 15 Heal Rate 3 Knockdown 17
CON15 Hit Points 32 Armor 2

Avoidance: 11

Modifier to Valorous: +15

Glory to Kill: 0

Attacks: Hooves @ 8.

Notes (apply to all newborn, does, and immature male fallow deer): Because of their camouflage, all attempts at Awareness against these types of Rascal are at -5.

Roe Deer (Roebuck and Roo)

This tiny deer is fawn-colored with a white rear; its antlers have six prongs (sometimes 10). The most common game animal in Europe, individuals and small groups inhabit coniferous and deciduous forests, with larger groups along the fringe of agricultural areas.

Hunters classify the roe deer as rascal only because of its size. It has full ability to deceive hounds and elude hunters "as if the beauty and wiliness of the hart is distilled within it." Noted for its long and ingenious running and for being wily and very strong, hunters report that, when hunting roe deer they must cast about after losing the scent thirty times more often than they do when pursuing a hart.

Like fallow deer, roe deer consist of the male buck and the female doe; however, hunters also term them the Roebuck and the Roo (or "emel", female).

Allegory: The roe deer is celebrated for its monogamy, its fidelity, and for the maternal devotion of the female. The Roebuck never ruts with more than a single female, and they stay together the whole season until the roo is due to give birth. She then leaves the male to go off and produce the kid. How-

ever, as soon as it is old enough to feed itself, the roo rejoins the male, and they will always be together. If hunters separate them and force one far from the other, they will rejoin each other as soon as they can and will seek each other until reunited.

Characters observing this fidelity between the male and female roe deer over a long period (e.g., constantly over a year or intermittently over many years) may receive a check to their Chaste trait.

Season: None; hunt anytime except when the females are heavy in kid (between 2 February and Easter).

Small Roe

SIZ 3 Move 8 Major Wound 22
DEX 26 Damage 1d3 Unconscious 6
STR 6 Heal Rate 3 Knockdown 3
CON22 Hit Points 25 Armor 0

Avoidance: 22

Modifier to Valorous: +20

Glory to Kill: 0

Attacks: Hooves @ 5.

Medium Roe

SIZ 4 Move 8 Major Wound 24
DEX 25 Damage 1d3 Unconscious 7
STR 7 Heal Rate 3 Knockdown 4
CON24 Hit Points 28 Armor 0

Avoidance: 21

Modifier to Valorous: +19

Glory to Kill: 0

Attacks: Hooves @ 6.

Large Roe

SIZ 5 Move 9 Major Wound 23
DEX 25 Damage 1d3 Unconscious 7
STR 9 Heal Rate 3 Knockdown 5
CON23 Hit Points 28 Armor 1

Avoidance: 20

Modifier to Valorous: +18

Glory to Kill: 0

Attacks: Hooves @ 7.



MAJOR QUARRY

These are the most important hunted beasts after deer.

Boar

Wild pigs have hairy coats and a long snout. They are an adaptable animal and generally common.

The boar is a male wild pig. Known as the most dangerous animal in the world, the boar is able to kill a dog, a man, or even a horse with a single blow of its sharp lower tusks. Wallowing in his lair, the misshapen boar "burrows his groin in the mud to sharpen his long lower canines." These grow for the entire lifetime of the animal and serve as tool, weapon, and organ of intimidation. "He uses the top tusks for no other purpose than to make the lower ones sharp and cutting. These lower ones are called his *weapons* or his *files*, and with these he wreaks his evil. When he is at bay, he sharpens them constantly by clashing them together to make them keener."* The foaming mouth adds another grisly element, and some say a man who dies of a boar wound will lose his soul. Reckless in its attack, a boar will rush out of a tight corner to its death.

A dog's bite has little effect on a boar's thick leathery skin – only spears or arrows will get the better of one. If the hunter can look into the boar's sinister eyes without his bowels turning to water, then he can tell the boar's state of mind and note the immediate indication of a

coming assault. If the hunter fails to do this, the boar will come too quickly to use the spear effectively.

The boar also shows striking stamina, even in one in its third year. However, it is less subtle, evasive, and resourceful in ruses and in avoiding pursuit. Thus the hunt is a long, hard fight without ruse but many sudden about-turns and deadly thrusts. The boar is a horrendous animal, but it excites admiration, sexual awe, and the appreciation of the gourmet. Boars never form groups, so the term for a group of them is 'a singular of boars.'

Allegory: A character who sees a boar rush suddenly to attack its hunters and thus escape from a tight place, may receive a check to his Reckless trait.

Season: The Nativity of Our Lady (8 September) to the Purification (2 February); for classic hunting it is only the Feast of Holy Cross (14 September) to St. Andrew's Day (30 November).

Very Small Boar

SIZ 11 Move 7 Major Wound 22
DEX 22 Damage 3d6 Unconscious 8
STR 17 Heal Rate 4 Knockdown 11
CON22 Hit Points 33 Armor 4
Avoidance: 13
Modifier to Valorous: +5/-0 (see notes)
Glory to Kill: 7
Attacks: Tusk slash @ 15, +1d6 damage for success; trample @12 against any prone foes.

Small Boar

SIZ 14 Move 7 Major Wound 22
DEX 19 Damage 4d6 Unconscious 9
STR 21 Heal Rate 4 Knockdown 14
CON22 Hit Points 36 Armor 4
Avoidance: 12
Modifier to Valorous: +2/-0 (see notes)

Glory to Kill: 10

Attacks: Tusk slash @ 16, +1d6 damage for success; trample @ 14 against any prone foes.

Medium Boar

SIZ 17 Move 8 Major Wound 24
DEX 17 Damage 5d6 Unconscious 10
STR 26 Heal Rate 5 Knockdown 17
CON24 Hit Points 41 Armor 5
Avoidance: 11
Modifier to Valorous: 0/-2 (see notes)
Glory to Kill: 12
Attacks: Tusk slash @ 17, +1d6 damage for success; trample @ 16 against any prone foes.

Large Boar

SIZ 20 Move 8 Major Wound 25
DEX 15 Damage 6d6 Unconscious 11
STR 30 Heal Rate 6 Knockdown 20
CON25 Hit Points 45 Armor 5
Avoidance: 10
Modifier to Valorous: 0/- 5 (see notes)
Glory to Kill: 15
Attacks: Tusk slash @ 18, +1d6 damage for success; trample @ 18 against any prone foes.

Very Large Boar

SIZ 23 Move 9 Major Wound 26
DEX 13 Damage 8d6 Unconscious 12
STR 35 Heal Rate 6 Knockdown 23
CON26 Hit Points 49 Armor 6
Avoidance: 9
Modifier to Valorous: 0/-5 (see notes)
Glory to Kill: 20
Attacks: Tusk slash @19, +1d6 damage for success; trample @ 20 against any prone foes.

Huge Boar

SIZ 26 Move 9 Major Wound 27
DEX 11 Damage9d6 Unconscious 13
STR 39 Heal Rate 7 Knockdown 26
CON27 Hit Points 53 Armor 7
Avoidance: 8
Modifier to Valorous: -5/-7 (see notes)
Glory to Kill: 30

* Gaston Phoebus, *Livre de chasse*, quoted in John Cummins, *The Hound and the Hawk* (New York: St. Martin's Press, 1988), p. 97.



Attacks: Tusk slash @ 20, +1d6 damage for success; trample @ 22 against any prone foes.

Enormous Boar

SIZ 29 Move 10 Major Wound 25
DEX 8 Damage 10d6 Unconscious 14
STR 45 Heal Rate 7 Knockdown 29
CON25 Hit Points 54 Armo r8
Avoidance: 7

Modifier to Valorous: -7/-10 (see notes)
Glory to Kill: 50

Attacks: Tusk slash @ 21, +1d6 damage for success; trample @ 24 against any prone foes.

Notes (applicable to all boars): The following special rules apply to combat with boars.

Mounted Opponents – When closing to melee a boar, it is especially important to have a quality mount (nervousness, etc., could cause a life threatening miss). Roll the hunter's [Horsemanship -5 . Failure = -5 to attack. Fumble = spooked horse throws rider, allowing the boar an unopposed attack].

When combating a mounted foe, a boar always attacks the horse first since he cannot reach higher (the horse does not get a chance to fight back unless it is attack trained).

Special Ability – Boars fight for a round after death, unconsciousness, or a major wound.

Additional Valorous roll – Roll against this trait (as modified) when a character faces a boar's attack, *not* to initiate combat. If the character fails this roll, he fails to 'look into the boar's sinister eyes without his bowels turning to water' and anticipate the boar's attack. This allows the boar his unopposed attack first instead of second.

Multiple Opponents – Ordinarily, only multiple combatants (including hounds) on foot may fight a boar. A mounted character can not join or be joined by other combatants against a boar. This is because of space and maneuver limitations and the fear of being trampled by the mount (if on foot). The game-master may allow exceptions to this when the circumstances warrant.

Special Combat Tactics – Boars recklessly charge their foes and attempt to slash them; this is the equivalent to a Berserker Attack (as given in the basic *Pendragon* rules).

Sow

See Boar above for general details on the wild pig. The adult female wild pig is less dangerous than the male boar. It is also less likely to turn at bay, but it can charge like a boar. The sow has no tusks, so it is not likely to kill, but it will remain over a prone victim longer and savage him with its teeth. The sow can also run enormous distances – running for two straight days.

Season: As for the boar.

Small Sow

SIZ 8 Move6 Major Wound 27
DEX 24 Damage1d6 Unconscious 9
STR 11 Heal Rate 4 Knockdown 8
CON27 Hit Points 35 Armor 4

Avoidance: 14

Modifier to Valorous: +12

Glory to Kill: 3

Attacks: Charge @ 12; savage @ 14.

Medium Sow

SIZ 11 Move 6 Major Wound 29
DEX 22 Damage 2d6 Unconscious 10
STR 15 Heal Rate 4 Knockdown 11
CON29 Hit Points 40 Armor 5

Avoidance: 13

Modifier to Valorous: +10

Glory to Kill: 5

Attacks: Charge @ 14; savage @ 16.

Large Sow

SIZ 14 Move 7 Major Wound 30
DEX 20 Damage 4d6 Unconscious 11
STR 20 Heal Rate 5 Knockdown 14
CON30 Hit Points 44 Armor 6

Avoidance: 12

Modifier to Valorous: +5

Glory to Kill: 7

Attacks: Charge @ 16; savage @18.

Huge Sow

SIZ 17 Move 7 Major Wound 32
DEX 18 Damage 5d6 Unconscious 12
STR 24 Heal Rate 6 Knockdown 17
CON32 Hit Points 49 Armor 7

Avoidance: 11

Modifier to Valorous: +2

Glory to Kill: 10

Attacks: Charge @ 18; savage @ 20.

Note (apply to all sows): Sows charge their foes, and, if they succeed in causing a knockdown they remain over and savage the prone foe for 1d3 rounds. Such a prone foe may only rise by successfully overcoming the sow's SIZ with their STR (the sow savages its foe the round this succeeds but that ends the rounds of savaging).

Fox

The term for a female fox is a vixen. This is a small, wild, omnivorous animal, with many different variations of coloring and marking. Resilient and adaptable, no other hunted beast has such a wide range. Unlike wolves that form packs, they are solitary, except in the breeding season.

In settled areas, the fox's depredations occur on a domestic level – “the countryside's greatest thief.” There its activities center on the habitations of man – especially taking domestic fowls, milk, rabbits, and grapes in nighttime forays. It is a great nuisance, a competitor and bold thief that must be destroyed, but, unlike the wolf, no one is afraid of it. Instead, the fox receives a grudging admiration that results from the constant battle to outwit it – to protect innocence from guile.

While people can use a fox's fat and marrow to harden sinews, and its pelt is of limited use, the fox is culinarily useless. Its guile, however, makes fox hunting excellent sport. It is “as interesting as that of the hart” (which is why, when the forest habitat of the hart and buck was gone, classic hunting in Britain became specifically fox hunting). A fraudulent and ingenious animal, the fox never runs in a straight line. It runs close to the hounds and gives off a strong scent. However, if it is near its lair, it is difficult to take – “a pregnant vixen will be down a hole at the first note of a horn.” The term for a



group of foxes is: "A Skulk of Foxes." The same term applies to thieves and friars – "A Skulk of Thieves, A Skulk of Friars."

Allegory: When a hungry fox turns up nothing to devour, it rolls about in a patch of red-colored mud so that it looks bloodstained. It then feigns death by lying on the ground – eyes closed and holding its breath with its tongue hanging out. Birds naturally believe the fox dead and come down to settle on and peck it. The fox then springs up, grabs and eats the birds.

Observers of this trickery may receive a Deceitful check for noticing its success and a Suspicious check from what happens to the trusting birds. (See Wolf for the other three Evil traits.)

Symbolism: The fox is a great mythological archetype. Reynard is its international name, and Reynard the Fox is a thief and a murderer who practices every sort of treachery. Foxes are deceitful, malicious, crafty, covetous, rapacious, and perfect in all villainy. However, the fox also symbolizes success in securing a place in the struggle for survival by cunning and cleverness.

Season: The formal season is, as for the wolf, the Nativity of Our Lady (8 September to the Annunciation (25 March), but it also can be hunted 'out of season,' although with much less ceremony.

Fox

SIZ 2 Move 7 Major Wound 10
DEX 25 Damage 1d6 Unconscious 3
STR 10 Heal Rate 2 Knockdown 2
CON 10 Hit Points 12 Armor 1
Avoidance: 13
Modifier to Valorous: +12
Glory to Kill: 1
Attacks: Bite @ 20.

Hare

Hares and rabbits appear similar, but the hare does not burrow and its young are furry at birth. They form large groups and live in open areas, especially fertile fields and

partially also in forests. The term for a group of hares is: 'A Husk of Hares.'

The hare is the first animal given in British hunting manuals and is called the 'King of Venery'. The high opinion that hunters hold it in is because classic hunting of it is a microcosm of the most complex and subtle aspects of the chase. It is also extremely hard to outwit. It puts the hounds' ability to the severest test. Hares can run at very fast speeds, leap 8 feet across and almost as high, climb well, and are good swimmers. Moreover, they dislike traveling in straight lines, so the hounds must sort out all the night's tracks that cross and cross again, apparently forever. Hares are subtle and crafty, "with malice aforethought" – "none would say that a hound could unravel her path to find her."

Symbolism: The hare is another of the great mythological archetypes, with a special role in traditional folk-tales, especially in Celtic areas. Strict Pagans never eat the hare, although it is an important sacrificial animal for them. It is the trickster that defeats more powerful opponents by wit. Ambiguity characterizes the hare: it is both crafty and foolish; it appears and disappears mysteriously; it can change sex between male and female and has other weird reproductive characteristics. Their wailing when wounded sounds like that of children. It is thus often seen in 'the world turned upside down' and looked at with admiration, dazzlement, scorn, affection, fear, and taboo. It is just plain weird – both admired and pitied.

Season: Hunters may hunt hares all year round and in all weathers. They usually hunt them from Michaelmas (29 September) to midsummer – when the hunt can last all day and the dogs can pick up the scent easier. In the summer period, hare hunts take place in the morning (from Matins to Prime, when the dogs are dead beat) or in the evening (from Nones to night-

fall), or both with a mid-day break to eat, drink, and rest. At this time "the hunt takes place in fields and on fallow land, around wheat fields, [and] in hedgerows."

Hare

SIZ 1 Move 8 Major Wound 5
DEX 30 Damage nil Unconscious 2
STR 2 Heal Rate 1 Knockdown 1
CON 5 Hit Points 6 Armor 1
Avoidance: 20
Modifier to Valorous: +20
Glory to Kill: 0
Attacks: None.

Otter

A furry, flesh-eating animal with a long muscular tail and webbed feet for swimming, the otter is very familiar in Arthurian Britain. Otters lead a secretive life by rivers, lakes, and seashores in some areas, but their range inland is only 300 feet or less. Instead, they spend much of their time in water and are so fast underwater that few fish escape their needle-sharp teeth. They usually dive for one to two minutes, but can remain submerged for up to five. The otter's magic allows it to hunt fish by their waterborne scent.

The otter is also a competitor with man for the food resources of the countryside. It is especially a threat to fishponds, a vital source of food, especially during Lent, when other sources of food are scarce. Thus people have no affection or sentiment for otters. Otter skins are a commercial commodity, being not only among the most beautiful but also the most durable, even surpassing sable. For these reasons, men frequently hunt otters.

Symbolism: The otter is the aquatic counterpart of the fox – a greedy, crafty beast that preys on the witless. There is even a story that "the fox, wandering along the riverbank, found an otter's hole and, thinking it was the home of one of his relatives, went in. After a frank discussion of their wicked natures



and modes of life, fox and otter found themselves to be soulmates. Being no threat to one another, they agreed that they would become 'Masters of the Waters and Forests,' reigning jointly and without friction over the natural world."* The otter specifically symbolizes the tyrant or despot, and people also use it in making moral comparisons with flatters and self-seeking fence-sitters.

Season: None, although hunting is best when rivers are moderately low and there is minimal weed growth (approximately March to September).

Otter

SIZ 2 Move 6/8* Major Wound 10
DEX 30 Damage 1d3 Unconscious 3
STR 4 Heal Rate 1 Knockdown 2
CON 10 Hit Points 12 Armor 1
Avoidance: 15
Modifier to Valorous: +15
Glory to Kill: 0
Attacks: Bite @ 20.

* Note: Move is given land/water.

Wolf

People fear and hate the wolf with a clarity of antipathy missing from their relationship with any other natural animal. There are several reasons for this:

1. It kills and consumes its victims.
2. It is a threat to the (mostly rural) economy – killing animals up to the size of a horse or cow. Even with a sheep or goat in its mouth, it is easily able to run away from a shepherd unless he has mastiffs. Sometimes a wolf will kill every sheep in an unattended flock before eating one.
3. Similarly, it is a threat to wild game, killing roe-deer, wild hogs, and even stags.
4. It is a threat to humans – the only animal that uses man as a reg-

ular food source (those executed on the gallows, children by old wolves, and, on the fringes of war, wolf packs follow armies disturbing the night and eating dead or weakened animals and people). It is so subtle in hunting that men attacked by wolves have no inkling of their approach. They also carry rabies so that their bite is sometimes poisonous.

5. Its sexual habits are seen as reprehensible. They show secretive lechery, misdirected favor, and jealous rage, only marginally redeemed by its parallel with the code of courtly love. The female may be a loyal mother, but the male shows only self-centered greed.

6. Even a dead wolf provides little of material use. Only its fur can be used (for mufflers and coats).

However, the hunter can appreciate the wolf's power, speed, strong scenting ability, and its self-confident and economical use of its abilities. A wolf's sharp fangs will slash a running hound to pieces if it gets too close.

Wolves are a very social animal, living and hunting in packs that generally average 5-8 individuals. They have voracious appetites, both for food and sex, and, although they can suffer hunger for a long time, after much fasting they eat a lot. Men say they sometimes live on prey, sometimes on earth, and sometimes even on the wind. Wolves are also scavengers that follow herds at a distance in the hope of picking up a carcass, a young animal, or a careless idler lagging behind. If driven by hunger, a wolf will even attack a man. Wolves are very adaptable and live in the most widely varied terrains throughout Europe. In Britain they exist over a fairly wide area, and, although their habitat and man's are broadly separate, they emerge from dense forest or rocky hills to kill even quite close to towns. The term for a group of wolves is "A route of wolves" (the

same term used for knights – "A Route of Knights").

Allegory: Wolves are brutish, rapacious and cruel. As befits such an evil creature, the wolf embodies three of the Evil traits (the fox embodies the other two).

So single-minded are wolves in their nighttime hunt that, should an incautious step on a twig or anything else make a noise, they will punish their own errant paw with a sharp bite. Observers of this savage, unreasonable act may receive a Vengeful check.

Wolves are rapacious beasts and hanker for gore. They massacre anything that passes by in a fury of violent self-indulgent desire. Observing this voracious greed may yield a Selfish check.

Men say no wolf ever saw his father for, in the whelping season (May), the male stalks the forest in a jealous rage seeking to kill its own cubs. A character seeing this cruelty may receive a Cruel check himself.

Season: Anyone may kill a wolf at any time, of course, but for classic hunting the season is from the Nativity of Our Lady (8 Sept.) to the Annunciation (25 Mar.). This is the time when the wolf's pelt is the thickest and most useful, it is closest to human habitation, and when most other woodland game is unavailable.

Small Wolf

SIZ 4 Move 8 Major Wound 12
DEX 22 Damage 2d6 Unconscious 4
STR 12 Heal Rate 2 Knockdown 4
CON 12 Hit Points 16 Armor 2
Avoidance: 10
Modifier to Valorous: 0
Glory to Kill: 5
Attacks: Bite @ 20.

Medium Wolf

SIZ 8 Move 8 Major Wound 14
DEX 20 Damage 3d6 Unconscious 6
STR 15 Heal Rate 3 Knockdown 8
CON 14 Hit Points 22 Armor 2
Avoidance: 10
Modifier to Valorous: -2
Glory to Kill: 7
Attacks: Bite @ 20.

* Queen Ratio, *Les Levres du Roy Modus et de la Roynne Ratio*, given in Cummins, p. 147.

**Large Wolf**

SIZ 12 Move 8 Major Wound 16
 DEX 18 Damage 4d6 Unconscious 7
 STR 18 Heal Rate 3 Knockdown 12
 CON16 Hit Points 28 Armor 2
 Avoidance: 10
 Modifier to Valorous: -5
 Glory to Kill: 10
 Attacks: Bite @ 20.

Huge (Unnatural) Wolf

SIZ 16 Move 9 Major Wound 18
 DEX 18 Damage 5d6 Unconscious 9
 STR 21 Heal Rate 4 Knockdown 16
 CON18 Hit Points 34 Armor 3
 Avoidance: 15
 Modifier to Valorous: -10
 Glory to Kill: 20
 Attacks: Bite @ 25.

Notes (applicable to all wolves):
 Wolves' eyes shine at *night* like lamps, seductive beacons of temptation and fear. The magic of this is that if the wolf sees a man first, it immediately strikes him dumb and witless. To resist this magic requires a successful modified Valorous roll.

MINOR QUARRY

These are beasts rarely hunted. Monsters also fall into this category.

Aurochs

Shaggy wild cattle, the Aurochs is a fierce and impressive animal – the largest animal hunted in Europe – with both sexes having long, powerful horns projecting far out to the side. There is a considerable difference in appearance between the sexes. Bulls have a black coat with a light streak down the back, typically stand 6 feet high at the withers and are over 10 feet long. Cows are markedly smaller and reddish brown.

Aurochs range throughout most of Europe, but since they compete with domestic cattle men energetically hunt them. People also make receptacles for drink out of their immense horns, especially for use at royal tables. They are now almost eradicated in Britain, France and Gaul and so are seldom available to hunt.

Season: None specified, hunt as available.

Small Male Aurochs

SIZ 32 Move 8 Major Wound 20
 DEX 9 Damage 7d6 Unconscious 13
 STR 32 Heal Rate 5 Knockdown 32
 CON20 Hit Points 52 Armor 6
 Avoidance: 5
 Modifier to Valorous: +2
 Glory to Kill: 10
 Attacks: Charge @ 11, +2d6 damage;
 horn gore @ 7, +1d6 damage; trample @ 16, normal damage.

Medium Male Aurochs

SIZ 42 Move 10 Major Wound 20
 DEX 7 Damage 10d6 Unconscious 16
 STR 42 Heal Rate 6 Knockdown 42
 CON20 Hit Points 62 Armor 7
 Avoidance: 4
 Modifier to Valorous: 0
 Glory to Kill: 12
 Attacks: Charge @ 13, +2d6 damage;
 horn gore @ 9, +1d6 damage; trample @ 17, normal damage.

Large Male Aurochs

SIZ 52 Move 11 Major Wound 20
 DEX 5 Damage 13d6 Unconscious 18
 STR 52 Heal Rate 7 Knockdown 52
 CON20 Hit Points 72 Armor 8
 Avoidance: 3
 Modifier to Valorous: -2
 Glory to Kill: 15
 Attacks: Charge @ 15, +2d6 damage;
 horn gore @ 11, +1d6 damage; trample @ 18, normal damage.

Small Female Aurochs

SIZ 25 Move 7 Major Wound 20
 DEX 10 Damage 4d6 Unconscious 11
 STR 25 Heal Rate 5 Knockdown 25
 CON20 Hit Points 45 Armor 5
 Avoidance: 6
 Modifier to Valorous: +5
 Glory to Kill: 7
 Attacks: Charge @ 8, +2d6 damage; horn gore @ 4, +1d6 damage; trample @ 14, normal damage.

Medium Female Aurochs

SIZ 35 Move 9 Major Wound 20
 DEX 8 Damage 8d6 Unconscious 14
 STR 35 Heal Rate 6 Knockdown 35
 CON20 Hit Points 55 Armor 6
 Avoidance: 5
 Modifier to Valorous: +2
 Glory to Kill: 10
 Attacks: Charge @ 10, +2d6 damage;
 horn gore @ 6, +1d6 damage; trample @ 15, normal damage.

Large Female Aurochs

SIZ 45 Move 10 Major Wound 20
 DEX 6 Damage 11d6 Unconscious 16
 STR 45 Heal Rate 7 Knockdown 45
 CON20 Hit Points 65 Armor 7
 Avoidance: 4
 Modifier to Valorous:
 Glory to Kill:
 Attacks: Charge @ 12, +2d6 damage;
 horn gore @ 8, +1d6 damage; trample @ 16, normal damage.

Note (applicable to all Aurochs):
 Aurochs try to charge and impact their foes, then trample them. If



cornered or otherwise unable to charge, all Aurochs fight with their horns to knock down a foe.

Bear

The bear is a highly adaptable beast. Nevertheless, it is a remote quarry, almost as exotic as a lion. Bear hunting is the mundane medieval equivalent to tiger hunting for the 19th century European hunter. Bears live nearly everywhere in Europe, but they are solitary (or form maternal families) and widely separated from one another. Also, they dwell in the mountains in summer and valleys in winter and only leave their caves in search of food. The bear is important for hunting only in Iberia, but it is of considerable importance there (boar and bear are the most significant quarries for Iberian hunters). This is a protected animal that only a king can kill. The term for a group of bears is "a sloth of bears."

Bears are generally so timid that only the hunger of a long winter fast will drive them to kill another animal (only turning on man if surprised or wounded). However, with its strength, the thickness of its fur, and its acute sense of smell, the bear has no fear of a dangerous encounter.

A bear is not too difficult to follow in average terrain. Its strong odor and droppings give the dogs an easy task; huntsmen have no trouble picking out the imprints of its hind prints; its short gait makes its pace not much faster than a man's; and it uses no ruses in trying to evade pursuit. However, only the boar's exceeds its sense of smell. The bear also has immense endurance (the Pursuit usually takes several days) and is wondrously strong (able to break spear-shafts with its paws). A bear will not rush out of a tight corner to its death, as a boar will, so the hunter must approach it and risk its attack (but see Allegory below). The hunter must not thrust his spear or sword

into a bear, as he would a boar. Otherwise, he will not be able to remove it properly and will be 'hugged' by the bear.

Allegory: Bears are vengeful, and men can use this trait against them in combat. A bear will turn in vengeance to attack whoever struck it last, so two spearmen, working together by delivering alternating blows, can kill one easily. Characters, observing the bear's foolishness in seeking revenge in this way and playing into the hands of its enemies, may receive a check to their Forgiving.

A female bear gives birth after only thirty days to eyeless, formless lumps of white flesh. She then "licks them into shape" – sculpting these lumps with her tongue into proper bear cubs. The mother lies underground with her infants for three months, without light or food, fondling, warming, and shaping them. Observing this devotion may earn a Love (family) check.

Season: Between May and mating in December, although some may hunt the females with their cubs in the early spring when the cubs are born [this may deserve a Cruel check]. Bears hibernate in caves the whole of January and part of February.

Small Bear

SIZ 21 Move 4/8* Major Wound 21
DEX 13 Damage 3d6 Unconscious 11
STR 30 Heal Rate 5 Knockdown 21
CON 21 Hit Points 42 Armor 5
Avoidance: 9
Modifier to Valorous: +2
Glory to Kill: 10
Attacks: 2 paw swipes @ 9.

Medium Bear

SIZ 23 Move 5/8* Major Wound 22
DEX 12 Damage 4d6 Unconscious 11
STR 33 Heal Rate 6 Knockdown 23
CON 22 Hit Points 45 Armor 6
Avoidance: 8
Modifier to Valorous: 0
Glory to Kill: 12
Attacks: 2 paw swipes @ 11.

Large Bear

SIZ 25 Move 5/8* Major Wound 24
DEX 10 Damage 4d6 Unconscious 12
STR 36 Heal Rate 6 Knockdown 25
CON 24 Hit Points 49 Armor 6
Avoidance: 7
Modifier to Valorous: -2
Glory to Kill: 15
Attacks: 2 paw swipes @ 13.

Huge Bear

SIZ 27 Move 5/9* Major Wound 25
DEX 9 Damage 5d6 Unconscious 13
STR 39 Heal Rate 6 Knockdown 27
CON 25 Hit Points 52 Armor 7
Avoidance: 6
Modifier to Valorous: -5
Glory to Kill: 20
Attacks: 2 paw swipes @ 15.

**Note:* Move is given as Scenario Movement/Melee Movement.

Notes (applicable to all bears): Given time bears are able to heal their own wounds with medicinal herbs. This is exactly like having successful First Aid for wounds.

All bears may attack only one target per melee round. If the bear wins the round with an attack roll, it makes two damage rolls instead of the usual single attack. This simulates the bear's mauling and slapping attacks. When combating a mounted foe, a bear usually attacks the rider first. A bear always completes one more attack after its hit points reach 0, it becomes unconscious, or receives a Major Wound. Thus a bear fights one round after it is dead.

Lynx (and Wildcat)

There is some puzzlement among hunters concerning what the lynx is. A type of spotted-backed wolf seems most likely. Its body is stocky, and it stands on very strong, high limbs. The tail is very short and ends in a black tip. Some say its eyesight is so keen that it can see through a wall. Tawny and striped, with a characteristic brush on the tip of each ear, the solitary lynx sparsely inhabits the forests of



Europe. Lynx are capable of taking animals to the size of a deer.

These beasts are both very localized quarries, mostly hunted by accident. This is not just pest control as they do provide an enjoyable hunt, running well and turning at bay every so often like boar. Hounds show little inclination to follow these cats, as they are mightily afraid of their claws. If they know either of these beasts to be in the area, hunters should take strong gazehounds and bowmen to assist in the hunt, especially for the wildcat, which takes to a tree as soon as hard pressed and then has to be shot by the bowmen.

Season: Any, hunt as discovered.

Lynx

SIZ 5 Move 9 Major Wound 15
DEX 30 Damage 1d6 Unconscious 5
STR 10 Heal Rate 3 Knockdown 5
CON 15 Hit Points 20 Armor 2
Avoidance: 11
Modifier to Valorous: +5
Glory to Kill: 3
Attacks: 2 paws @ 10 each, separate attacks against one or two targets, with +1d6 damage; or one bite against a prone foe @ 15, normal damage.

Monsters

Except for the Unicorn and Questing-Beast, the hunting manuals do not give instructions for the hunting of monsters. Hunters can possibly hunt them with the classic

method (almost impossible for flying monsters) or take them in bow & stable hunting if the opportunity arises. The basic *Pendragon* rules give statistics for some of the monsters.

Questing-Beast

The most enigmatic of all quarry, the Questing-Beast ("Galtisant") looms out of the deep forest, indeterminate of feature but preceded by a noise in its belly like unto the questing of thirty couples of hounds (which stops while the beast drinks) – a weird amalgam of quarry and pack, obligingly providing its own hunting music. Descriptions report it having a head like a serpent, a body like a leopard, buttocks like a lion, and feet like a hart (which might lead to it being mistaken for one at the beginning of a hart hunt).

It appears that the Questing-Beast is hunted for affection and attention – the joy of the hunt – rather than for slaughter. King Pellinore specifically states: "It shall never be achieved but by me or by my next kin." Nonetheless, Sir Palomides pursues it after Pellinore's death, but nobody succeeds in taking the Beast. As John Cummins writes: "It would have provided a fascinating curée."

The Questing-Beast's magic is such that its Avoidance is anything

that it wants, up to a perfect 40! Since it is also harmless, further statistics are not necessary for this piece.

Unicorn

Hunters often hunt the unicorn but seldom successfully. It is not common, but neither is it any more exotic than a bear of Iberia. Therefore hunting manuals deal with it like other hunted beasts. The lesser unicorn is small but very fierce, strong, and almost invincible. The greater unicorn has a dreadful cry, and a horn up to 4 feet long that can easily pierce anything. Neither can be captured, except by a virgin in the forest – for whom it will meekly lay its horn in her lap, and so the hunters can take it. A unicorn is able to purify water by dipping its horn into it.

Season: None specified, hunt as available.

The *Pendragon* basic rules give most of the details on Unicorns, but the *Special Healing* should apply only to the Lesser Unicorn, and their attacks should be as follows:

Greater Unicorn: horn @ 26 (+2d6 damage) and hooves @ 21, separate attacks against one or two targets;

Lesser Unicorn: Horn @ 20 (+1d6 damage) and hooves @ 15, separate attacks against one or two targets.





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Standard Expenditures

Demesne	FOOD	COIN
Settlements
Lord's Portion	
Court Fees	

Vassals

Gifts
Court Fees	
Total

Harvest Effects

Bad or Famine	-
Excellent	+

Standard Expenditures

	FOOD	COIN
Life-style
Demesne Maintenance	
Soldiers []	
Entourage []
Feasts
Hunts
Tourneys
Liege Court Fees	
Gifts to Liege
.....
.....
.....
.....
Total

History

[illegible]

Steward Record Sheet

Personal Data

Lord
Fief
Age
Social Class
Culture/Religion
SIZ
DEX
STR
CON
APP
Total Hit Points

Distinctive Features

.....
.....
.....
.....

Traits & Passions

☐ Chaste / Lustful ☐
☐ Energetic / Lazy ☐
☐ Forgiving / Vengeful ☐
☐ Generous / Selfish ☐
☐ Honest / Deceitful ☐
☐ Just / Arbitrary ☐
☐ Merciful / Cruel ☐
☐ Modest / Proud ☐
☐ Pious / Worldly ☐
☐ Prudent / Reckless ☐
☐ Temperate / Indulgent ☐
☐ Trusting / Suspicious ☐
☐ Valorous / Cowardly ☐

Loyalty (Lord) ☐
Hospitality ☐
Honor ☐
..... ☐
..... ☐

Name

Skills

Awareness ☐
Courtesy ☐
Heraldry ☐
Industry ☐
Intrigue ☐
Orate ☐
Read (.....) ☐
Recognize ☐
Religion (.....) ☐
Stewardship ☐
Tourney ☐
..... ☐
..... ☐

Glory

Castellan Record Sheet

Personal Data

Lord
Stronghold
Age
Culture/Religion
SIZ (Knockdown)
DEX
STR
CON (Major Wound)
APP
Total Hit Points
Damage D6
Unconscious

Distinctive Features

.....
.....
.....
.....

Traits & Passions

☐ Chaste / Lustful ☐
☐ Energetic / Lazy ☐
☐ Forgiving / Vengeful ☐
☐ Generous / Selfish ☐
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☐ Trusting / Suspicious ☐
☐ Valorous / Cowardly ☐

Loyalty (Lord) ☐
Hospitality ☐
Honor ☐
..... ☐
..... ☐

Name

Skills

Battle ☐
Horsemanship ☐
Sword ☐
..... ☐
..... ☐
Awareness ☐
Heraldry ☐
Recognize ☐
..... ☐

Hit Points
Wounds

Glory

Fortification Record Sheet

Basic Data

Lord
Fief
Castellan

Total POP
Enclosed POP
Garrison

Additional Troops
.....

Special Features

.....
.....
.....
.....

Defensive Rings

0 DV ... AREA 4 DV ... AREA
.....
.....
.....

1 DV ... AREA
.....
.....

2 DV ... AREA
.....
.....

3 DV ... AREA
.....
.....

Name

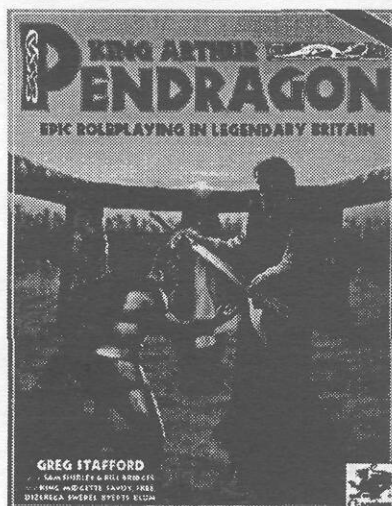
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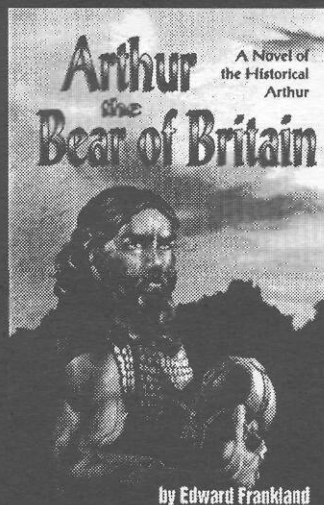
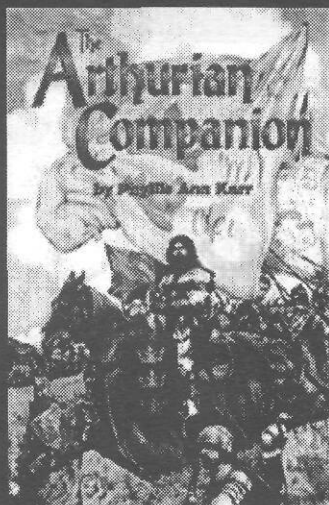
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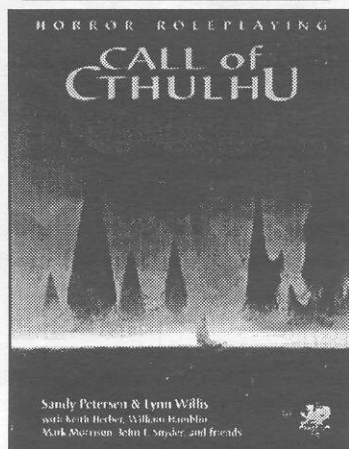
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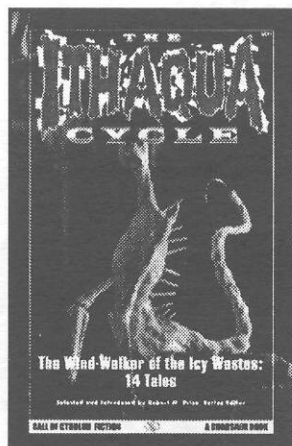
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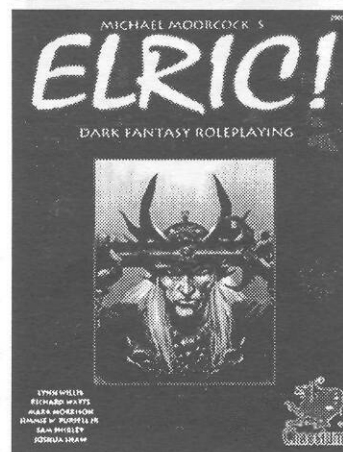
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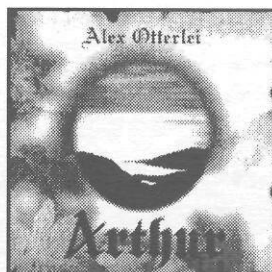


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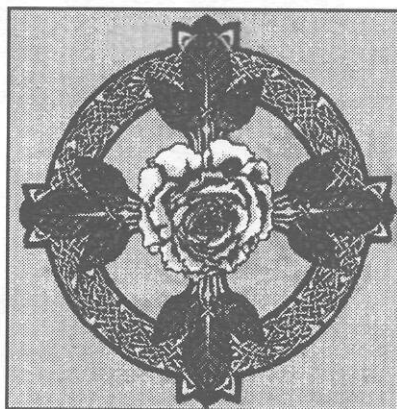
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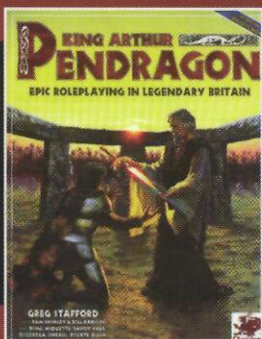
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