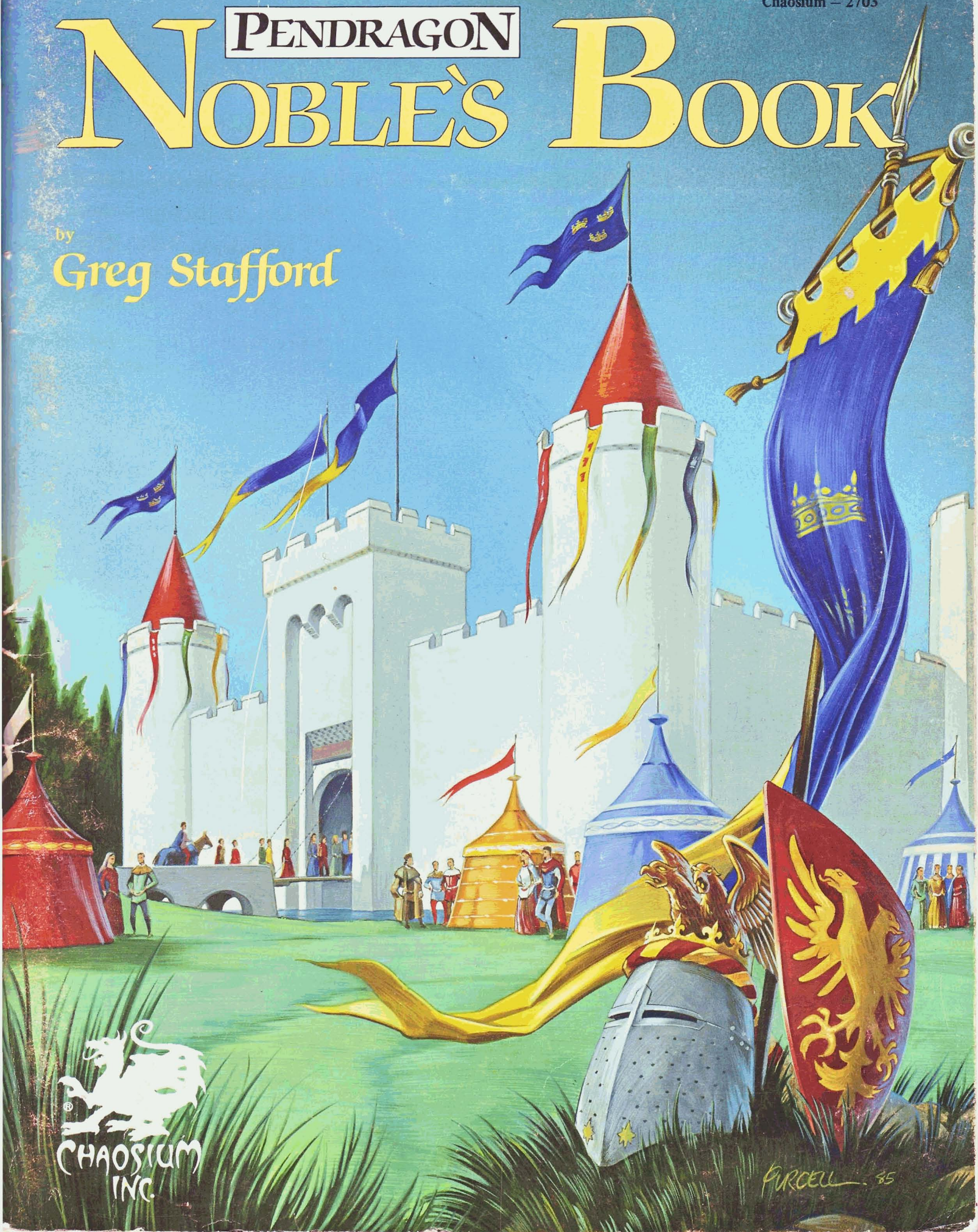



PENDRAGON

# NOBLE'S BOOK

by  
Greg Stafford



  
CHAOSIUM  
INC.

PURCELL '85



PENDRAGON

# Noble's Book

**by Greg Stafford**

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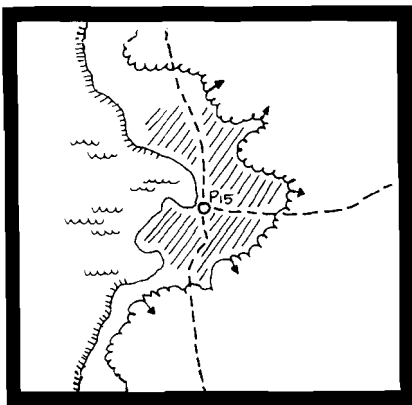
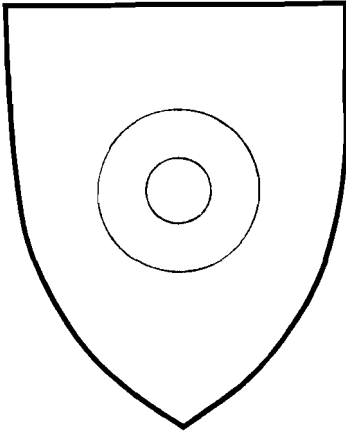
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Annulet



### Seaside Holding

must provide 20 knights and pay 20 L. per year for fleet maintenance.

20 hydes land = 20 L (food)

fishing rights = 15 L (food)

1 coastal town (POP 15) = 15 L (goods)

coastal inspector = 5 L (goods)

port taxation rights =  $3d6+5$  L (goods)

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# Introduction

## Introduction

The *Noble's Book* is an expansion of the *Pendragon* game system which introduces a larger scale of control to the players of noblemen. Though most players will be content with ordinary knights, others will want larger spheres of influence. It is for these ambitious players that this book is written.

The *Noble's Book* can be used by both the gamemaster and the players. Gamemasters will find it useful when judging the overstructure of the *Pendragon* world. Ordinary player-knights are ignorant of the facts contained herein — comital and regal economics are not of interest to fighters — but gamemasters will find it useful to know that a count's average annual income is about 165 Librums. Players wishing greater say in the direction of their *Pendragon* campaign and/or who wish to play more than heroic knights will find satisfaction in this book.

Information gleaned from the *Noble's Book* may tarnish your view of heroic Arthurian chivalry. This book, unlike *Pendragon*, reveals many of the cruelties and injustices prevalent among medieval nobility. This is not done to intentionally demean the the order of knighthood, but to illustrate some of the abuses commonly committed by knights. Such barbarous behavior is the norm among knights and, though such behavior results in mandatory experience checks for unpleasant personality traits, it is accepted by the peers of the realm. If player-knights wish to refrain from such normal behavior, perhaps to install 20th century social morality, then good for them. Arthur is looking for pioneering men who will extend and uphold his social philosophy which protects the the lower classes.

Many tables appear in this book. We apologize, since we dislike a dependency upon them in a game. However, all *Noble's Book* tables follow a pattern and can be assimilated and used with little discomfort. Players simply need to remember that a critical success provides excellent results, success is good, failure is bad, and a fumble is disaster.

Solitary players will find this book especially useful. *Pendragon* is very adaptable to solitaire play since it provides guidelines for behavior independent of gamemaster favoritism or arbitrary whim. The *Noble's Book* provides background activity similar to that provided by an independent gamemaster: raids occur, lieges visit, battles can be waged. Within this background of events a household of player-knights can find motivation for adventure.

We don't expect every gamemaster to use all of these rules. Many were included to cover eventualities which may never arise. Choose what you wish to use, and either discard or alter those sections which you don't like.

## Revisions to *Pendragon* Rules

Several sections of this book revise rules presented in *Pendragon*. In every case, the rules given in the *Noble's Book* supercede those in *Pendragon*. In particular, review these sections: *Noble Ransoms*, *Knights*, *Tournaments*, *Glory*, and *Battle*.

Happy Adventuring!

Greg Stafford

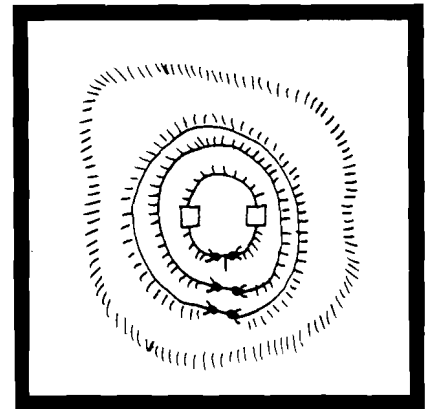
## Referring to *Pendragon*

*Noble's Book* references to *Pendragon* sometimes include mention of items called the *Squires Book*, the *Knight's Book*, and the *King's Book*. These items are included in second-edition *Pendragon*.

Everything introduced in the *Noble's Book* is perfectly compatible with both first- and second-edition *Pendragon*. First- and second-edition *Pendragon* rules are perfectly compatible with each other.

The *Squires Book* is the first third of the first-edition Player's Book (character generation, object of the game). The *Knight's Book* is most of the remainder of the Player's Book. The *King's Book* is the *Pendragon Campaign* plus elements of the Gamemaster's Book. To allow the addition of the *King's Book*, second-edition *Pendragon* lacks the full-color map of Arthur's Britain.

Most of the changes occurring to the rules of second-edition *Pendragon* are included in the *Noble's Book*.



## Ancient Hill Fort

[DV: 15/15/20 Cost: 218 L] The concentric rings of earth have been strengthened with moats and ramparts. The fort covers the entire top of a hill with each successive ring higher than the one outside it.

**Outermost works (AREA 4)** — special terrain: hill (+5), triple ditch (4), double ditch (3), ditch and rampart (2), wooden palisade (3), gate (-2). DV: 15

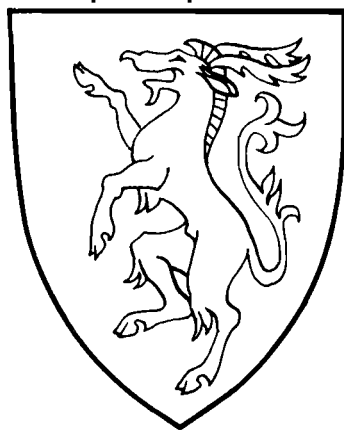
**Outer works (AREA 3)** — special terrain: hill (+5), triple ditch (4), double ditch (3), ditch and rampart (2), wooden palisade (3), gate (-2). DV: 15

**Inner works (AREA 2)** — special terrain: hill (+5), triple ditch (4), double ditch (3), ditch and rampart (2), wooden palisade (3), gate (-2), gateworks (1), 2 wooden towers (2+2). DV: 20.



## Nobility

Antelope Rampant



### Who are Noblemen?

"And so, my lord, it is needful both in this regard and others that you should know who they are who you should hold for gentlemen, who for nobles, and who for non-nobles. The gentleman is he who from old springs from gentlemen and gentlewomen, and such men and their posterity by marriage are gentle. And with regard to nobility, which is the beginning of gentility, it is acquired, firstly, by those who hold great office under the prince, and by this means they are ennobled and their posterity after them. And the heirs of such, who come after, may, by maintaining the free condition and leading the honorable life of the nobleman, call themselves gentlemen. Thirdly, when the servant of the prince or any other has led an honorable existence, and the prince has made him a knight, he thus ennobles him and his posterity. Fourthly, to follow the profession of arms in the rank of man-at-arms and to serve the prince valorously and long at war, this to ennobles a man. And fifthly, when a prince wishes to ennoble a man, he may do so and may give him letters to make him noble, for his good or for his virtuous living, or for his riches. And although it is true that to be ennobled by letters patent is the least well authorized manner of ennoblement, yet it is apparent enough that ancient nobility comes from ancient riches. And he is the happier, and is to be the more esteemed, who commences his nobility in virtue, than he who brings his to an end in vice."

— Oliver de la Marche

# Nobility

Nobles form a social class which does not directly work the land or make a living by production. Instead, nobles support themselves on goods and food collected from the lower social classes. All knights are nobles, as are all squires. But several higher social classes of nobles also exist. They are the leaders and the doers of their world.

As the accompanying essay shows, there are several methods whereby a man may become noble. The first is to work directly for the sovereign, for all nobility stems from the king. Second is to inherit it from his forefathers. Third is to live an honorable life and be rewarded for it. Fourth, to earn it by profession of arms. And fifth, to receive it from the liege by letters of patent.

All these methods are used in *Pendragon*. The gamemaster should see that deserving individuals receive noble status which befits their attitudes and achievements.

### Noble Ransoms

*As a modification to the rules given in Pendragon, ransoms are changed. They now reflect the different qualities of knights and the holdings they may possess.*

The ransom for a landless knight is equal to the annual Librum amount spent in his maintenance. If the knight holds land, titled or not, his ransom is equal to an average year's income.

Whether or not the knight is landed, his captor is under no obligation to return his horse, armor, and weapons. A captor who does so earns an experience check in his Generous personality trait.

### Noble Character Duties

A noble character gains many privileges. His precedence and prestige are enhanced, he gains Glory for holding land and castles, and he controls a contingent of personal knights. He may appoint new knights, arrange marriages for landholding widows, and has the duty and privilege of attending his liege's court.

A noble character also has many responsibilities. He must protect the people who tend his land, and uphold Low Justice and High Justice too, if allowed by his liege (Low and High Justice are discussed in the essay *You Are The Law* found in the *Pendragon Knight's Book*. He must maintain his castles and bridges and towns, and keep a specified number of knights (and sometimes men-at-arms and food or goods) in service for his liege's army. He must feed his liege and court whenever they arrive, and must sponsor yearly tournaments and feasts.

Finally, a noble must maintain a lifestyle appropriate to his station. The yearly Librum cost of this lifestyle is provided in the descriptions below. This cost reflects the required tournaments, feasts, gifts, and ceremonies which a noble is expected to sponsor. The given Librum amount must be provided half in Goods and half in Food. A nobleman who fails to expend the proper amount on himself is failing in his duty and will lose the yearly Glory benefits of his title. Great noblemen are expected to look the part.

### Noble Player Duties

For a nobleman to be effective, his player should acquire a wider view of the realm than a player of an ordinary knight. One path to gaining this view is for each nobleman-player to become a part-time gamemaster for short-duration events, by tending a landholding, and by using the rules presented in this book (especially the Economy chapter). These rules are straightforward and provide a

measure of the relative wealth of a lord. Only simple math is required. For players who choose not to use these rules, average economic benefits are listed for each class of lord in the *Nobles* section.

Players should treat the concept of part-time gamemastering seriously. A noble character must, at some time, sponsor an event and his player must run the required game session. The precise nature of the event depends upon the size of the noble holding, and sponsoring the event may be required by the gamemaster more than once during a year. The events listed below, under *Nobles* are minimal requirements only. Truly noble players will volunteer to run several. Detailed instructions for hosting tournaments are given later in this book, and instructions for hosting hunts and feasts are provided in the *Pendragon King's Book*.

The purpose of this part-time gamemastering requirement is twofold. First, it gives your gamemaster a break. He plans to run games for a year or more to sustain a *Pendragon* campaign and he deserves a chance to occasionally play characters without also having the gamemaster's responsibilities. This experience keeps him in touch with the player characters' outlook and needs. Secondly, part-time gamemastering helps train new gamemasters by illustrating just how easy gamemastering really is when using the tools included in the *Pendragon* game.

## Knights

Knighthood is the unifying factor among members of the noble class in the Middle Ages. Knighthood sets a man apart from the common folk and defines the aristocracy of society. All knights, despite any differences between them, have more in common with each other than they have with the peasant class. The richest knights hobnob with the poorest and acknowledge each other as brothers of the military class.

Differences between knights do exist. Who would say that a humble household knight is equal in importance to Sir Gawaine, the pre-eminent baron of the land with hundreds of knights at his beck and call? As brothers in arms they may stand together on the battle field, or cross lances in a tournament, but if they both reached a doorway together, is there argument about who has the right to choose whether he goes first or second? (Gawaine, of course, would probably go second, and receive a Courtesy check).

Differences between *Pendragon* knights are measured by two factors. First, the quality of a knight is determined by the amount of money spent in his yearly maintenance. Secondly, a knight may be titled and gain the honor and Glory of his rank, as explained later.

## Qualities of Knights

In *Pendragon* the economic difference between knights is quantified by the annual income allotted to them each winter bookkeeping phase. Five categories of knights exist: impoverished, poor, ordinary, rich, and superlative.

### Impoverished Knights

Knights with an income less than 1 Librum per year are described as *impoverished*. Legally, an impoverished knight is not required to remain loyal to his lord since the feudal oath promises him sustenance. He may leave, or may be sent away on a quest by the helpless liege. He appears ragged, dented, and lean. He has no squire and usually lacks a horse. As a result, an impoverished knight counts as a man-at-arms in battle.

**Game Effects** — if he does have a horse, it will die on a roll of 4-6 during the first year of impoverishment, on 2-6 the second, and it faces sure death during the third year. No children are born. All knights who are impoverished must make a CON roll or lose 1 CON point.

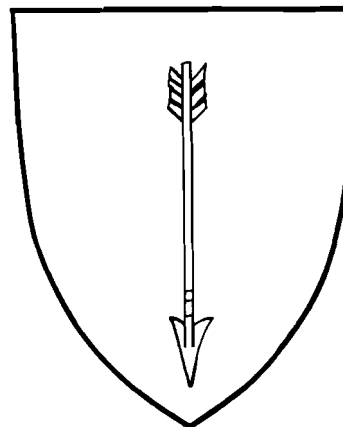
### Poor Knights

*Poor knights* receive too little economic support to maintain themselves in the manner in which they ought. A knight who receives between 1-2 L. per year is considered poor. A nearby essay expounds at length upon this state of relative poverty. In general a poor knight has no squire; rides a mangy, sway-backed horse; is hungry, lean and ragged; and wears dented, rusted armor.

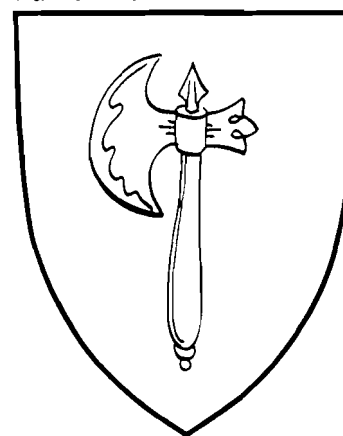
**Game Effects** — Horse Survival die rolls suffer a cumulative -1 reduction for

## Nobility

Arrow



Battle Axe



### Typical Holding

must provide 20 knights.

3 towns (POP 10, 3, 3) = 16 L (goods)

share in a mine = 5 L (goods)

25 hydes land = 25 L

## Nobility

Bee Volant



### King Arthur States His Responsibilities

Sir Erec returned to court with his wife, Enide, and Arthur is deciding who among the many women present is most beautiful. Before he awards the accolade, the High King reviews his responsibilities for his court.

"I am King, and must keep my word and must not permit any baseness, falsity, or arrogance. I would not in any wise commit a disloyal deed or wrong to either weak or strong. It is not meet that any one should complain of me; nor do I wish the custom and practice to lapse, which my family has been wont to foster. You, too, would doubtless regret to see me strive to introduce other customs and other laws than those my royal sire observed. Regardless of consequences, I am bound to keep and maintain the institution of my father Pendragon, who was a just king and emperor."

— from *Erec et Enide* (line 1793+),  
Chretien de Troyes

*Though no player character is expected to become High King he may become a ranking noble, in which case his responsibilities will be similar to these.*

each consecutive poor year. Thus, after the first poor year horses die on a roll of 5-6. After the second poor year, they die with a 4-6 result. After the sixth straight poor year, all remaining horses die.

Childbirth die rolls also suffer this -1 reduction for each successive poor year, and after the sixth such year, no children are born.

### Ordinary Knights

*Ordinary knights* are the knights discussed in *Pendragon*, and details about what they receive each year are given there. An ordinary knight receives 2-4 Librum per year in money and food which keeps himself, his family, a single squire, and his horses in a healthy and robust manner of living, and keeps his equipment in good repair. Whenever the word *knight* is used, unmodified by adjective, it refers to this type of person. Ordinary knights comprise the majority of chivalry.

**Game Effects** — Horse Survival Table die rolls are normal, as are Childbirth Table rolls.

### Rich Knights

*Rich knights* receive between 4 and 8 L. per year to spend on their maintenance, significantly above normal standards. Knights who live above their expected means (2 L. per year) gain additional yearly Glory equal to the number of maintenance Librum x 10. The lord who supplies their maintenance also gains this glory.

Rich knights wear clothing of rich fabrics and furs in the latest style, use silver-decorated tack for their glossy-coated horses, and enjoy rich feasts. They have two squires in attendance, both well mounted and attentive to their lord's needs.

**Game Effects** — All Childbirth Table die rolls receive a +1 bonus. Horse Survival Table die rolls are normal.

### Superlative Knights

*Superlative knights* are the most extravagant and impressive of all, requiring at least 8 L. per year. Their armor shines brightly, their clothing is sumptuous with intricate stitching, extensive use of gold thread, jewels, imported feathers, and furs from fantastic beasts. Three squires astride chargers, each proud in rich livery, attend their lord's needs. They also benefit from their superior health and the aid given in battle by well equipped loyal squires (important benefits in battle for being well-maintained are described in the *War* chapter of this book). Knights who live above their expected means (2 L. per year) gain additional yearly Glory equal to the number of maintenance Librum x 10. The lord who supplies their maintenance also gains this glory.

**Game Effects** — Horse Survival Table die rolls receive a +1 bonus, thus no horses die from those results. Furthermore, the horses are sleeker and trimmer, with silver tack and bells on the reins. All Childbirth Table die rolls receive a +1 bonus.

## Nobles

Throughout the Arthurian tales are described two general categories of noblemen: those who are *titled* and those who are *untitled*. Despite common usage, exact differences between the two are difficult to define. Squires, knights, and bannerets are counted as untitled, while barons, counts, dukes, kings, and pennaths are titled. Except for squires and some knights, nobles are also *landholders* (anyone who holds land). In *Pendragon*, all landholders may also fill out a land record form.

### Banneret

A *banneret* is a landholder of greater distinction than an ordinary knight, but of less prestige and influence than the least of the titled nobles: the baron. While this nobleman holds land like a knight, he leads 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* in battle, to identify him to his vassal knights.

A banneret may hold his land of any other nobleman, including another banneret. He must spend at least 10 Librum per year on himself, his family, and his retainers, maintaining himself as a rich knight.

**Character Duties:** to provide military aid and counsel, in matters personal and social, to his liege. To provide for the well being of his vassals, and maintain the health and prosperity of the holding.

**Player Duties:** landholders with 10 hydes or less (i.e. equal to or less than a banneret) need not sponsor any special event.

**Benefits:** landholders get the benefits of enjoying the optional rules. Though they are unlikely to afford castles or wars by themselves they will have extra money to play with.

The ransom of a banneret holding a small fief is 16 L.

## Nobility

### Baron

This title is used for anyone who holds land directly from their king. Thus there are barons of Arthur and barons of other kings as well.

*Baron* means "a royal landholder." Barons can be recipients of small and petty holdings directly from their king (though small fief holders, will usually get their grant under an intermediary baron). This title is used in *Pendragon* to describe the Great Barons who hold considerable estates and command large armies of knights. If a baron holds another more prestigious title he will use it.

On the average, a baron holds 80-100 hydes (40-50 knights) from either the High King or one of the many other kings.

Barons must spend at least 26 Librum per year to support themselves and their retainers. The baron himself lives as a rich knight. Any less than this, and the baron is not showing the proper appurtenance of his estate.

Baronial retinues are typically 25 people, including the baron, his wife, 1 extra knight, 3 squires, 2 maids in waiting, 4 pages, a cook, a groom, a herald, and other menials. A baron's holding usually includes at least one small castle (DV 16/10).

**Character Duties:** to provide military aid and counsel, in matters personal and social, to his liege. To provide for the well being of his vassals, and maintain the health and prosperity of the holding.

**Player Duties:** to sponsor a Hunt when asked by his liege, and sponsor a Small Tournament. He must also make command decisions, and to play that character in role when required by the campaign.

**Benefits:** barons receive yearly Glory equal to their landholding. They may wear a crown with eight large pearls as a sign of office.

If the player is not using a land record, then his baron holds a minimum estate of 44 hydes (9 knights plus the baron). His ransom is 44 L.

### Count, Earl

*Count* is a title which implies rule over a large region called a *county*. Commonly, a count holds his county and lesser lands outside of this. Saxons use the term *ealdorman*, later shortened to *earl*. To illustrate the degree to which these terms are interchangeable, know that in England the wife of an earl has always been called a *countess*.

On the average, a count controls 50-100 knights and 300 hydes. Counts must spend at least 72 Librum per year to maintain themselves, their families, and retainers in the proper style and manner. The count himself must live as a superlative knight.

A count's retinue typically numbers approximately 50 people, including the count, his wife, 8 additional knights, 12 squires, 5 maids in waiting, 8 pages, 2 messengers, a herald, 2 grooms, a cook, 2 assistant cooks, a clerk, a priest, a dogboy, a hawk keeper, and 5 miscellaneous varlets. Counties always have at least one medium castle (DV 26/10) and at least 1-3 small castles (DV 16/10 each).

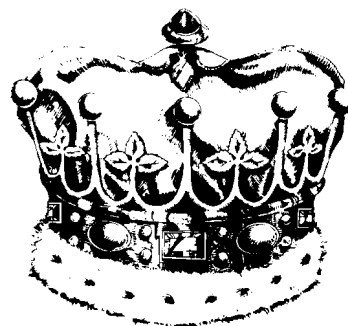
**Character Duties:** to provide military aid and counsel, in matters personal and social, to his liege. To provide for the well being of his vassals, and maintain the health and prosperity of the holding.

**Player Duties:** a count must hold a Hunt and a Feast when commanded, and also sponsor a Medium Tournament. He must also make command decisions, and to play that character in role when required by the campaign.

**Benefits:** Counts receive yearly Glory equal to their holding. They may wear a

### Crowns

The types of crowns named as being standards in the text are taken directly from English noble practices. Unlike some other nationalities, these were actually worn ceremonially as well as appearing on coats of arms. Some interesting crowns are omitted, but can be used as variants.





## Nobility



crown with eight strawberry leaves alternating with eight small pearls on spikes.

If the player is not using a land record, then his count holds a minimum estate of 130 hydes (30 knights). His ransom is 130 L.

### Duke

The title *duke* denotes the highest rank other than royalty. Dukes are rich and powerful. They hold the equivalent of several counties and have lesser holdings throughout several kingdoms. Dukes almost always hold of the Pendragon, who usually grants the titles for life and for military purposes. Thus we can understand how there are both a King and Duke of Cornwall.

A Duke usually commands 100-200 knights from across his domains. A duke's monetary requirements are 164 Librum per year to maintain his vassals and to sustain all the appearances of his title. The duke himself must live as a superlative knight.

Ducal retinues typically include 80-100 people, including 15-20 knights plus other servants.

Ducal holdings always have at least 1 large castle (DV 32/19) as primary residence, 1-3 medium castles (DV 26/10), and 2-6 small (DV 16/10) castles. Due to the military nature of the office many more castles and watchtowers are likely.

**Character Duties:** to provide military aid and counsel, in matters personal and social, to his liege. To provide for the well being of his vassals, and maintain the health and prosperity of the holding.

**Player Duties:** a duke must hold a yearly Hunt, Feast, and Court, when needed for play, and also run a Large Tournament. He must also make command decisions, and play that character in role when required by the campaign.

**Benefits:** dukes receive yearly Glory equal to their holding. They may wear a crown with eight strawberry leaves rising from the circlet.

If the player is not using a land record, then his duke holds a minimum estate of 314 hydes (75 knights). His ransom is 314 L.

### King

The *king* is the highest rank of nobility. A king normally owes no vassalage but feels responsibility to whatever personal ideals he swears by. He might owe ultimate allegiance to his people, to ancient Roman law, to the divine right of kings, or some act of history which made him king.

All the powerful kings of England eventually submit and pay homage to Arthur Pendragon, who thereby becomes the High King of all Britain.

Many noblemen called "king" in the various literary sources do not seem to meet the requirements for king. In *Pendragon* they are classified as pennaths, even though contemporaries might call them king. This title does not define usage, but a class and status.

To qualify as king a landholder must be politically independent or owe allegiance only to the Pendragon, and hold at least 400 hydes of land. Thus his army numbers approximately 100 knights. The gamemaster may wish to limit his campaign to one of the kingdoms listed in *Pendragon* character generation. If a player assumes the role of a king, he will control one of these kingdoms.

Kings spend at least 216 Librum per year on their own maintenance to appear properly in state. The king himself must live as a superlative knight.

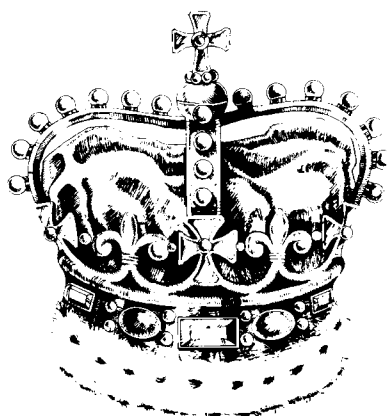
Royal retinues are typically 100 people, including 15-25 knights as escort, and appropriate servants.

Royal domains have at least 1 large castle (DV 32/19), 2-5 medium castles (DV 26/10) and 3-8 small castles (DV 16/10).

**Character Duties:** a king has no liege, and thus owes duty to no one. He must provide for the well being of his vassals, and maintain the health and prosperity of his kingdom.

**Player Duties:** a king must hold a Hunt, Feast, and Court, when needed for play, and also run a Large Tournament. He must also make command decisions, and play that character in role when required by the campaign.

**Benefits:** kings receive yearly Glory equal to their holding. They may wear a crown with crosses and fleurs-de-lis rising from the band, which is decorated with emeralds, rubies, and sapphires.



If the player is not using a land record, then his king holds a minimum estate of 416 hydes of land (100 knights). His ransom is 416 L.

## Pennath

*Pennath* is a title given to independent landholders whose status does not equal that of king. Pennaths may be called king by their subjects and contemporaries because of their independence from vassalage. Their wealth and prestige are comparatively minor, warranting this category.

Pennaths' holdings are usually located within a single region, often isolated from easy outside contact. They may lie completely within the borders of a larger kingdom whose king is not recognized as liege. Thus we can understand the numerous kings of Gomeret and Norgales who appear in Arthurian stories.

The size and strength of a pennath's holding may vary widely, but should be judged in comparison with standards set above, including annual personal maintenance costs.

**Character Duties:** like the king, a pennath knows no liege lord. He must see to the well-being of his holding.

**Player Duties:** the duties of a pennath vary according to the size of the holding, but should be judged by the standards set above. He must also make command decisions, and to play that character in role when required by the campaign.

**Benefits:** Pennaths receive yearly glory equal to their holding. They may wear a crown decorated in whatever their tradition dictates. Be imaginative. Maybe crenelations, or oak leaves made of gold, or laurel wreaths from ancient Roman times, or a crown made with spearheads. Other benefits are comparable with the equivalent status of noblemen listed above.

## Other Titles

The following titles are used by other cultures also existing in England during Arthur's time.

**Bretwalda:** this is the Saxon title equivalent to High King. The title is gained by the most powerful warrior and king among the British Saxon houses.

**Dux Bellorum:** a Roman title which means "Leader of Battles," applied to the warlord who commands an army drawn from all across Britain, yet independent from command of the local kings and praetors.

**Pendragon:** the "Chief Dragon," or High Warlord, of the Cymric warriors who is qualified to command the red dragon banner of the land.

**Praetor:** a Roman term used for noblemen who derive their power from the city they rule.

**Prince:** the son of a king, the eldest prince is also the royal heir. The title of prince is never transferred to children, except by the king.

**Princess:** the daughter of a king, princesses never pass their titles to their children unless they marry a king.

**Queen:** either the wife of a king, or the heiress of a kingdom in her own right.

**Vavasour:** this title comes from "vassal of a vassal." It is often found in stories, typically of a kind old retired knight who hosts visiting strangers.



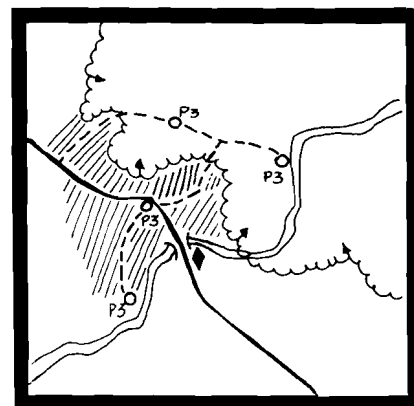
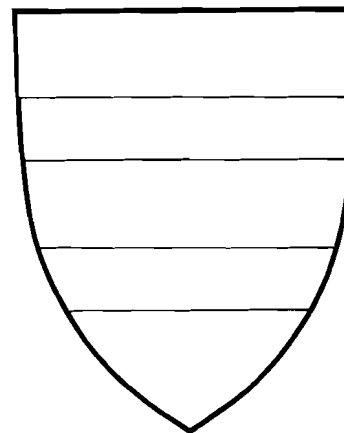
# French Characters

The *Pendragon* character generation system provides only for characters to come from lands which eventually fall under Arthur's immediate rule. However, other lands do exist and exert influence on the Arthurian court.

France is an enemy nation first conquered by King Arthur when it was an ally of the Roman Empire. It was conquered again when Arthur invaded to punish

## French Characters

### Bars



### Mixed Holding

must provide 20 knights and 100 footmen.

30 hydes of land = 30 L (food)  
 fishing rights = 20 L (food)  
 4 towns (POP 3 ea.) = 12 L  
 tolls = 5 L (goods)  
 share in a mine = 5 L (goods)

## Heraldry

corrupt King Claudas. France suffered a third defeat when the Ganis clan reclaimed their ancestral properties.

Many French characters suffer similar fates. Perhaps this should be expected since their king is so corrupt and selfish. Yet France is the origin of chivalry and many of the medieval conceptions about King Arthur. The land also produces its share of good and outstanding fellows. A son of the king of France, for instance, is one of the nine foreign knights who meet Galahad and, with the three Arthurian heroes, complete the Grail Quest. Lancelot could be portrayed as being French. If you accept the Malorian statement that he came from Beaune (not Benwick) then he should certainly be French. Of all Arthurian characters, Lancelot especially is an invention of the French poets and personifies the Provencal customs of romance from southern France. He has been portrayed as being French in several popular movies.

### French-Character Generation

Follow the same steps for other characters as described in the *Pendragon* rules book (Knight's Book), inserting the information below when necessary.

**Culture/Religion:** French are Christian.

**Father's Class:** the following table indicates what social class your character, a potential future candidate for knighthood, is likely to have come from. The social class of a character's father determines his initial training, beliefs, and language learned in youth. Roll 1d20 and cross index the results on the table below.

**Cultural Modifiers:** your character's French heritage affects his statistics.

### French Beginning Skills Values

skills	squire/knight/ noble		
Awareness	5	3	4
Boat	3	1	0
Chirurgery	0	0	0
Courtesy	2	3	5
Cymric Custom	2	3	3
Cymric Literacy	0	0	0
Dance	2	3	5
† First Aid	6	2	2
Folklore	4	2	2
Game	4	3	4
Hawking	1	3	4
Heraldry	3	3	4
Intrigue	2	4	5
Irish Custom	1	2	2
Joust	3	3	3
Latin Literacy	0	1	2
Orate	2	3	4
Pictish Custom	0	0	1
Play (Instrument)	2	3	2
Recognize	5	3	2
Roman Custom	3	3	4
Saxon Custom	1	1	2
Speak Cymric	3	2	1
Speak Irish	1	1	1
Speak Latin	2	3	4
Speak Pictish	0	0	0
Speak Saxon	0	0	0
Stewardship	2	1	4
Swim	5	2	2
Track	4	2	1
Worship	2	2	2

### French Combat Skills Values

† Battle	1	8	7
† Lance	3	7	8
† Ride	6	9	8
† Sword	3	7	8
Greatspear	5	4	4
Javelin	4	2	1
Spear	8	4	3

### New Skills

† French Custom	4	5	6
† Speak French	5	6	7

### Father's Class (French)

d20	result
1	Noble
2-10	Knight
11-20	Squire

### Cultural Modifiers

culture	statistical modifiers
French	+1 DEX, +1 CON, +1 APP



# Heraldry

To avoid confusion on the battlefield each knight's arms must be visibly different from all other knights' arms. The many heraldic charges found in books on heraldry provide sufficient variety for any campaign, especially considering that they can be differentiated by changing the type of charge, the number of charges, or the colors used. Since good contrast is obtained by placing one of the two metals on one of the five colors (or vice versa), there are ten different metal/color combinations available. In addition, the background and/or the charges can be divided into two or more parts. As shown in the *Pendragon* Squires Book, these parts can be any of those ten metal/color combinations. (If the field is divided into two parts, both parts can be colors, in which case the charges would be one of the metals, for proper contrast.)

The Knight's Book provides several common charges and the set of abstract charges called *ordinaries*, most of which consist of broad bands upon the field. Since the ordinaries are distinctive and easy to draw, they have always been

## The Shield

For purposes of describing arms designs, the face of a shield is divided into several areas.

The whole of the shield's face is called the *field*. The *base* consists of the lower third of the field, and the *chief* is the upper third.

To avoid confusion between the right and left sides of a shield, heraldry uses the terms *dexter* and *sinister*. The dexter side of a shield is the left (the bearer's right) and the sinister side is the right (the bearer's left). Of the two, the dexter side is considered more honorable than the sinister — due to that being the sword-side.

---

**Important Note: whenever this section refers to the left or right side of a shield for purposes of arms-design descriptions, the directions are given for a *viewer* of a shield, not for the *bearer*.**

---

## Subordinaries

The first set of subordinaries consists of the diminutives of the ordinaries. These are bands that are half the width of the ordinaries and are generally groups of two or more. The diminutives of the *pale*, *fess*, *bend*, *bend sinister*, and *chevron* are the *pallet*, *bar*, *bendlet*, *scarpe*, and *chevronel*, respectively. Bars are found in the arms of Sir Marhouse, while bendlets are seen in the arms of Sir Lancelot. These diminutives can be combined. A lattice of interlaced bendlets and scarps is called *fretty*.

The *pall* is a Y-shaped charge often used by the clergy. Hence it is appropriate for a household knight of a Bishop (since it represents the cleric's pallium).

The *pile* is a triangular wedge that begins at the top of the field and reaches most of the way to the bottom.

The *canton* is a square section in the upper left that is one-third the height and one-third the width of the field. The arms of the kingdom of Orkney, borne by King Lot, has a canton, probably based on a pun on the king's name. Cantons were sometimes used as *augmentations of arms* granted by the king to honor a subject who had done a great deed. A canton charged with some part of the king's arms was added to the knight's arms as a sign of the favor with the king, and this augmentation was then inherited along with the arms by the knight's heir. For instance, a knight who saved King Arthur's life might be granted a blue canton charged with a silver crown.

*Flaunches* consist of a pair of arcs emerging from sides of the field. Flaunches are always used as a pair. The *gore sinister* is a pointed shape that emerges from the right side as you face the shield. If drawn emerging from the left side it is called a *gore dexter*.

Several subordinaries take advantage of the shield shape of the coat of arms. A band around the edge of a field is called a *bordure* and this charge may have other charges placed upon it. Sir Gaheris has a bordure charged with *gouttes* (drops). A band which parallels the edge of the field is called an *orle*. Sometimes a small shield is set in the center of the arms. This is called an *inescutcheon*. (*Escutcheon* is the heraldic word for the shield-shape used on men's coats of arms, and so inescutcheon means literally "little shield.")

Simple geometric shapes can be used as charges. Their heraldic names are: *delf* for a square, *billet* for a rectangle (with the long axis vertical), *lozenge* for a diamond, and *roundel* for a circle or ball.

Sir Nabon le Noir has three lozenges on his arms in the usual arrangement of three charges (two above and one below). The subordinaries can themselves have other charges placed upon them, as in the arms of Sir Mador de la Porte, which has seven roundels, each roundel charged with a fleur-de-lis.

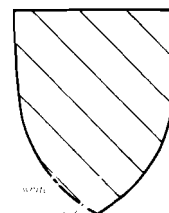
A charge which has had its interior cut out to leave a band in the form of an outline, with the field showing through in the middle, is said to be *voided*. A lozenge voided is called a *mascle*. A roundel voided resembles a doughnut and is called an *annulet*. A lozenge with a small circular hole cut out is called a *rustre*. A mascle interlaced with a bendlet and a scarp is called a *fret*.

## Heraldry

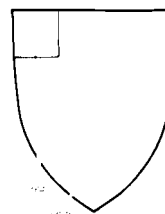
Marhaus



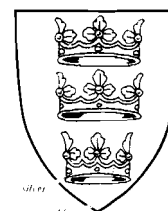
Lancelot du Lac



Orkneys



Arthur



Gaheris



Nabon le Noir

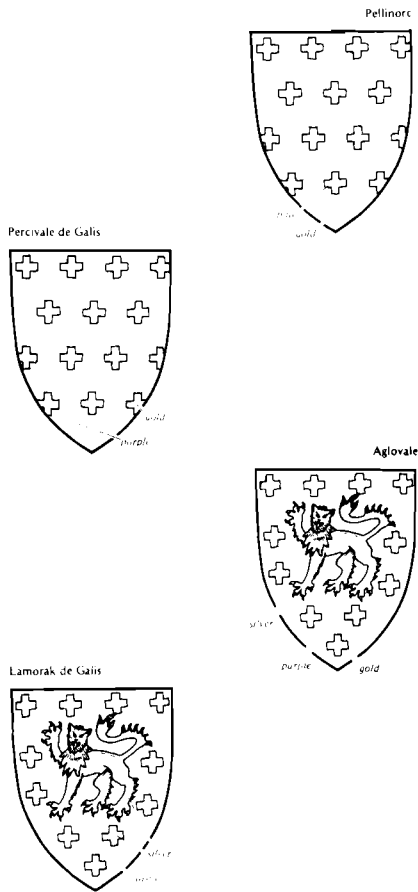


Mador de la Porte





## Heraldry



### The deGalis Clan

The de Galis clan well-illustrates differencing of arms by a family.

The father, Pellinore, has as his arms blue crosses on a gold background. His heir apparently remained behind to oversee the family lands when Pellinore and the rest of the family moved to Camelot, for no other knight appears in the Arthurian mythos bearing a duplicate of Pellinore's arms.

All of the sons who came with King Pellinore use the same motif as their father (small crosses on a solid background), and perhaps something else of the family history can be traced through a study of their arms. Sir Tor, the eldest, uses the same gold background but uses black crosses instead of blue. Sir Percivale, by a different mother than Tor, changed the color then interchanged color and metal to get gold crosses on purple. Apparently Sir Lamorak and Sir Aglovale have the same mother since they both have a silver *tyger passant* (a heraldic version of the tiger) on their arms, as well as the paternal pattern of crosses, either white or gold, on the same solid color (purple). Since their mother's arms were not quartered, she must not have been an heiress.

A *ford* is a base with a wavy upper edge consisting of wavy blue and white stripes, and is symbolic of a river's ford (a shallow stretch where someone can wade across). The arms of Oxford show an ox over a ford. This type of punning on names is called *canting*. When these barry wavy blue and white stripes are used on a roundel, the charge is called a *fountain*.

Three other symbols commonly occur in heraldry to show the relationship, legitimate or illegitimate, between a son and his father. The *label* is a bar with three tabs hanging down from it, placed one-fourth of the way down from the top of the shield. A label is used only by the eldest legitimate son (the heir), who drops it when he inherits his father's arms, titles, and lands. The *baton sinister* is a scarpe couped — that is, cut off at both ends — and is added on top of the father's arms by an illegitimate son to indicate the relationship. Another mark of bastardy is the addition of a *bordure* divided into alternating color and metal sections, known as a *bordure compony*. Bastardy is common in the Middle Ages among nobility, and it lacks the stigma attached to it that exists in modern times. While bastardy is not as honorable as being of legitimate birth, it is far better to be a bastard of a nobleman than the legitimate son of a peasant, for then you can usually make some claim for support from your noble father. If all the legitimate heirs happen to die off, you could even inherit! For an example of a *bordure compony* used as a mark of bastardy, see Sir Cadwr's arms in *Yvane's Descent*, an example provided further on.

## Marshalling and Inheritance of Arms

A knight's *coat-of-arms* is an emblem of personal identification and an outward sign of his status and lands. They represent the oath of fealty by which the knight received his lands (and status) from his lord or king in exchange for fealty and service. Arms and lands are inextricably bound by feudal tradition. A knight's heir inherits both the lands and the responsibilities that go along with them and the arms associated with them.

*Marshalling* is a method of combining coat-of-arms designs, usually to represent a marriage which joins the lands of two noble families, and to relate the relationship of the bearer to the landholder. Continued use of arms-combination patterns, called *quarterings*, through successive marriages often results in a design which is a visual genealogy of that bearer.

Because arms are so closely identified with the holder, only one person can bear any one design — just as only that person can hold the lands and the accompanying oath of fealty. Even the closest blood relations must bear arms that differ in some way.

### Sons

The heir, who will someday inherit the arms and title of his father, wears his father's arms, but with a label to show the difference (see *Subordinaries*). Other legitimate sons bear their father's arms differenced, either by the addition of a charge (known as a *mark of cadency*) or by changing some element of the arms. These *marks of difference* include changing one of the colors or metals used in the design, interchanging the color and metal of a field and charge, increasing the number of charges, or altering one or more charges. An illegitimate son adds a *baton sinister* or a *bordure compony* (see *Subordinaries*).

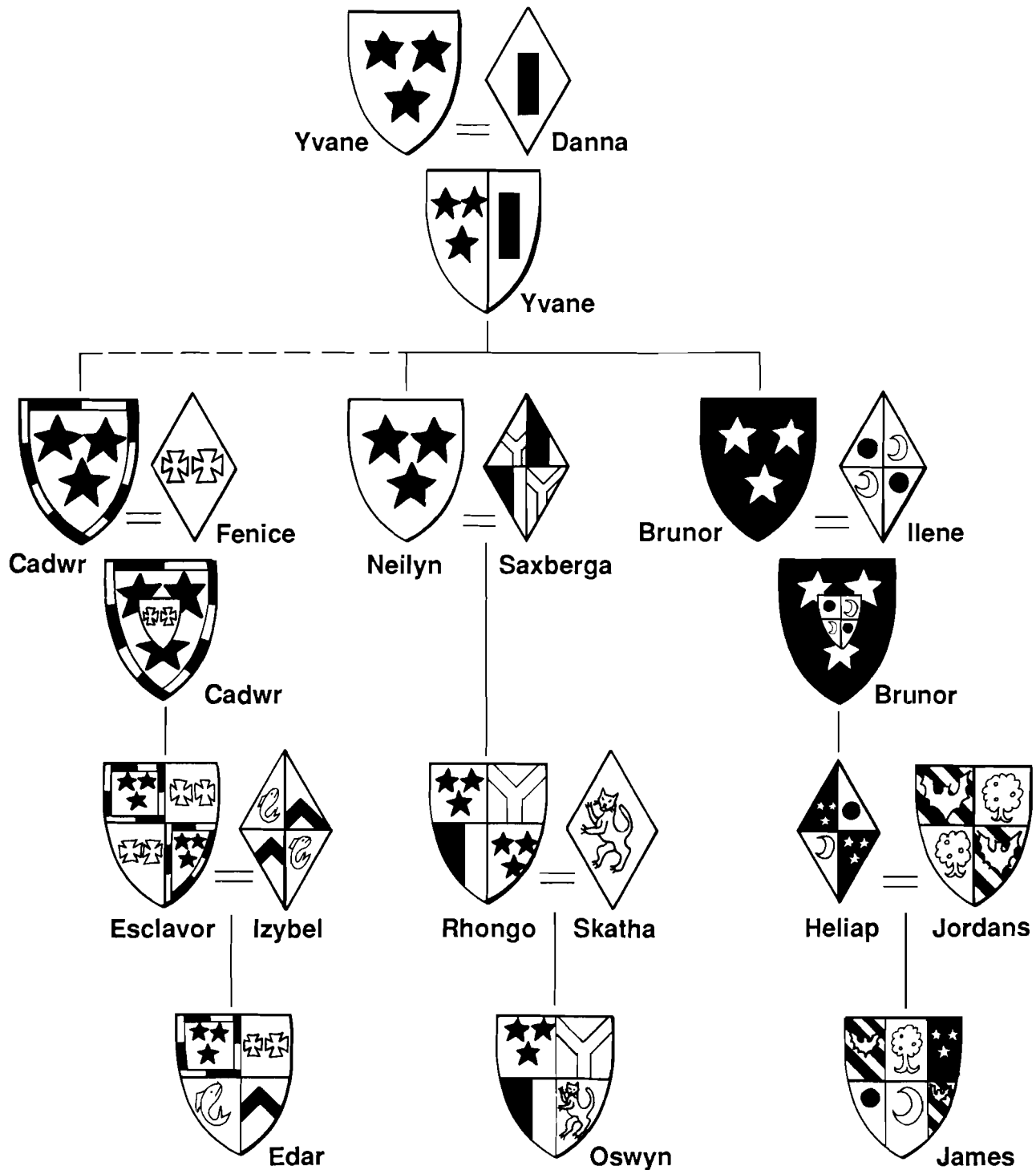
If the first legitimate son (the heir) dies, then the second legitimate son becomes the eldest and hence, a new heir. He changes his own arms to those of his deceased elder brother, thereby gaining the precise arms associated with the holding, with an added label. If there are no surviving legitimate sons then the eldest legitimate daughter becomes the heiress. If there are no surviving legitimate children, then the eldest illegitimate son becomes heir.

*EXAMPLE — Consider the case of Sir Ambrut, whose life is recounted in the Knight's Book. Sir Ambrut was the third son of a noble, and upon knighting adopted these arms: Bendy white and blue, a bat displayed gold (or in common talk, a gold bat on blue and white diagonal stripes). As shown on Sir Ambrut's genealogical record his older brothers both died without issue, resulting in Ambrut's inheritance of the paternal lands and arms. That he changed arms is shown in the genealogy where the arms born are: White, three bendlets black, overall a bat displayed gold.*

### Daughters

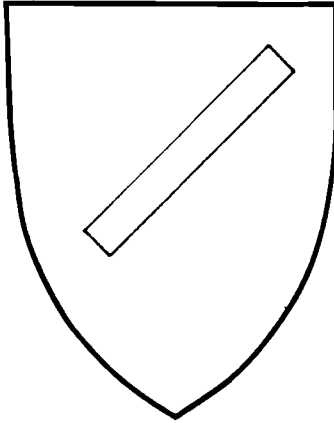
Daughters all bear their father's arms undifferenced, but within a diamond shape called a *lozenge* — never on a shield. Even if a daughter is the heiress she bears her father's arms on a lozenge. After marriage, a knight's wife bears her

# Yvane's Descent

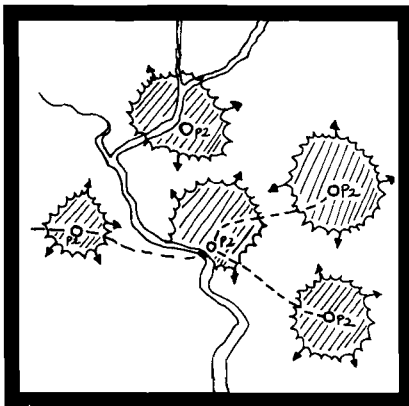
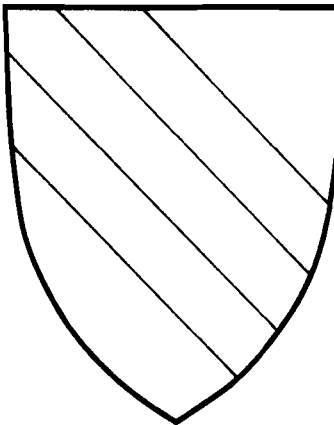


## Heraldry

**Baton Sinister**



**Bendlets**



### Forest Holding

must provide 20 knights.

5 towns (POP 2 ea.) = 10 L (goods)

10 hydes land = 10 L (food)

forest rights = 20 L (food)

river rights = 5 L (food)

husband's arms, on a lozenge, unless she is an heiress. Then she continues to bear her father's arms.

## Marriage

After a knight marries, he may wish to be closely associated with his in-laws, in which case he may share his shield with his wife's father's arms. The method is to divide the shield in half by a vertical (*per pale*) line and fit the two arms into one half each. This procedure is called *impaling* arms. The husband's arms always go on the left side (the dexter, more honorable half), his father-in-law's on the right (the sinister half).

To honor his wife a knight may choose to display their combined arms, but not by being impaled. Instead they are placed on an *inescutcheon* (a little shield) which is placed on his shield in the center. This represents his status as the caretaker of her lands, titles, and arms. Were they to divorce, she would take her lands, titles, and arms with her, and he would remove the inescutcheon from his shield.

*YVANE'S DESCENT* — Yvane married Lady Danna, a daughter of an influential local nobleman, the Count of Peningue. To both honor his wife and associate himself with the count, Yvane impaled his arms with her father's. Since she was not an heiress their sons do not inherit her arms.

Yvane's oldest son, Cadwr, is a bastard born before Sir Yvane's marriage. Cadwr was raised on the manor as a squire and then as a knight. He bears his father's arms differenced by a *bordure compony* black and white, as a mark of bastardy. His illegitimate status is indicated by the Broken line on the Yvane's Descent Table, while Yvane's legitimate sons are indicated with solid lines.

Neilyn is Yvane's second son, but his first legitimate son and thus his heir. Neilyn inherits Yvane's arms. Brunor, Yvane's third son (second legitimate) takes his father's arms with the colors of the field and charges interchanged.

When a knight marries an heiress, his heir will receive both parents' holdings, combining both parents' arms on one shield as *quartered* arms.

The shield is divided into quarters. The quarters are referred to as the 1st, 2nd, 3rd, or 4th quarters. The 1st quarter is the dexter chief (upper left) quarter; the 2nd is the sinister chief (upper right); the 3rd is the dexter base (lower left); and the 4th is the sinister base (lower right). When the husband and wife each bear simple (unquartered) arms, the method for quartering the arms for the heir is to place the father's arms in the 1st and 4th quarters and the mother's arms in the 2nd and 3rd quarters.

*YVANE'S DESCENT* — Thus Esclavor, Cadwr's son, bears his father's arms (three stars and a *bordure compony*) in the 1st and 4th quarters, and his mother Fenice's arms (two crosses *paty*) in the 2nd and 3rd.

Finally, note this interesting case: suppose that a man marries two women (the first presumably having died), the second being an heiress, and has a son by each. The first son is the father's heir, but the second son (the second wife's first son) is the heir of the second wife's holdings, titles, and arms.

### Knight With Simple Arms Marries Heiress With Quartered Arms

When a man with simple arms marries an heiress with quartered arms, the rule for quartering for the heir is to first place his father's arms in the 1st quarter, as this is the most favorable position. Then the arms that are quartered in the mother's arms, then the mother's paternal arms (those in her 1st quarter) are placed in the heir's 2nd quarter and the mother's maternal arms (those in the 2nd and 3rd quarters) are placed in the 3rd quarter. The father's arms are then repeated in the remaining 4th quarter.

*YVANE'S DESCENT* — This is what occurred when Yvane's son, Neilyn, married (as part of his reward in recent wars) Lady Saxberga, an heiress of wide estates, recently widowed. Saxberga's mother was also an heiress, so she bears quartered arms. Rhongo, son of Neilyn and Saxberga, quarters the three arms (one from the father, two from the mother) by placing Neilyn's arms in the 1st and 4th quarters and Saxberga's paternal arms (with the *pall*) in the 2nd quarter and her maternal arms (divided *per pale*) in the 3rd quarter.

The same occurs with Brunor, Yvane's youngest son, who bore Yvane's arms counterchanged (with the color and metal of the field and stars interchanged). Like his brother Neilyn, he married a double-heiress after the war, named Ilene. Neilyn chose to lord himself over his Saxon subjects and never bore his wife's inescutcheon. Brunor, a newly made banneret in Kent, chose to add his wife's arms to his on an inescutcheon because her holding was so much greater than his own two hydes back in Listenesse. His only child is his

daughter Heliap, who quarters her parent's arms with Brunor's 3 stars in the 1st and 4th quarters and the mother's paternal and maternal arms in the 2nd and 3rd quarters, respectively. Note the similarity between her arms and those of her cousin Rhongo.

### Knight With Quartered Arms Marries Heiress With Simple Arms

When a man with quartered arms marries an heiress with simple arms, the heir quarters the arms by replacing the repeated paternal arms in the father's 4th quarter with the mother's arms.

*YVANE'S DESCENT* — Rhongo, Neilyn's son, fought well during the war against France. He married Lady Skatha, the only child of Sir Lucan's younger brother. Her arms were placed in the 4th quarter when their son, Oswyn, inherited and quartered the parent's arms. Oswyn thus had four separate arms combined, one in each quarter.

### Knight With Quartered Arms Marries Heiress With Quartered Arms

When a man with quartered arms marries an heiress with quartered arms then place the different arms from the man's arms onto the heir's quartered shield first, beginning with the man's 1st quarter being placed in the heir's 1st quarter, then the man's 2nd quarter being placed in the heir's 2nd quarter, and so on, ignoring duplicated arms. When the father's quarterings are used up then the mother's quarterings are placed, again beginning with her 1st quarter in the next available quarter, and down through her quarterings.

*YVANE'S DESCENT* — Esclavor, Cadwr's son, marries an heiress, Lady Izybel, who holds the rights and arms of two families, as does Esclavor himself. Their son, Edar, combines their arms as follows: into the 1st quarter does the arms in Esclavor's 1st quarter (the three stars in the bordure compony). Into the 2nd quarter goes the arms from Esclavor's 2nd quarter. Esclavor's 3rd and 4th quarters are repetitions of the 2nd and 1st quarters, so they are ignored. Now Izybel's 1st quarter (the fish) is placed into Edar's 3rd quarter, and her 2nd quarter (the chevron) is placed into Edar's 4th quarter. Izybel's 3rd and 4th quarters are repetitions of her 2nd and 1st quarters, so they are ignored. Thus, Edar's arms have four different quarterings (arms in quarters). Compare his arms with those of his second cousin, Oswyn.

When the total number of different simple arms in the quarterings of the parents is greater than four, then the method of quartering is altered by increasing the number of pieces into which the shield is divided from 4 to 6 (or even 8) by first dividing the shield into two with a horizontal (*per fess*) line, and then with the appropriate vertical lines. The father's quarterings are placed first, ignoring repetitions, and then the mother's. If the total is odd then the father's 1st quartering is repeated in the last quartering.

*YVANE'S DESCENT* — Lady Haliap, Brunor's daughter and heiress, marries a vigorous knight of considerable means names Sir Jordans. He's also the son of an heiress, and thus has two arms quartered. His father, Hervis, was the second son of Sir Ambrut (remember him?) Sir Hervis married an heiress, whose arms appear in Jordan's 2nd and 3rd quarters. The first son and heir of Jordans and Heliap is James. He places Jordan's 1st quarter (the bat) in his 1st quarter, then Jordan's 2nd quarter (the tree) in his 2nd quarter. Jordan's 3rd and 4th quarters are repetitions and so are ignored. Now Heliap's 1st quarter is placed in James' 3rd quarter, her 2nd quarter is placed in the 4th quarter, and her 3rd quarter is placed in the 5th quarter. Since the number is greater than four, James' shield is divided into six quarterings, and the 6th quarter is filled with Jordans' 1st quarter (the bat). If James marries an heiress with simple arms, her arms would replace the bat in the 6th quarter when inherited by their son.

While it is possible to carry this out indefinitely (one Welsh family, the Lloyds of Stockton, has 323 quarterings), it should not be necessary to go beyond eight quarterings in a *Pendragon* campaign. In *Pendragon*, knights begin with simple arms in Uther's generation, as this was the first generation to bear arms. The last generation are in Arthur's grandchildren's youth, 70 years later. Counting Uther's generation as one, the campaign will end before the fifth generation comes of age, and hence the number of quarterings should not exceed eight. However, if your campaign continues beyond this, or if you want to investigate marshalling or heraldry further, refer to these books:

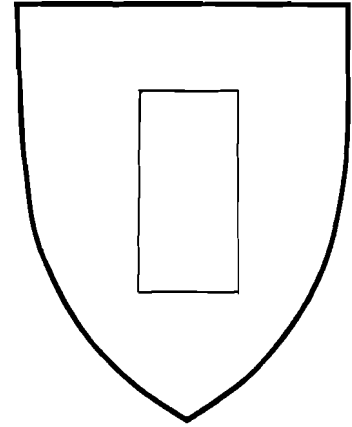
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Billet



### Another Woman Warrior

When King Edward III of England strove for the crown of France, two rival claimants also struggled for control of Brittany. One of them was Jean Comte de Montefort, who was captured by the French.

Undaunted, his wife rode from town to town with their three-year-old son to rally the knights and commoners. Expending personal funds she provisioned and fortified garrisons, presided over councils, wrote stylish letters to contemporaries for support, and headed councils of the leaders. When Charles de Blois, the other claimant to the county, besieged the city of Henedont, she was armed and armored and rode through the streets urging the women of the city to cut short their skirts to better carry pitch and stones to the walls. She then clambered atop the defenses amid a rain of stones and arrows to aid the soldiers. During a pause in the fight she led a body of men out through a secret gate, surprised the enemy with an attack on their camp, destroyed half the invaders, and defeated the siege. She later bore sword during a sea fight, and otherwise led the people's heroic resistance.

Her husband escaped prison but tragically died shortly after reaching Brittany. The dauntless woman continued the struggle in her son's name. Alas, the conflict and tragedy proved too much for her and at last she went mad and was confined to a castle for another thirty years, while her son grew up under the care of King Edward.



## Tournaments

### Rules of the Tournament

Some standard rules apply to all tournaments during the early phases. These change only in the last Phase, when blood tournaments re-introduce the savagery originally omitted from this mock combat.

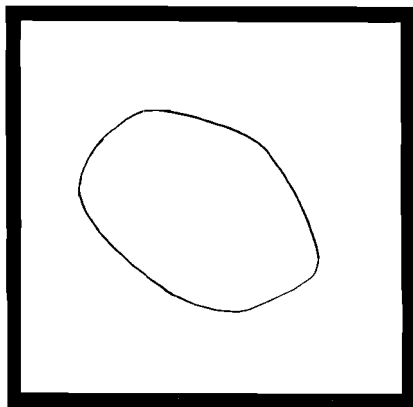
*Blunt weapons only.*

*No striking foes from behind.*

*No striking opponents who are unhelmated.*

*No striking horses -- injury to a man's steed warrants immediate dismissal from the tourney.*

Robber knights are excluded from tournaments, as are all knights who have been usurers (moneylenders who charge interest on their loans.) Historically a participant in a tournament also had to prove his noble blood. Usually he had to prove that his male ancestors were all knights for the last three generations. This rule was often suspended for men who proved themselves to be of natural nobility and thus qualified as nobles. Since the average *Pendragon* game will last only three or four generations, and since the first generation (in Uther's time) were the first knights ever made, this rule is a bit silly for the campaign and ought to be ignored.



### Arthur's Caledonian Fort

[DV: 5 Cost: 175 L] King Arthur pursued his foes into the forest where they hid amid wild terrain. Arthur's army hastily erected these defenses to pen the enemy in, who lacked the siege equipment to break out, and so starved.

**Works (AREA 25)** — ditch & rampart (2), wooden palisade (3). DV: 5.



# Tournaments

A tournament is a festival which provides, among other things, an opportunity for knights to express their martial skills in a non-hostile situation. During the mock battles held at a tournament, the contestants either use blunted weapons or they withhold their blows so that less damage is inflicted to their opponents. Thus, all weapons used at a tournament do 1/2 their normal damage (i.e. divide normal rolled damage by 2).

In addition to the opportunity to display warlike skills, a tournament also provides chances to win Glory, mix with other knights and ladies from around the country, and gain experience in war and courtly skills.

A tournament is a formal affair which, over the years, developed a set of rules and procedures governing the events occurring there. In medieval times, these procedures varied, depending on many factors. In *Pendragon*, though, all tournaments follow a standard form: each tournament includes three major events for knights. First is the Joust, a single-elimination tournament which will provide a single winner. Second is the Grand Melee, a mock battle with all combatants fighting at once, with one side declared the winner. Third are the Challenges, where one contestant can challenge other contestants to various forms of combat for various reasons including: proving skill or strength, resolving stated disputes in a civilized manner, to increase one's standing in the eyes of his peers, or simply for love of the fight.

Interspersed among these battles are lavish feasts, amorous quests, courtly socializing, and other opportunities to engage in *Pendragon* roleplaying.

## Tournament Glory

*The following section supersedes the Tournament Glory section of the Object of the Game chapter of the Pendragon rules.*

A knight gains a number of Glory points during a joust, grand melee, or challenge equal to the value of the combat skill used by his defeated opponents. He gains this glory no matter what his status is once the tournament is concluded (i.e. whether he won the joust, was eliminated after two rounds, suffered a disabling wound, etc.). All members of the winning melee team get 1 point of glory per 10 participants. All jousters get 1 point of glory per 10 joust participants.

Knights who do particularly well at the tournament also receive additional glory. The winner of the joust earns a number of points of Glory equal to the number of knights in the joust. Furthermore, one knight is chosen as the Tournament Champion and receives glory equal to the number of knights at the tournament. Both the tournament champion and the winner of the joust may be the same person, but not necessarily.

Finally, the tournament host receives glory equal to ten times the amount of money, in Librum, that he spent to sponsor the tournament.

## Tournament Procedure for Player-Knights

Knights wishing to participate in a tournament should review these steps and follow the given instructions when instructed by the gamemaster.

### Step 1 — Before A Tournament

When attending a tournament a knight must go to the host lord and present himself. If he does not wish to fight he must state so at this time, but will certainly be welcomed anyway.

### Step 2 — Enter the Lists

Each knight must go to the Herald of the List to sign up for the joust. Each will be assigned an opponent, an approximate time of day to take their turn, and a place to show up. In addition to signing up for the joust, each knight should join one of the teams for the melee, and they may also issue challenges at this time.

### Step 3 — Joust

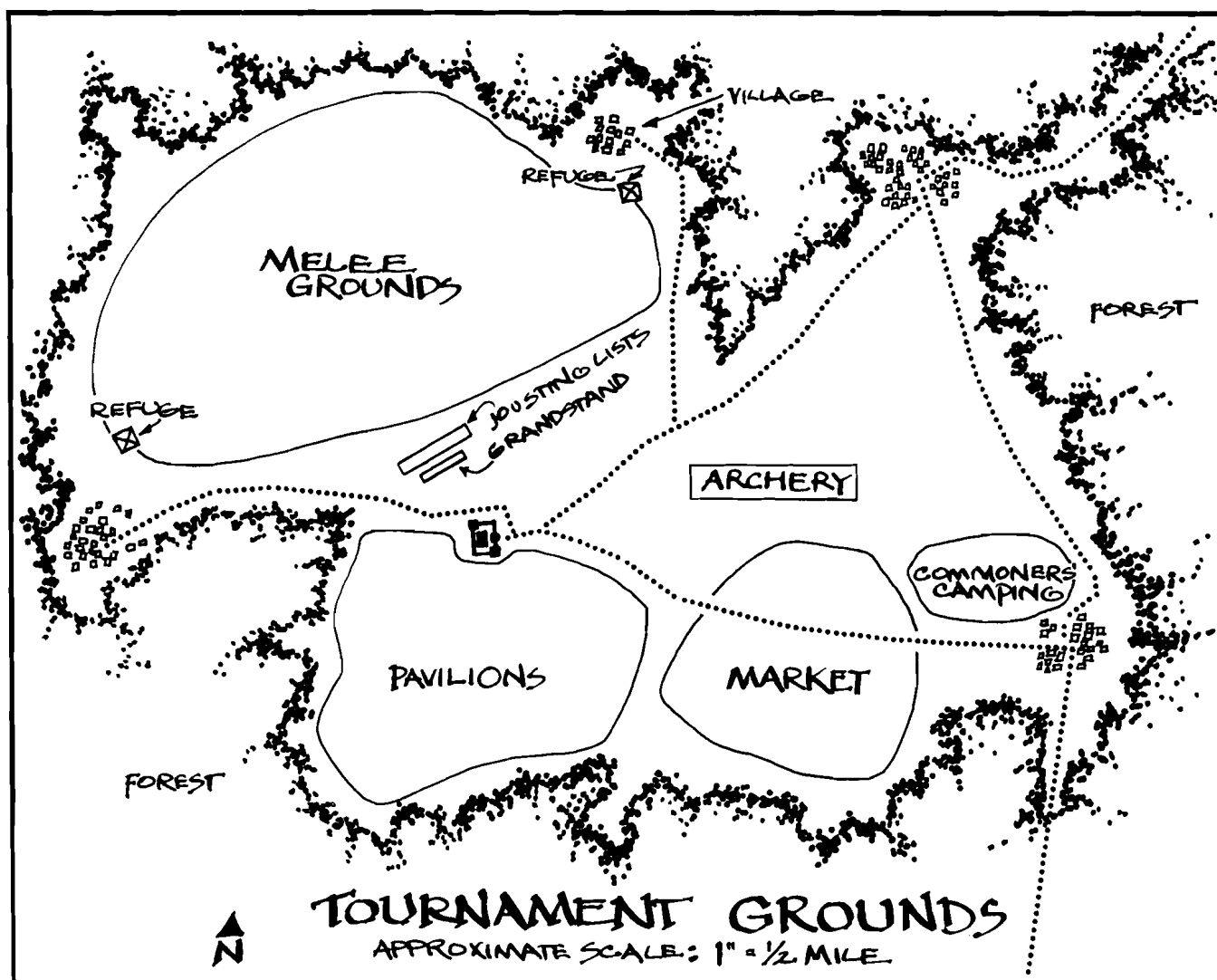
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Riding a horse and using their Joust skills, knights battle one another in this formalized type of combat. A knight's joust success is determined using the Joust skill rules provided in the *Pendragon* rules book. If a knight wins, he continues in the joust contest and meets another opponent. For each victory he can mark one win in his Joust score box. If he loses he is eliminated from the contest and must mark one loss in his Joust score box.

Each knight jousts as many rounds as necessary until either he is eliminated or he has eliminated all the other knights. If the latter occurs, he wins the joust.

In the event that one or both jousters break their lances but not eliminate each other, new lances are available. Up to three lances may be used. If all three break, and no one has yet been eliminated, the matter is settled with swords on foot. The winner is the first man to knock the other to the ground.

## Tournaments



### Step 4 — Fight Challenges

A knight may issue a challenge of whatever sort he wishes. Some example challenges might be: to anyone, to fight Joust and Sword; to any Saxons, a fight with maces; to anyone, sword fighting on foot; to anyone, a fight to Knockdown with two-handed weapons; to any Somerset knight, a Joust to first blood; to any Round Table knight, a Joust and Sword, both horse and foot.

Any individual may accept these open challenges. Glory is accumulated in the normal way.

A knight may also challenge a single knight, by name, to a combat. This is an individual match, and although Glory will be gained for it there are often other motives in this sort of match. To refuse such a challenge, without some reasonable excuse (such as wounds) will likely bring a Cowardly check, and maybe worse rumors as well.

### Ladies' Favors

A favor is a conspicuously-worn token given by a lady to a lover or a knight in a tournament. Knights seek a lady's favor to inspire them and guide them safely through a tournament's perils. The usual favor-token is a scarf or sleeve, though a glove, necklace, or ring are also used.

The favor is often either tied to the knight's arm-armor or tied to the tip of a lance and driven through the enemy's shield.

## Tournaments

### Reproaches Which Disqualify Tournament Competitors

These are the reasons for which a knight may be refused entrance into a tournament:

1. violators of churches.
2. hardened excommunicants.
3. slanderers of womankind, or men who have done ladies dishonor.
4. murderers of malice prepense.
5. men false to their oaths or sealed pledges.
6. fugitives guilty of cowardice on the field.
7. men who have been discomfited in the duel on an issue of honor.
8. arsonists.
9. leaders of free companies.
10. pirates of the sea.
11. robber knights.

### Tournaments from Malory

*Lady Day Tournament at*

*Castle Perilous. VII, 27-31*

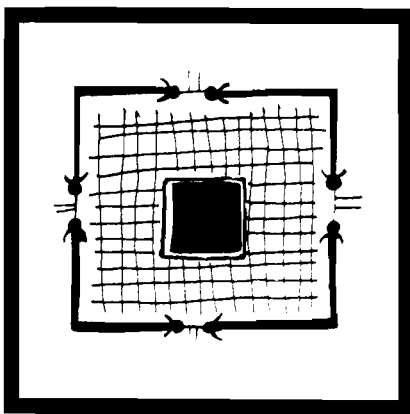
*Castle of Maidens. IX, 30-35*

*Surluse. X, 41-49*

*Lonezep. X, 66-81*

*Assumption Day, Camelot. XVIII, 8-10*

*Candlemas Day, Westminster. XVIII, 21-23*



### Carlion-On-Usk (first phase)

[DV: 10/20 Cost: 624 L] Arthur's favorite city (POP 20) began as a Roman legionary camp. After the army departed the camp was occupied by citizenry and upgraded in defenses by the Dux Bellorum.

**Outer Works (AREA 20)** — double ditch (3), curtain wall (7), 4 gates (-8/2=-4), 4 double gateworks (4x2/2=4). DV: 10.

**Stronghold** — a huge keep, la Tor Gigantine (20).

### Step 5 — Fight in the Melee

The Grand Melee is a mock battle. All combatants are expected to use blunt weapons or to withhold their blows. Use of either method lessens the killing and maiming power of blows. Their results are identically expressed in the *Pendragon* rules: halve the total damage inflicted when using either blunted weapons or withholding blows.

Combatants remain in the fight until they voluntarily withdraw or are sent out by marshals, who act as judges to eliminate contestants. Simply being unhorsed does not eliminate a knight — sometimes his squire can bring a steed; he can capture one from a mounted foe; or he can receive one from a friend.

Marshals' rulings are final and no one may reenter melee afterwards. Marshals also separate combatants whose passions overcome their chivalry. Such bad behavior, or other bloodshed, usually results in the elimination of the offender.

Remember that not all action on the tournament field is continuous fighting. Squires ride about with new horses and lances for their knights, to administer first aid, and to lead prisoners off the field. Knights of reserve wait patiently for their opportunity, sipping wine and critically observing the fight. Marshals ride about in heraldic garb shouting announcements and judgements. Leaders hold conferences to decide where reserves should be sent. A charge erupts here, a countercharge there. When a valiant fighter is unhorsed a raging melee boils all around him as friends seek to rehorse him before he is discharged by the marshals.

## Tournament Procedure for Host and Gamemaster

A noble must plan well before sponsoring a tournament, and should check his treasury as well. Tournaments cost lots of money.

### Step 1 — Send Out Messengers

To assure proper attendance, the sponsoring noble must send out one herald per 33 knights desired, with no cost for heralds kept permanently on staff. (These announcements are part of his job.) Hiring extra heralds will cost 1/3 L per herald per month.

The host makes a declaration of the site, date, and prizes offered. Some hosts also include a specific tournament objective as well, such as settling disputed land rights between lords.

The host also states the stakes involved. Stakes vary according to the period. Early tournaments are simple sporting events done for the love of fighting. Later armor and horses are lost by the knights taken prisoner, and later still they must pay a full ransom. Finally, the blood tournaments begin, where real weapons and killing blows are used instead of blunted ones and withheld blows.

### Step 2 — Build a List

A List is the combat arena, plus some scaffolding for seats, and an enclosed area for the noblemen and women to rest in. This costs 1 L. per list. Few are the cases where more than one list is built.

### Step 3 — Run the Joust

### Step 4 — Run the Challenges

### Step 5 — Run the Melee

## Running A Joust

Use of the following steps leads to a smooth-flowing, entertaining and challenging Joust.

### Step 1 — Find the Number of Applicants

This is the number of knights that will participate, though dice will not be rolled for every knight.

## Step 2 — Determine the Number of Jousting Rounds

Determine the number of rounds through the use of this number sequence:

512 - 256 - 128 - 64 - 32 - 16 - 8 - 4 - 2 - 1

Read down the sequence to find an entry with a value just greater than or equal to the number of knights participating in the joust. Count the number of entries to the right, with the result indicating the number of jousting rounds.

## Step 3 — Determine the Number of Days for the Jousting

One list can handle up to 64 Jousting combatants per day. More than that requires more days of Jousting. Use of the number sequence from Step 2 may help.

## Step 4 — Randomly Determine Presence of Famous Knights

Roll 1d6 per 100 participating knights. The result is the number of famous knights present.

## Step 5 — Create Elimination Table

Don't write down the name of every participating knight — all you need are the names of the player-knights and their opponents. Usually the player-knights will battle random opponents, but occasionally (to keep the players' attention) pit player against player. Use the Random Opponent table when trying to determine the skills of a player-knight's foe.

### Random Opponent Table

Roll 1d6 to determine the quality of the opponent. Read across to find the appropriate number of d6's to roll to determine the opponent's Joust skill.

roll 1d6	quality of opponent	opponent's joust skill
1	Novice	1d6
2	Poor	1d6+4
3-4	Good	1d6+9
5	Excellent	1d6+14
6	Famous	1d6+14 *

\* Famous Knights: use the star knights of the period for this entry, or others of your choice.

## Running A Melee

The Grand Melee is a huge affair, with all the knights attendant at the tournament divided into two teams and engaging in a mock battle. The melee is begun by the two team leaders making a Battle skill roll, and fighting a normal small skirmish as described in *Pendragon* (Knight's Book).

Glory is accumulated by defeating individuals in this melee. Defeat is defined as unhorsing them, knocking them unconscious, or accepting their surrender.

## Step 1 — Determine Sides

Determine which team the knights are on. Teams are always decided before the tournament is even announced, and are determined by the host. Local tournaments usually pit the host's forces against his neighbor's. Larger tournaments naturally draw from larger regions. For instance, when King Arthur announces the Lonazep tournament (*Malory X, 66-81*) he decides that the opponents will be his own knights, plus those of Cornwall and Wales, versus the knights of Ireland, Scotland, Gore, Surluse, Listenesse, and Northumberland.

Visiting knights usually have a free choice of which side to join. Sometimes other considerations determine their choice. For instance, Round Table knights have sworn never to fight against each other. As a result all Round Table knights always fight on the same team.

## Tournaments

### Before the Joust

Custom dictates that several interesting events occur before the beginning of a Tournament. The *helm show* is an occasion when all tournament participants show up for inspection without their helmets. This gives the viewers a chance to review them and, if any are found guilty of reproach, name them. The *making of windows* serves a similar function. Banners of the participants are hung from battlements and windows so that the viewers can check to see who is participating.

### Five Methods of Tilting

At Hand Thrust — a head-on charge by opposed groups of knights with lance lowered.

Broadside — a charge by one group of knights against the right side of the opposing group, again with lowered lance.

At Encounter — an unusual method involving the head-on charge by one knight against an opposing group, with the added hazard of the single knight's attacking a particular member predesignated from among the opponents and eluding the attacks of the others.

The Regular Joust — a charge by one knight against another, either head-on or from the right side with the objective of knocking the opponent off his horse.

By Assent — a rare type practised only at the conclusion of a tournament by individual challenge and specific assent of two champions. It was a bravura performance in the presence of the ladies and hence known as the *Damenstich*.

— from *Parzival*, page 436,  
Wolfram von Eschenbach,  
trans. Mustard & Passage.



## Tournaments

### Tournament Sizes

#### LOCAL TOURNAMENT

35 knights; 1 Day Duration: 1/2 day 6-round joust, 1/2 day melee, 1 feast.

Cost:

List = 1 L.

Expenses = 1 d./knight/day  
x 35 knights = 35 d.

Quality Feast = 32 d.

Prize = 1 L.

TOTAL COST = 2.5 L.

Glory:

For Joust Winner = 35

For Joust Participants = 4

For Melee Winners = 2

For Tournament Champion = 35

For Host = 20

#### SMALL TOURNAMENT

100 knights; 4 Day Duration: 3 day 8-round joust, 1 day melee, 4 feasts.

Cost:

List = 1 L.

Expenses = 1 d./knight/day  
x 100 knights x 4 days = 4 L.

Quality Feast = 1 L./day x 4 days = 4 L.

Prize = 1 L.

TOTAL COST = 10 L.

Glory:

For Joust Winner = 100

For Joust Participants = 10

For Melee Winners = 5

For Tournament Champion = 100

For Host = 100

#### MEDIUM TOURNAMENT

250 knights; 9 Day Duration: 7 day 9-round joust, 1 day melee, 1 Sunday, 9 feasts.

Cost:

List = 1 L.

Expenses = 1 d./knight/day x 250 knights  
x 9 days = 18 L.

Quality Feast = 2 L./day x 9 days = 18 L.

Prize = 1 L.

TOTAL COST = 38 L.

Glory:

For Joust Winner = 250

For Joust Participants = 25

For Melee Winners = 13

For tournament Champion = 250

For Host = 380

always fight on the same team.

### Step 2 — Pre-battle Preparation

Be sure that everyone is aware of the stakes involved. Divide the forces into units, as if for a battle. Assign individuals to units. Point out the places where the combatants' lovers and lords sit. Allow the melee participants one roll to either: look for a specific individual opposite them (use Awareness) or identify the foe opposite them (use Heraldry); and to either seek the individual or avoid them.

### Step 4 — Opening Round

Leaders of each team make opposed Battle rolls. Unit leaders may also make rolls, if appropriate to the size of the tournament. The winner's side adds 5 to their Joust skill for the first round of melee.

### Step 5 — Disengaged Combatants

Anyone not in melee is disengaged, including characters who did not join in the first attack or who may have withdrawn.

Being disengaged does not free a knight from the threat of attack. Zealous foes may range anywhere on the field to seek opponents. Disengaged characters must make a Battle roll each round to avoid combat. Failure indicates that some knight has broken through the general melee and is charging. If not attacked, knights have a choice of actions:

- Withdraw — a knight may be wounded, fearful, sneaking off to a tryst or going to change arms to hide identity. If he withdraws the knight may still re-enter later, as long as marshals have not disqualified him.
- Confer — a round may be spent talking with other knights. Plans can be made, and roleplaying can occur. Any character giving either his own horse or a spare to another, dismounted, knight can use this option.
- Look Around — use Awareness to scan the field to discern whatever may be seen. Success indicates that details are noted, failure that only generalities can be seen. Heraldry must be used to identify individuals.
- Apply First Aid — first aid may be applied from horseback to another knight on horseback. Downed knights must be treated after dismounting.
- Rearm — dropped or broken hand weapons can be replaced if they are borne by the knight or his horse. Since the lance is the preferred weapon in melee most player-knights will probably attempt a Squire Roll to replace their knights' lances.
- Capture a Horse — many horses race wild and riderless about the field. Successful Awareness will point one out nearby, and a successful Ride indicates capture of one.
- Enter Combat — a knight can charge into a fight, either using Lance to Joust against a foe or another weapon to melee.
- Remount — if a horse is brought to him a knight may remount.
- Call Squire — a knight's squire can bring him a horse, lances, additional weapons, or a thirst-quenching quaff of hearty ale, wine, or water.

Characters in a combat at the start of the round are engaged. Three possibilities exist for actions:

- Fight — resolved according to the *Pendragon* hand-to-hand combat rules.
- Attempt to Disengage — if both combatants wish to disengage they may do so without problem.

If only one wishes to disengage he must attempt a Riding roll if both combatants are mounted, or a DEX roll if both are afoot, opposed by the foe's weapon roll. (Men on foot cannot escape from mounted foes). If the would-be escaper wins the resolution then he has escaped unharmed. If he loses the resolution then he takes damage, without benefit of a shield, and must try again next turn.

- Yield — surrender may be offered at any time. The knight who yields is the prisoner of the other knight and is taken off field, either by the knight or by his squire.

### Step 7 — Dismounted Knights

Dismounted knights may continue to fight against mounted or other dismounted foes until disqualified by a marshal. Several rounds will pass before a marshal so declares.

### Step 8 — Conclusion

The melee will continue all day until the host declares it over, usually either at the marshals' advice or because the day is ending.

The winning side of the melee is usually apparent, but if not then the host, his

A single person is usually selected as the best fighter of the day. He is the Tournament Champion and receives whatever reward was promised.

## Glory

### Running the Challenges

The gamemaster should prepare a half-dozen nonplayer-knights to utter provocative challenges to the player-knights. These challenges can range from the ridiculous to the mortal. No rules govern such challenges. They may be specific, such as "Sir Giles challenges all knights of Logres to a combat to the first knockdown with maces." They may be general, such as "Sir Aelfrith challenges anyone to combat on horse to first blood." Players should be urged to issue challenges of their own as a method of accumulating Glory.

Some nonplayer-knights should appear time and time again with the same challenges. Challenges should reflect something of their personalities. Knights with a Hate (Irish) will issue challenges against Irishmen. Sir Agravaine will challenge any knight of Gomeret, the holding of his mortal foes the de Galis family.



# Glory

The following glory award system is proposed as an alternative to the one described in the *Pendragon* rules book. These awards are gained in success in the two major tasks that player-knights face in the course of normal *Pendragon* adventures: defeating various enemies and successfully completing assigned missions.

The attainment of glory is a knight's ultimate goal. His accumulated glory reflects his prowess as a knight and his fame. Glorious knights tend to also accumulate land and titles. Since glory is so critical to a *Pendragon* game, it seems worth extra effort to distribute it precisely and realistically. If your gaming group lacks time to properly determine glory awards at the end of an evening's play, wait until the next session to complete the reckoning.

#### Step 1 — Determine Total Combat Awards

Total the glory awards for the various types of enemies fought and defeated. Refer to the *Combat Awards* section.

#### Step 2 — Determine Mission Awards

Determine the award for successfully completing the mission, if a mission was assigned during the scenario. If the party failed to complete the mission it gains no extra glory and the amount gained in Step 1 is adjusted downwards. Refer to the *Mission Awards* section.

#### Step 3 — Find the Group Total

Add the Combat Awards total to the Mission Award total. Refer to the *Group Glory* section.

#### Step 4 — Determine Individual Glory

Divide the group total by the number of characters, both player and nonplayer, who participated in the situation, even those who died during the struggle or who failed to make a serious contribution. Nonplayer squires do *not* count. Ladies may or may not be counted depending upon their contribution, but normally they will not. Note that this gives an incentive for players to run only one character (though they should always have an alternate ready, of course.)

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#### LARGE TOURNAMENT

500 knights; 18 day Duration: 15 day 10-round joust, 1 day melee, 2 Sundays, 18 feasts.

*Cost:*

*List = 1 L.*

*Expenses = 1 d./knight/day x 500 knights  
x 18 days = 72 L.*

*Quality Feast = 4 L. /day x 18 days = 72 L.*

*Prize = 1 L.*

*TOTAL COST = 146 L.*

*Glory:*

*For Joust Winner = 500*

*For Joust Participants = 50*

*For Melee Winners = 25*

*For Tournament Champion = 500*

*For Host = 1460*

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#### HUGE TOURNAMENT

1000 knights (1/7 of all knights in Britain!). This size tournament requires more than one list, otherwise the 11-round joust takes up 31 days, plus 2 for melee, and 4 Sundays! To feed everyone a Quality Feast for that length of time would cost 304 L., plus housing and other accommodations!

*Glory:*

*For Joust Winner = 1000*

*For Joust Participants = 100*

*For Melee Winners = 50*

*For Tournament Champion = 1000*

*For Host = 3000*

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#### SUPERB TOURNAMENT

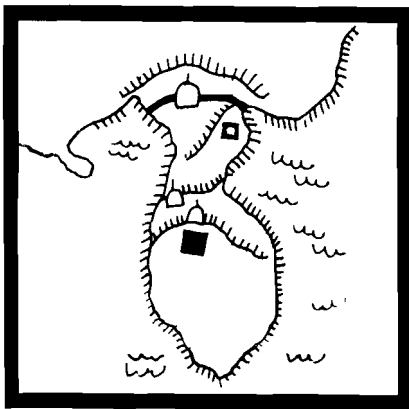
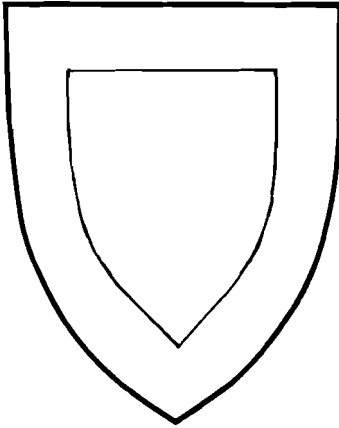
2000 knights (nearly 1/3 of the knights in Britain). There are only three Superb Tournaments in the land. They are: Penningues, Winchester, and Surluse. It costs 2100 L. to host and takes 74 days if there is one list. Fortunately, King Arthur has many lists built.

## Step 5 — Modify Individual Glory Awards

Modify individual glory as necessary for personal heroism, etc. Refer to the *Individual Glory* section.

## Glory

Bordure



### Tintagel

[DV: 29/26 Cost: 114 L] The birthplace of King Arthur is the site of many other famous stories as well. Its defenses straddle the peninsula. The front gate could look very much like the one in the movie *Excalibur*.

**Outer works (AREA 1)** — special terrain: on a peninsula and on a rise (12), curtain (7), double ditch (3), gate (-2), gate tower (4), tower (5). DV: 29.

**Stronghold** — special terrain: on a peninsula and on a rise (12), square keep (10), barbican (4). DV: 26.

## Combat Awards

Glory is awarded to player-knights for outwitting, killing, capturing, incapacitating, or otherwise defeating various kinds of enemies during the course of a *Pendragon* adventure. The values provided on the following tables are per person or creature defeated. If the gamemaster intends to pit large numbers of enemies against the players (100 bandits, for instance), this may award excessive quantities of glory. It is best used in roleplaying, rather than Battle situations.

The defeat should be an appropriately knightly and chivalrous one. Simply spoiling an robber knight's evil plans would not be very glorious — you should at the very least force him to flee from the field of battle; and ideally you should convince him to pledge his allegiance to the Pendragon.

The glory values given are based on the prestige gained by a victory over the various persons and entities listed, not just on their combat ability. Three peasant bandits with greatspear skills at 19 might be difficult to defeat, yet few bards will be singing the tale of your victory over such opponents. The two dominant factors determining the assigned values are: the perceptions of high court society, and the concept and nature of heroism. Methods of achieving success that work well in other roleplaying games, especially killing large numbers of weak opponents at little or no risk to yourself, have little effect on these values. The following three requirements were considered in determining the glory award in each case:

### 1. How challenging a foe is this enemy?

*Such considerations as the enemy's skills, equipment, magic, tactics, hit points, etc. are important here. The greater and more heroic the challenge is then greater is the glory to be gained.*

### 2. How good a story does this defeat make?

*A beautiful, elegant unicorn is more interesting to hear about than any number of bears, even though a huge hungry bear might be tougher to kill. The defeat of a flamboyant, notorious bandit will be worth more than an identical bandit who is unknown, even though the latter is sly and competent at hiding his activities and is, therefore, harder to catch and defeat.*

### 3. What is the cultural and social significance of this defeat to courtly society?

*A knight is of the same class as the people who determine glory. Thus his defeat is more interesting to them than the defeat of a member of a lower class, even though that person might be of tremendous ability. Politics and current fashion are important factors.*

Thus, fairy knights or fairy enchantresses who meet these three requirements are of major interest to members of the court. Their skills are impressive, their magical and mysterious natures are intriguing and romantic, and they are of noble rank.

As another example, Sir Yvane le Cour fought a foe who fulfilled only two of the requirements when he battled the Baron of the Ivory Tower. The Baron was an old and feeble man and therefore fails to fulfill the first point. However, his retreat to the top of his tower, from which he fell after Yvane offered him mercy, is quite colorful. He is also a nobleman and thus of major interest.

**The Basic Rules:** the minimum award for defeating a creature is 1 point of glory. A typical dangerous animal, such as a wolf, is worth 1 point. A mouse would be worth 0. The basic award for a significant but common enemy is 50. The following glory awards are based on the three requirements listed above. Use these factors to evaluate enemies not listed and to settle disputed about why particular enemies are given high or low values.

## Non-Sentient Animals and Monsters

This category includes all creatures that cannot communicate and/or don't know the difference between right and wrong. In particular these creatures are unable to surrender and unable to swear allegiance to King Arthur. They must normally be killed for a knight to gain glory from encounters with them. Rarity of the particular creature and its combat ability (including Hit Points) are the dominant factors in determining its glory award.

## Intelligent Magical Beings

This category consists exclusively of magical entities that can communicate with human knights. Encounters with any of these beings makes for a wonderful tale and even the weakest magical being can cause a knight some trouble. It is assumed that the creature in question has at least some reputation for evil doing.

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## Glory

## Mission Awards

Normally a party of player-knights will be assigned a specific mission or task to complete. Sometimes the characters needn't defeat enemies to complete the mission, or the defeat of enemies will be only incidental to the main adventure. This following awards are given for simply completing the scenario mission regardless of the final status of any enemies encountered.

Note that it is possible to undertake multiple missions during the course of a game.

## Mission Importance

Determine the overall political, economic, and/or military significance of the mission as it would be perceived by the average knight or lady. Thus, during Phase 2 of Arthur's reign military matters have greater significance. After most foreign foes have been defeated, however, other matters take on greater importance: defending the weak and bringing justice to those who have been wronged. Most reasonable missions for lower-level knights will be of minor importance.

## Mission Instigator

The greater the prestige and prominence of the person assigning the mission, the more impressive and interesting the tale of the mission will be, and the greater the heroic status to be gained. Note that the person for whom the mission is undertaken may be of lower status than the person who orders the characters to do the job. For example, a woman may come to court to seek knights to help her. If the characters simply offer to assist then she is the instigator. But if she petitions Arthur then the High King will be the instigator with a consequent gain in potential glory.

## Group Glory

Make these adjustments before dividing the group glory total by the number of participants.

The adjustments are given in percentile form for ease in determining a single cumulative modifier. Add the appropriate values together. Multiply the group glory total by the sum of the adjustments.

**EXAMPLE** — if the glory total was 3500 points and the party was accompanied by Sir Gawaine (who witnessed the heroic behavior) the total is adjusted by +20%:  $[(1+20\% = 1.2) \times 3500] = 4200$  total glory gained. This total is then divided among the party members.

**Observers:** a bystander or witness of significant social prominence (a knight, minstrel, major churchman, well-born lady) enhances the glory gained by an individual telling stories about himself. If more than one of these people are witnesses, use the single most prominent individual — do not accumulate their total.

- +5% — Lady or Notable Knight (2001-4000 Glory).
- +10% — Major Churchman (abbott, bishop) or Famous Knight (4001- 8000 Glory).
- +15% — Ordinary Minstrel or Bard, Notable Lady (baron's daughter, highly skilled wife).
- +20% — King, Officer of Arthur's Household, Extraordinary Knight (8001+ Glory).
- +30% — King Arthur, Queen Guenever, Extraordinary Lady (great glory, surpassing beauty).
- +40% — Major Bard (has played with reknown at Camelot).

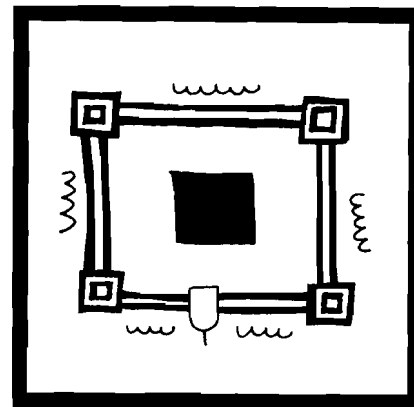
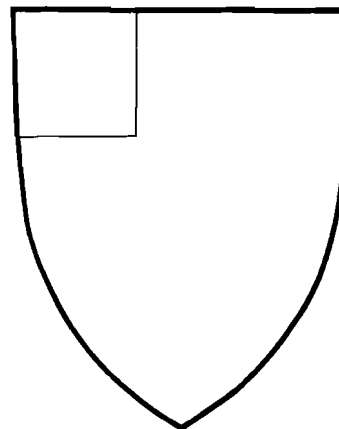
**Chivalrous Intentions:** promoting King Arthur's chivalrous ideals gains additional glory.

- +5% — for protecting the weak (widows, honest peasants, children, the aged).
- +10% — for the benefit of ladies (nobleborn), or to promote justice.

**Partial Victory:** Incomplete success reduces glory.

- 10% — Enemy Defeated but Escapes.

Canton



## A Very Strong Castle

[DV: 56/10 Cost: 177 L] This castle was made by a very rich lord.

**Outer works (AREA 1)** — double ditch (3), moat (4), double curtain wall (9), gate (-2), gate house (10), 4 square double towers (4x8). DV: 56.

**Stronghold** — square keep (10).



## Glory

### Poor Knights

The *King Arthur Pendragon* rules omit one class of knights in order to preserve the basic structure of medieval society. *Pendragon* states that any man who makes another into a knight must be able to finance the new knight's career. Such, however, is not exactly the case. Ignored was the poor knight, a wandering serjeant without hearth or liege.

Poor knights have several origins. No self-respecting nobleman would create knights indiscriminately, but many individuals who deserve to be knights, by right of lineage or activity, cannot be supported by the landed system. Typically they are younger sons who will inherit nothing. Their fathers or other kinsmen somehow manage to equip them and train them, then get them knighted, but without a household to belong to. In other conditions an impoverished lord may have released all his household knights to wander the land and fend for themselves. Sometimes conquerors seize properties and eject the rightful owners to a miserable life.

Notable poor knights appear in both legend and history. Sir Balin, the Knight with Two Swords, begins his story as a poor knight just released from prison. The Earl Marshall, one of the most influential members of royal English politics during the reign of Kings Henry II, Richard the Lionhearted, and John Lackland, begins as a poor knight and gains fame in war and on the tournament circuit.

Poor wandering knights suffer the same conditions described for poor knights in the Economics chapter: their clothes are ragged because they cannot be replaced; their armor and weapons are dented because they cannot be repaired; their horses are likely to perish without shelter and oats, so many poor knights are reduced to riding palfreys, cobs, and other broken nags into combat. Poor knights are assumed to have no squire. Thus poor knights are always counted as being serjeants in Battle, and are always counted as inferior to ordinary knights.

The most common employment of poor knights is as mercenaries. Lords everywhere are at war and seek quality troops. War

### Glory for Human Foes

*Add the indicated glory per defeated opponent of that type.*

glory gained	type of opponent
3	Pitiful Opponents (typical bandits, ordinary footmen, irate peasant)
6	Competent Opponent of Low Status (rebellious townsmen, Pict warrior, skilled footmen or bandits)
12	Opponent of Rank or Significant Notoriety (ordinary squire, serjeant, famous outlaw)
25	Feared or Notorious Non-Knight Opponent (Saxon warrior, notable squire, superior man-at-arms)
50+	Famous, Heroic Non-Knight (reknowned Saxon warrior, Lancelot's squire)
G/10 *	Knight * divide opponent's glory total by 10

*These are the glory awards for defeating the three generic knights given in the Characters book.*

50	Average Knight Skill 13, Total Glory 500
75	Good Knight Skill 15, Total Glory 750
100	Excellent Knight Skill 17, Total Glory 1000

*An unknown knight's total glory can be determined by multiplying his primary Skill by 5d20. If the knight's primary skill is greater than 20, add to this a bonus of [(Skill-20) x 1000] glory points.*

### Glory for Monsters

*Add the indicated glory per defeated opponent of that type.*

glory gained	type of opponent
0	Boring, Weak Animal (angry pig, stray dog, mouse)
1	Ordinary Animal (bull, hunting dog)
5	Unusual Normal Animal (eagle, snake, pack of huge carnivorous rats)
15	Game Animal (boar, fox, stag)
50	Dangerous or Notable Animal (huge bear, famous boar)
50	Minor Magical Monster (water leaper, troll)
75	Rare Animal (panther, white hart)
150	Dangerous, Exotic Monster (lion, barguest)
200	Mysterious, Legendary Creature (unicorn, hippogriff)
300	Fearsome Magical Monster (wyrm, griffin, werewolf)
500+	Awesome Monster (basilisk, Trolloc boar)

## Glory

### Glory for Magical Foes

*Add the indicated glory per defeated opponent of that type.*

<i>glory gained</i>	<i>type of opponent</i>
30	Minor Magical Being (dwarf, merman, goblin)
75	Normal Intelligent Monster (ogre, small giant)
150	Normal Spell-Using Being (witch, normal faery)
200	Powerful Exotic Being (ghost, redcap, druid, pagan sorceress)
300	Notorious or Very Powerful Exotic Being (famous evil ghost, faery knight)
1000+	Feared and Famous Being (faery king, great enchantress, extraordinary faery knight)

### Glory Awards for Mission Importance

*Add the indicated glory for the importance of the mission.*

<i>glory gained</i>	<i>mission importance</i>
5	Trivial (catch queen's lost dog)
100	Minor (carry message from your liege to Arthur)
300	Significant (carry a message from Arthur)
700	Major (rescue Guenever)
1000	Critical (break siege of Camelot, rescue Arthur)

### Instigator Glory Table

*Add the indicated glory for the proper instigator.*

<i>glory gained</i>	<i>instigator</i>
0	Trivial Figure (inkeep's daughter)
50	Minor High-Born Figure (anyone not covered, except below)
100	Major Knight, Lady, or Your Own Liege (Sir Tristram)
150	Major Nobleman or Leader (King Pellinore)
200	Sir Kay, Sir Gawaine
300	Merlin, Sir Lancelot
400	Queen Guenever
500	King Arthur

provides poor knights a chance to get rich through ransom and plunder. The mercenary knights are classed as sergeants because their poverty makes them less well-equipped than a comparable knight of landed or household status.

Knight errantry is the perfect self-employment for poor knights. They have no place else to go so may as well seek adventure. Courtly romance is well suited to poor knights — who else would find it so easy to cast away all worldly goods and pledge everything to a woman of higher status? Religious vows are easy to fulfill too. Poor knights can exercise most Christian or Pagan virtues unto boredom while they spend friendless weeks sleeping in the wild. Most easily accomplished is the monkish virtue of poverty.

Rich knights who spend years on the road wear out their equipment and appear poor. A year in the wilds turns any garb into rags (though rich garb will become ragged ermine, samite, and golden threads). Combat usually leaves rents in chain mail and dents in plate. Even if a knight is never wounded his shield will be chopped up and his sword nicked. Horses are frighteningly expendable on the road so a quest which begins on destriers may end up on nags. Thus "poor" can describe an apparent and temporary state as well as a permanent status.

Poor knights are poor candidates to be husbands. No upright and self-respecting lady, not even the younger daughter of the maid of a maid, would seriously consider marrying a knight who cannot take care of himself.

Most poor knights seek one thing: the security of a loyal liege. If the life of adventure calls a young cavalier to the hard experience of the road he will probably finish his life in a position both landed and secure. The career adventurer works better from a base, where loyal family and friends wait to hear of the latest adventure, to heal the weary knight, and perhaps to ransom him. Thus every knight hopes that his poverty is only temporary.

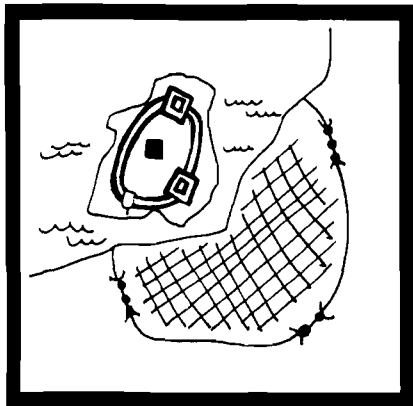
## Glory

### Use of Glory

A priest asked six knights to aid him in banishing a hideous ghost from a long-deserted monastery. In the process the knights kill a redcap which had been attracted to the aura of evil. One knight finds the secret burial spot of the ghost's remains, thereby significantly aiding the priest. Two knights are killed, and one driven mad by the ghost. Since the mission was successful, the party gains full glory for the mission:

200 - major ghost defeated  
 200 - redcap defeated  
 50 - instigated by minor figure  
 100 - minor mission importance  
 -----  
 550 - total glory

Since there were seven participants in the fight (six knights and one priest), each participant receives 79 points of glory.



### City with a Castle

[DV: 15/37/20 Cost: 712 L] This city (POP 32) is also the seat of a local lord, whose well-situated keep adds significantly to the defense of the city. This city sits on a coast, with the lord's castle located on an offshore island. Note that the island terrain of the lord's castle does not contribute to the Outer Works.

**Outer works (AREA 32)** — special terrain: on a shoreline (7), double ditch (3), moat (4), 2 large gates (-3x2/4=-1.5), 1 small gate (-2/4=-0.5), rock wall (3). DV: 15.

**Inner Works (AREA 1)** — special terrain: on a coastal island (10), double curtain (9), gate (-2), gate tower (4), 2 double square towers (8+8). DV: 37.

**Stronghold** — special terrain: on a coastal island (10), square keep (10), on a motte (0). DV: 20.

**Behavior of Party Members:** How party members behave affects the glory total.

- +10% — *Chivalrous behavior (display of mercy, justice) or Unusual Heroic Activity.*
- +20% — *Passion of Note Gained by Player-Knight.*
- 33% — *Grossly Unchivalrous Behavior (stabbed enemy in back, poisoned him, lied to King Arthur.*

**Sensitive Events:** Sensitive events, such as a scandal or a secret mission, may prevent the whole story from being told.

- 15% — *Sensitive Events.*

**Failed at Mission:** the main function of a knight is to serve his liege lord in whatever tasks are assigned him.

- 33% — *Failure of Mission.*

**Secret:** Player-knights may agree to keep their activities secret. This covers only self-initiated situations. If the party successfully conceals their actions each member receives Experience Checks for Selfish, Deceitful, Arbitrary, and Cowardly.

- 95% — *Concealed Activity.*

**Numbers and Odds:** Significant differences between the number of player characters and the number of opponents may affect the glory total. Differences may also be determined by equipment used and the tactical situation. The critical point is the perception of the event by other members of the nobility.

- 33% — *Enemy Outnumbered.*
- +33% — *Knights Outnumbered.*

**Use of Guile Instead of Combat:** Bloodshed and daring make a better story than subtle tricks and tactics, as well as being more heroic. Slaying a giant is more glorious than tricking him to cut his own throat.

- 10% — *Success gained through cleverness rather than knightly prowess.*
- 25% — *Success gained entirely due to guile, and the mission was not one which required such behavior.*

## Individual Glory

Make these adjustments after determining the group total and dividing it among the people involved.

**Squires:** receive less glory than knights.

**Heroic Death:** a straight point award is given to a participant who dies a heroic death.

**Valorous Actions:** a straight point award is given for each valorous action (determined by the gamemaster or by player acclaim).

**Valuable or Critical Ideas:** add glory points for each valuable or critical idea suggested.

**No Contribution to Success:** adjust the award to a participant who provided no contribution to the success of the adventure.

- +15 glory points — *for each valuable or critical idea.*
- +50 glory points — *each valorous action.*
- +250 glory points — *heroic death.*

- 66% of glory total — *if character is only a squire.*
- 90% of glory total — *no contribution to success\*.*

\* though the character is associated with the party, perhaps he was drunk in his room, off dallying with a lady, or otherwise unavailable.

## Winter Glory Modifications

This section clarifies the rules in the Knight's Book. Some changes have been made to unify various sources of non-adventure glory. The following values should be added each winter.

**Personality:**

- 5 per point over 19 — *any personality trait or passion (plus see below).*
- 5 per point over 20 — *skills.*
- 5 per point over cultural maximum — *personal statistics.*

**Passions at 16 or more:**

- 100 for Amor.
- 75 for Love (family).

50 for Love (wife).  
50 for Love (deity).  
10 for Hate (anything).

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**Behavior:**

100 — chivalrous behavior.  
100 — religious behavior.  
20 each — extra knights not required by liege.  
10/L. — ostentatious expenditures over last year.

Glory

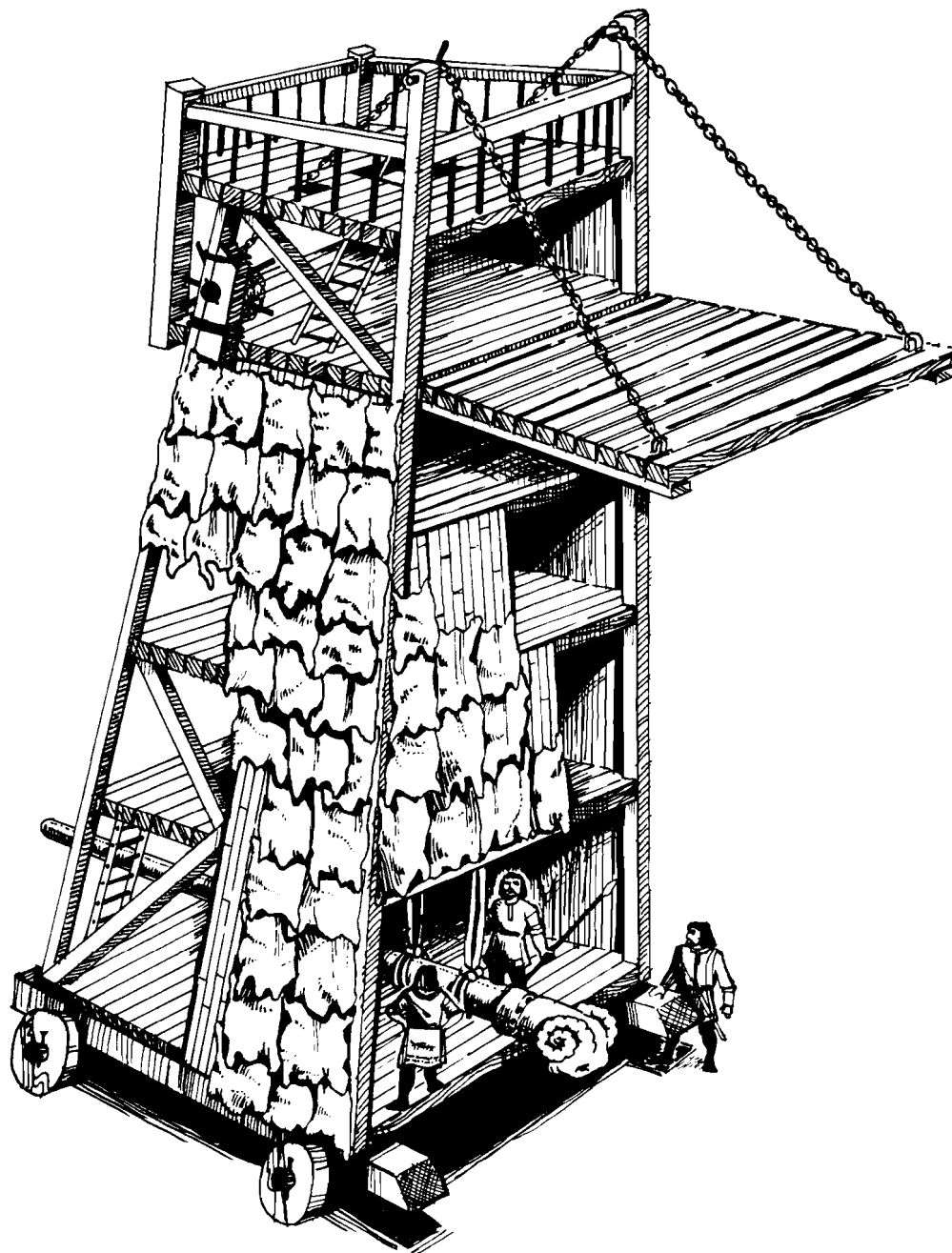
**Holdings:**

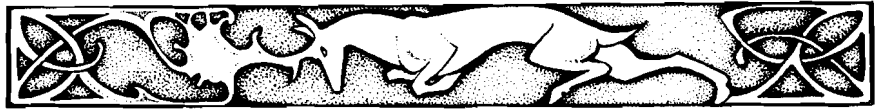
1/hyde — land holdings.  
1/DV — forts or castles.

**Rank Held:**

50 — Round Table membership.  
75 for king.  
50 for duke.  
35 for count.  
15 for baron of Arthur.  
10 for prince/heir or for baron of other king.  
5 for banneret.

# Inside a Siege Tower





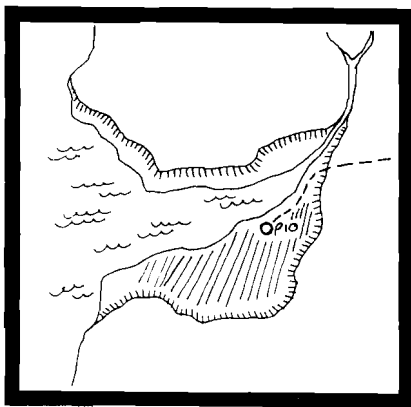
## Economy

### Denouncing a Liege

If a liege fails to fulfill his part of the feudal bargain he risks losing his vassals' loyalty. Thus if the lord fails to send military aid to a beleaguered vassal that vassal may, within the bounds of the law, denounce the liege and find a new lord. Immediate circumstances always affect decisions like this, and the bonds of loyalty may extend far beyond the letter of the law. Sometimes it may be enough that the spirit of the agreement was fulfilled. Sometimes the attacked vassal may understand or accept the excuses which his liege gives. Thus every little failure does not cause open rebellion.

To cancel his agreement the vassal must go to the liege's court and throw down his gauntlet. Before his peers he announces his denunciation and the reasons for it. He may challenge the liege to single combat to judge the dispute. In every case, his actions declare him to be an enemy of the lord.

Safe escape from such a circumstance is often difficult. He must, in effect, walk into a friendly lair and walk out an enemy. Most lieges would not sit for such an insult, especially since their vassals are right at hand to avenge the wrong. Most noblemen would obey the rules of hospitality and allow the ex-vassal to leave the castle, and maybe give an hour's head start if they are unusually kind, but pursuit is inevitable. As a result many unhappy vassals don't even bother with this process, but just ignore all summons from their lord and otherwise disobey him. In such a case the liege can denounce the vassal.



### Coastal Highland Holding

must provide 20 knights, 50 footmen and 10 food tribute.

1 coastal town (POP 10) = 10 L (goods)  
 35 hyrds = 35 L (food)  
 fishing rights = 20 L (food)  
 10 hydes land = 10 L (food)  
 coastal inspector fee = 8 L (goods)  
 wreckage rights = 2d6 L (goods)

# Economy

*Pendragon* economics has no basis in legend. Money is rarely mentioned, such as the time when Sir Ector finally finds the missing Sir Lancelot and cries "It hath cost my lady, the queen, twenty thousand pound the seeking of you." (*Malory XII*, 9).

So why have economics in *Pendragon*? This game seeks, among other things, to give a feel for the way of life of the Middle Ages. The economic system described here serves to educate both the players and the gamemaster on the way of life during Arthur's reign. It does so in the following ways:

**By providing a sense of scale:** the value of money takes on more meaning when an overview of medieval economics is visible. Even gamemasters who do not plan to allow players to use economics should review it to see what constitutes a massive amount of treasure, and what ransoms really are worth.

**By providing player-knights with extra money:** by gaining extra money, player-knights can take advantage of various aspects of the economic rules (i.e., castle building) and each player gains an added sense of their character's position in society.

**By imparting responsibilities upon the players:** in return for the privilege of playing a nobleman, a player must assume some part-time gamemastering responsibilities. Players considering playing noble characters must read the *Nobility* chapter.

## Who Uses It?

Any character holding at least 10 hydes of land can choose to operate it under the economic rules. They take the chance that their increased attention will bring more gain than loss. For holdings of less than 10 hydes, the returns, if any, are so small as to make the effort unfeasable. We recommend that no knight use this system unless he has other knights as vassals.

Unless the economic rules are used by a player, the fate of any lands held by his character(s) is determined by results affecting the kingdom as a whole. Only if a player chooses to pay close attention can he decide the fate of the holding for himself. As a result, his knight's holding may become extremely prosperous while the surrounding lands lay waste (or vice-versa).

The economic rules are easily used for solo play. Additionally, an entire evening's play may consist of nothing but economic activity. Your gamemaster may want you to keep track of the economy of your fiefs as part of your between-game activity. Check with him.

## Standards of Living

The *Pendragon* economic system recognizes ten Standard of Living levels, and the health of every holding is measured against these levels.

Standards of living never fall below 1 nor rise above 10. A kingdom may bask for years at a sumptuous level with a land value of 10 (it can not rise above 10). After only one harvest failure it may precipitously fall to a value of 8.

If, however, a land remains at a level of 1 for six consecutive years, it then falls to level 0, and becomes a *wasteland*.

A newly created fief begins at a level of 6 (normal) with an average previous harvest (no modifiers to the current year).

## Sumptuous Lands

Everyone is happy. The peasants are all plump and jolly with enough beer, bread, and pork for many winter feasts. Fields are thick with barley, orchards

plump with apples, and mill ponds full of fish. The livestock all foal twins, and the chickens lay double yolked eggs. The woods are rich with game waiting to be hunted. Wild berries and nuts abundant.

Rich Lands

Peasants are pleasant and content. They speak openly with strangers and tend to be jolly and honest. Children come in flocks to see the 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 cheerful with wild cherries and apples in plenty. The berries are abundant enough to please a village of bears.

Normal Lands

The peasants are their natural selves, with saints and sinners aplenty. No dearth or abundance of food modifies their innate behavior. The harvest was sufficient to feed everyone and leave enough for the lords as well. The barns are full of hay for the winter. Woods are those found from reasonable sunshine and rain. The animals are wily, but can be caught.

Poor Lands

The peasants are surly and evasive. Children and women hide when knights appear. Their clothing is often worn and ragged. The fields are choked with weeds. The orchards have brown leaves and only tiny green, wormy apples. Pigs show their bones and cows give thin milk. Even the turnips are skinny. The woods offer poor hunting. Only fairy trees remain in leaf and fruit. The surviving animals are cagey, and when caught are often lean and greaseless.

Impoverished Lands

The peasants are gaunt and silent, without will or energy from their dire hunger. Skinny 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. Pigs are only bones in the woods. Cows are dry. The mill pond is a patch of mud. The woods are silent. Dry leaves rustle in the listless wind. Birds are silent, except the ravens which cry out word of new feasts of the the dead. Animals are scarce and sickly when found.

A land's standard of living will not fall below 1 unless 6 consecutive years of impoverishment pass. The land then becomes a wasteland. If, at any time before the expiration of this 6-year limit the land's standard rises above 1, it may again reside at level 1 for an additional 6 years before becoming a waste.

Standards of Living			
level	state of the land's health	level	state of the land's health
0	Wasteland	6	Normal
1	Impoverished	7	Normal
2	Poor	8	Rich
3	Poor	9	Rich
4	Normal	10	Sumptuous
5	Normal		

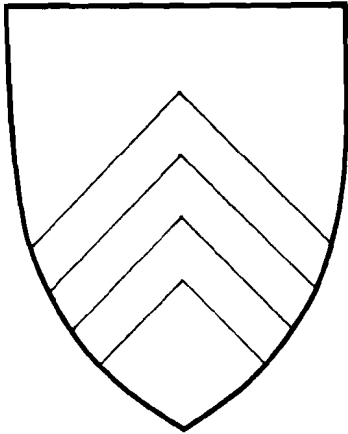
Wasteland

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

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.

Economy

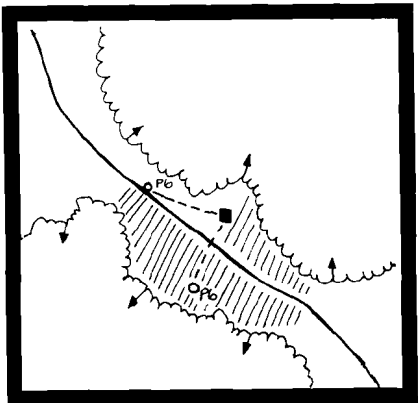
Chevronels



Denouncing a Vassal

A vassal who fails to uphold his part of the feudal agreement can be denounced and attained by his liege lord. To do so the liege must call his court and formally announce the examples of the vassal's failures. He then asks for any defense, which is usually lacking, and finally pronounces the deed done.

Vassals denounced this way immediately lose all Glory gained from their landholdings. They also lose a point of Loyalty (Liege) each year after their denouncement.



Castellan's Holding

must provide 20 knights and 10 men-at-arms.

- 30 hydes = 30 L (food)
- hunting rights = 5 L (food)
- 2 small towns (POP 6 ea.) = 12 L (goods)
- toll rights = 1 L (goods)
- gifts of arms = 3 L (goods)
- tax collector's fee = 2 L (goods)



## Economy

### Knight/Banneret

#### 4-Knight Holdings

(roll 1d10 to randomly choose one)


1. Typical Holding  
9 hydes = 9 L  
gifts = 4 L
2. Lowland Holding  
6 hydes = 6 L (food)  
personal demesne = 2 L (food)  
small town (POP 5) = 5 L (goods)
3. Town Holding  
small town (POP 13) = 13 L (goods)
4. Seaside Holding  
seaside town (POP 5) = 5 L (goods)  
personal demesne = 3 L (food)  
fishing rights = 5 L (food)
5. Highland Holding  
(must provide a 4 L gift of food to liege)  
12 hyrds = 12 L (food)  
gifts = 5 L (goods)
6. Forest Holding  
hunting rights = 8 L (food)  
bridge tolls = 5 L (goods)
7. Seaside Holding  
village (POP 4) = 4 L (goods)  
village (POP 2) = 2 L (goods)  
salvage rights = 1d6+2 L Goods per year  
fishing = 3 food
8. Minor Office  
(import inspector, keeper of Horse etc.)  
13 L per year payment (4 goods, 9 food)
9. Castellan  
(must provide 5 soldier garrison)  
8 hydes land = 8 L (food)  
Castle (POP 1) = 1 L (goods)  
Gifts = 4 L Goods
10. City Holding  
share in gate tolls = 2 L (goods)  
share in pottery mfg = 3 L (goods)  
watch commander salary = 1 L (food)  
farms outside city = 7 L (food)

## The Land Record

The *Pendragon Land Record* is a form used to organize feudal economics. Its entries show, among other things, the current standard of living for the land's inhabitants, the income of the land from various sources, a diagram of the land, and the duties of the lord of the land to his liege. You can find a copy of the Land Record, suitable for copying for personal use only, on page 77 of this book.

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# Pendragon Land Record


**SIDE 1**

(From) \_\_\_\_\_  
 Pledges protection, sustenance, and livelihood in return for  
 unswerving loyalty, military aid, counsel in all matters, and these  
 other things: \_\_\_\_\_

On this day \_\_\_\_\_  
 hereby ☐ Gifts or ☐ Grants to:  
 the following fief: \_\_\_\_\_

Description:  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Vassals:	Loyalty (Liege)
_____	( )
_____	( )
_____	( )
_____	( )
_____	( )
_____	( )
_____	( )
_____	( )
_____	( )
_____	( )

**FIEF MAP**

**CASTLE DIAGRAM**

### Side 1

The following entries are included on the first side of the Land Record.

**(From)** \_\_\_\_\_ : contrary to the construction of modern documents, documents from Arthur's time announce first the person from whom the document comes. Titles, honorifics, and other credentials presage the name of the grantor. There is space to list overlords who may later be granted this land.

**Arms:** a knight's arms represents the oath of fealty by which the knight receives these lands, and the two are now inextricably linked. Reproduce the holder's arms here. If this fief is a grant, then the holder's heir will inherit the arms and lands together.

**Pledges protection, sustenance, and...** : this is a standard formula describing the feudal obligations owed by liege and vassal.

**...and these other things:** here are listed additional expenses or obligations which the vassal is expected to fulfill. It almost always includes some number of knights to answer a summons — the new holder usually counts himself among this number of knights. Also included are: gifts or tribute paid to liege, payments to support a fleet or a contingent of footmen or sergeants, duty to defend a castle or city, or duties of a household officer.

**On this day** \_\_\_\_\_ : fill in the date of the original grant.

...hereby ☐ Gifts or ☐ Grants to... : more standard wording. A fief *must* be either a *gift* (for the life of the recipient) or a *grant* (given forever to the recipient and his heirs).

**the following fief:** \_\_\_\_\_ : here write in the name of the land, county, castle, or position as is appropriate. If you are stumped for a name, choose some distinguishing feature: a point of geography, weather, situation, or whatever. Some samples: High Pass, Foggy Bottom, Oakdale, The Vinyards, 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, Lynch Hill, North Redhill, Maidenstone, Redgrave, Woolston, Shoreham on Sea, Puddlehill, Oakington, Uncleby, Oddington, Upchurch, Birdbrook, Broad Chalk, Deal, Cliff at Hoo, Upton Snodsbury, Saltford, Peterborough, Yarnton, Brooke, Eye, Kingston on Soar, Brushfield, Wheatly, West Stow.

**Description:** list the important parts of the holding, including: the number of hydes income, the number of hyrds income, mines and their income, income of fishing areas, offices, wreckage rights, toll income, towns (with POP, DV and income), and castles or fortifications (with DV).

**Fief Map:** this map should show the salient features of the holding. A rough scale, perhaps of travel time, should be included, as well as a compass. Important features include: towns, cities, Roman roads, roads, forests, unfordable rivers, bridges, fords, marshes, shaded region to denote actual plowed ground, churches, cemeteries, stone circles, other landmarks, battle sites. Refer to the Mapping description (page 33) for a convenient listing of the features you might include and their representative symbols.

**Castle Diagram:** again, use the mapping system to show the holder's stronghold. This might be a tower, fortified city, or castle — wherever it is that the holder and his army will retreat to if the holding is invaded. See page 33 for Mapping.

**Vassals:** list notable vassals owing the land's new lord fealty. Place an asterisk (\*) next to the name of any player-knights. Also, note the Loyalty (Liege) passion value of each vassal. Obtain this value from the character sheet of player-knights, or determine it randomly: roll 1d6-2 and subtract the result from 15.

## Side 2

Side two deals with the fief's actual income and standard of living.

**Standards of Living:** this table summarizes a fief's of economic health and standard of living level.

**Loyalties:** this is a summary of the various important loyalties. The first three values (Knights, Men-at-arms, and peasants), reflect the general feelings for that specific class of people. Of course, player-characters possess their individual values and generally roll dice separately when these passions are tested. But many times a landholder needs to determine how these classes of people react in times of emergency and in other moments.

KNIGHTS' loyalty is initially determined by rolling 1d6+12. Write the result in the space provided. This value may rise or fall depending on how the lord treats his knights.

MEN-AT-ARMS' loyalty is initially determined by rolling 2d6+6. Write the result in the space provided.

PEASANTS' loyalty is initially determined by rolling 2d6+3. Write the result in the space provided. Add the peasants' Love (Liege) to their Loyalty and subtract their Hate (Liege). This value is also used when testing for Townspeople.

LIEGE'S loyalty to his vassals (all of the above) is found by looking on his character sheet. A nearby sidebar essay describes Loyalty (Vassals) in more detail.

LIEGE'S LIEGE is that person to whom the landholder answers. Every landholder (except Arthur and a few other kings) has a liege. Determine his Loyalty (Vassals) value by rolling 1d6+12. Write the result in the space provided. This passion is important when you attempt to summon your liege to support you during a raid or invasion.

**Peasants:** despite their poverty and their mistreatment at the hands of the other social classes, it is impossible to operate a fief without peasants. They are surprisingly important. In addition to their loyalty, two other passions are important to peasants: Hate (liege) and Love (liege). These passions measure the social unrest or satisfaction felt among the peasantry within the holding. Their Hate subtracts from their Loyalty value, and their Love adds to it. They may affect harvests, building and expansions, or even (through the intervention of the gamemaster) rebellion.

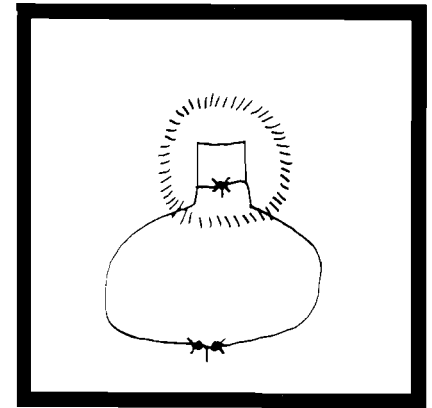
Each of these passions begins at a value of 0 (zero). Each increases separately due to the peasants' economic conditions. When a holding is passed to an heir or a new landholder, the value of these passions returns to 0.

**Steward:** the steward is the person who looks after the day- to-day operation of the holding. This may be the landholder, his wife, or another trusted person. Record the steward's appropriate skills here for ease of play. Experience check boxes are included, since these skills may change over time. **Be sure to change both these values and the values on the steward's character sheet.**

## You Are King Arthur

It is appropriate to run your campaign as if it was the court of the High King. The gamemaster is the highest authority of his campaign, just as King Arthur is the highest authority in his realm. Thus only the campaign gamemaster should run the High King, but should deputize other responsible parties to take care of certain tasks. For instance, he might give Sir Bedivere or Sir Kay to be run by the person who brings the munchies. Alternately, ambitious players can become important kings and noblemen, both in character and out. Thus one might be the King of Malahaut and be a rich and famous player character, but also have the responsibility to gamemaster events which occur within his territory, and to make political choices when appropriate in the campaign.

Most players will be content to have their characters remain humble knights. However, responsible and knowledgeable individuals may be given kings to run as characters thereby incurring the further responsibility of running that kingdom.



## Motte and Bailey Castle

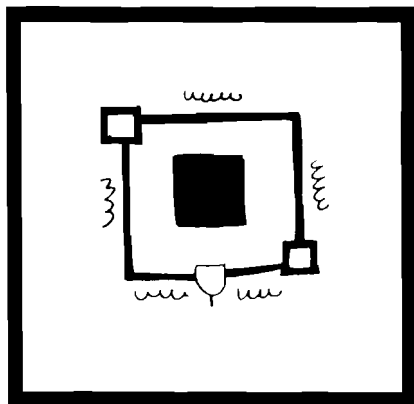
[DV: 5/3 Special Cost: 25 L] The simple motte and bailey castle is the most common type of early fort. Its method of construction is so well understood by both royal and independent engineers that it is significantly less expensive to build than the cost of its parts would indicate. This is the only castle example for which this is true.

**Outer works (AREA 2)** — double ditch & rampart (3), wooden palisade (3), gate (-2), gateworks (1): DV: 5

**Inner works (AREA 1)** — motte (0), wooden palisade (3), postern gate (-1), gateworks (1). DV: 3

**Support Knights...:** notes to remind you of the costs to support the varrious classes of knights, men-at-arms, and the different ranks of nobility.

Whenever a liege is invested with his holding his player must write down the new passion, and its value. Its value is equal to the knight's current Loyalty (liege). Thereafter the two loyalties may change separately from each other depending upon the behavior of the characters.



**Stronghold** — square keep (10).

**Events:** note every event which has an effect upon the holding. If many events occur during

## Mapping

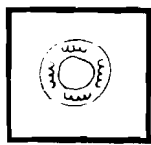
a single year, use more than one line, if necessary. These events may be the result of die rolls on the Random Events table or actions on the part of the players.

**Army S/R/K/P/M:** the letters are abbreviations of the types and quality of troops found on a holding — Superlative Knights/Rich Knights/Ordinary Knights/Poor Knights/Men-at-arms. Indicate here the number of individuals of each type who is paid for during the year. The actual number of knight may vary if your character has more than required by his liege, or has taken losses which cannot be replaced at the usual replacement rate.

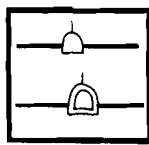
**+/- Treasury:** note here any changes to materials on hand which are brought about by the year's events. The result should be reflected in the Treasury columns which follow. Food and Goods may be set aside for building projects. These should be subtracted from the current stocks, but note them in brackets. Some or all of these amount may be recovered if the building endeavor is only partially successful.

**Treasury FOOD/GOODS/SE:** the letters SE are an abbreviation for Siege Equipment. Note the Librum value of each commodity kept at the holding. Unless otherwise noted all these will be assumed to be in the main castle of the holding. If not, note the subtraction as a +/- Treasury, and then write it on the map on the front of the sheet next to the actual location.

## Fortification Key



Moat

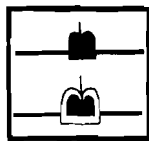
Gate Tower  
or Barbican

Large

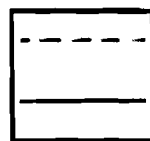


Motte

Gate House



Tall



Path

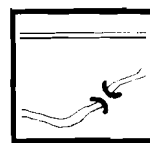
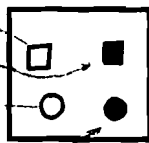
Road

Territory  
Key

Woods or Forest



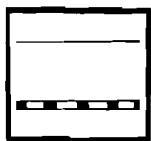
Water

Square Tower  
Square Keep  
Round Tower  
Round Keep

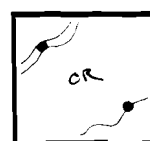
Roman Road

Bridge

Marsh

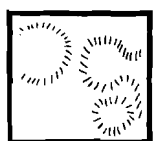
Wooden Palisade  
or Stone WallHalf Curtain  
or Incomplete  
Curtain Wall

Palace



Ford

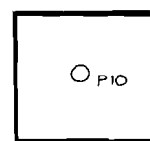
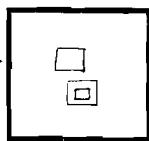
Hills



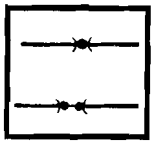
Full Curtain

Double

Triple

Wooden Tower  
TallSettlement,  
Town or City

Cliff Edge

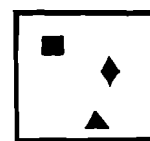
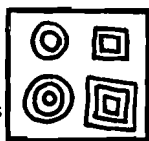


Postern Gate

Gate

Double Towers

Triple Towers

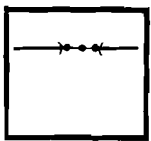


Castle Location

Tower

Mine

Farmland



Double Gate

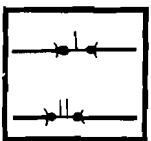
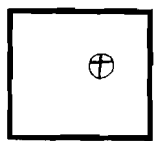
Double Keeps

Triple Keeps



Water

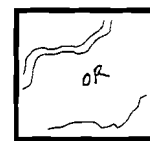
Church



Gate Works

Double

Buildings



River

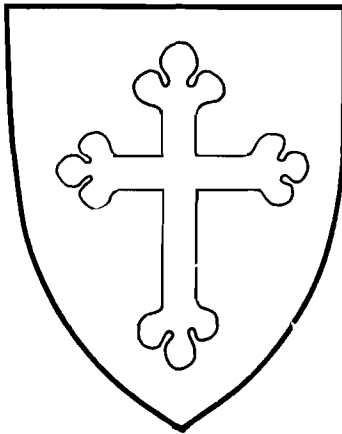


# Yearly Economics Procedure

Consult the Yearly Procedure table to discover the random events and quality of harvest for all fiefs held by player-knights. These results may be modified by the gamemaster whim or by events occurring in his *Pendragon* roleplaying campaign.

## Economy

Cross Botonny



### How Do Noblemen Become Rich?

A *demesne* (*pron.* dih-MEEN) is a holding ruled directly by a nobleman. Thus a count has indirect rule over many landholders who are vassals of vassals, but direct control over his own demesne.

A nobleman's own land is his firmest base of loyalty and economics. Powerful lords own many estates which supply food and goods directly to them and their households.

### Service at Court

Noblemen holding royal offices get income for holding down an extra job or two. Key offices are listed in the Knight's Book, but those are only the major ones. Others include collecting taxes on roads and bridges, collecting import tariffs at borders, keeping forests, etc.

### Stewardship

Noblemen nourish effective stewards of their properties to encourage efficiency and profit. When possible they enlarge their demesne to increase personal income without incurring additional debts to their liege. The land area remains the same but POP and hydes increase.

An amusing tale is told of William Lord of Hemricourt who lost and lost again at tournaments, almost paupering himself each year with ransoms and remounts. Yet he never went broke. One day while returning from another disaster, Sir William watched his sheep being driven away. He questioned a friend as to the identity of the owner of sheep grazing on the other side of the hill. He learned they were his wife's, whose stewardship had kept him solvent for years.

### Yearly Procedure

- Step 1 Determine Occurrence of Random Events**  
Players state number and timing of their actions  
Roll for number of random events  
Roll for timing of random events
- Step 2 Roll on Annual Events Table**  
and/or determine events from campaign
- Step 3 Total Other Modifiers to Annual Harvest Table**  
Stewardship  
Last Harvest  
Raiding  
Arthur's Reign  
Curses and Blessings
- Step 4 Roll on Annual Harvest Results Table**
- Step 5 If Poor or Impoverished, Decide Actions to Follow**  
**Normal Procedures:**  
Distribute Granary  
Spend Treasury  
Trade Goods and Food  
Shortchange Knights  
Squeeze Peasants  
Squeeze Townsmen  
**Desperate Measures:**  
Shortchange Self  
Release Men-at-arms  
Release Household Knights  
Sell Land
- Step 6 Determine Project Results**  
Roll Steward's Just, Energetic  
Determine Results
- Step 7 Commit Funds for Next Year**

### Event Timing Table

	<i>season in which event occurs</i>
d6	
1-2	Spring
3-4	Summer
5-6	Autumn

### Determine Number and Timing of Events

Roll 1d6-2 for the number of events. If necessary, roll 1d6 to find which season the event occurred. Consult the Event Timing table.

Determine the timing only for those events which require it, such as the fief being raided. For instance, the character may be absent when the liege visits, thereby missing the extra experience checks he would otherwise receive.

Events can be repeated each season, or even several times within a season. Thus the holding may have several good hunts in a season, be raided several times in a year, or be visited several times. Sometimes an event will have a result which is optional — a liege may demand his vassals' presence only one season per year. A second call need be answered only voluntarily.

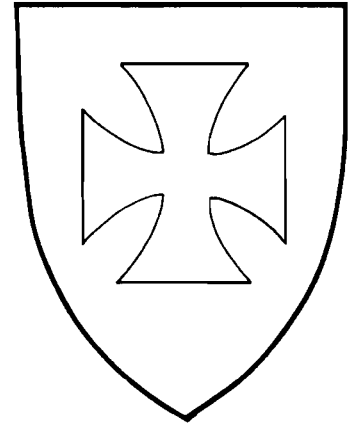
Use the Annual Events table to randomly discover those events which affect player holdings during the year. Roll 1d6 and 1d20 for each separate holding, and the table can be used for any size region. In some cases the gamemaster may rule that this table not be used for a year or two in which other, predetermined events occur.

**Liege Visits:** every feudal lord who owns more than one estate travels back and forth among them, stopping in for an inspection and visit. Such a travel is called a nobleman's *progress*. If the lord himself is absent, perhaps through active play, his household will still hold his progress. All knights present when a liege visits get an Experience Check for Courtesy, Intrigue, and Joust. If battle is immanent or threatened, the liege's escort will always be ready to fight in defense. To find the costs of the visit find the overlord's rank on the Retinue Costs table and subtract it from the amount of stored food present at the fief. These costs must always be paid, even if it means squeezing peasants to do so.

If a liege has visited during a season and the area is raided that same season, the liege will always send his army to help repel the raid. His army responds once per visit during that season. No additional cost accrues to the vassal since the liege is nearby (eating someone else's food).

## Economy

## Cross Formy or Paty



Both chagrined and delighted the good lord William went happily home to show his appreciation to his wife.

## Tournaments

In later phases of the *Pendragon* campaign tournaments become expensive. Losers forfeit horses, equipment, and even ransoms. Some noblemen make a profession of arms, conquering many opponents at tournaments just for the money.

## War and Raid

War sometimes yields great profit. Successful raiding of lands can net many herds of cattle and sheep for food. Taking cities by storm yields rich plunder, and surrendering towns pay a fee for their liberation. Castles are a lord's treasure house and usually hold many riches. Ransoming his prisoners can make a lord rich.

## Conquer and Seize Land

Feudal theory of protection is fine, but sometimes fails. Arthurian stories are full of widows and weaklings beset by an oppressor intent upon enriching himself at their expense. A land which is seized can be kept by the conqueror.

## Squeeze Peasants and Townsmen

Lords may oppress the people beneath them. Details are given in the Economics chapter. Lords who exercise this option generally end up being Cruel and Arbitrary, and may come to rule wasted lands full of hateful peasants.

## Marry Well

War leaves many widows.

## Annual Events Table

*Treat results that don't apply as a roll of 6: No Event Occurs.*

1d6 event (roll 1d20)

## 1 Bad News

- 1-10 Raided — see *Raid* section.
- 11-12 Fire — lose 1d6 POP of largest town.
- 13-14 Hyrds problem — no hyrds income.
- 15-16 Mine disaster — no mine income.
- 17-18 Fishing problems — no fishing income.
- 19-20 Rats and rot — lose half stored food.

## 2-3 Liege Visits

- 1-10 One visit, pay retinue costs.
- 11-18 Two visits, pay retinue costs twice.
- 19-20 Busy times. Three visits, pay three times retinue costs.

## 4 Summoned by Liege

- 1-6 For Spring.
- 7-12 For Summer.
- 13-18 For Fall.
- 19-20 For a distant campaign, for entire year.

## 5 Good Income

- 1-4 Gift from liege — add 1d6+1 goods.
- 5-15 Great hunting — add 2d6 food.
- 16 Small treasure unearthed — add 1d20 goods.
- 17-18 Gift from faeries — add 1d6 goods.
- 19-20 Blessing from faeries — add 2d6 food.

## 6 No Event Occurs

## Retinue Costs Table

rank	number in retinue	cost per visit	ACCOMPANYING KNIGHTS				Men- at-arms
			super.	rich	ordinary	poor	
Baron	25	2 L	--	1	1+1d6	3+1d6	3
Count	50	4 L	1	--	8+2d6	12+2d6	12
Duke	75	6 L	1	--	15+3d6	20+3d6	20
King	100	8 L	1	--	20+3d6	30+4d6	40

*The rich/superlative knight is the nobleman himself. The 'knights' entry in the Accompanying Army includes visiting knights and knights in the noble's retinue.*



## Economy

### Annual Harvest Results

<i>1d20</i>	<i>income</i>	<i>harvest result</i>
1-2	0	Famine. Drop 2 levels.
3-8	0	Bad Harvest. Drop 1 level.
9-12	normal	Good Harvest. Remain at same level.
13-19	x 1.5	Excellent Harvest. Rise 1 level.
20	x 2	Superlative Harvest. Rise 2 levels.

**Being Summoned By Liege:** it is every vassal's responsibility to answer his lord's summons to war. Sometimes he will be sent to neighboring holdings who fear invasion, sometimes go on a raid, or sometimes stand guard at a threatened castle. In every case he will be expected to come with all (or at least most) of the army which is his holding. The characters on these expeditions must make a normal Battle roll to see what occurred to them while on campaign.

### Annual Income Modifiers

The following modifiers affect the die roll result used to determine the quality of a harvest on the Annual Harvest Results table. This is an exception to the general *Pendragon* rule that states that modifiers only affect skill values, never die roll results.

**Stewardship Roll:** stewardship is the skill of administering a land and its resources to the best advantage. Farmers always use it stewards usually, monks often, women sometimes, and knights and nobles.

The job of the steward is to oversee the daily affairs of the land and its residents. Stewards receive complaints when knights trample the peasants' turnips, haul off one of their cows for lunch, or tempt their pretty daughters into the brush with brazen lies. Stewards must enforce tradition and custom to uphold the peasants' rights. The steward is the person who must gain the confidence and friendship of the common folk, so that when the time for extra work arrives (to expand the lord's holding) the peasants will work diligently. These are the things reflected when a steward attempts a Just and Energetic roll to inspire his people.

An assigned steward, landlord, or wife may try to make the Stewardship roll once each year.

*critical — add 3 to die roll.*  
*success — add 1 to die roll.*  
*failure — no modifier.*  
*tumble — subtract 3 from die roll.*

**Last Year's Harvest:** review last year's harvest result, which modifies the current year's harvest roll.

*last year Famine — subtract 4 from die roll.*  
*last year Bad — subtract 2 from die roll.*  
*last year Good — no modifier.*  
*last year Excellent — add 2 to die roll.*  
*last year Superlative — add 4 to die roll.*

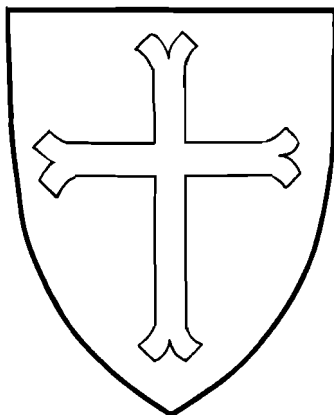
**Raids or Invasion:** events occurring during an extended campaign may generate raids or even full scale invasions within lands controlled by player characters. A raid or invasion affects the current year's harvest for the land in which the warfare occurred. Note that Major Invasions are not a random event result — these war zones are designated only by by campaign design, random events, or determined by player characters through play.

*light raiding — subtract 2 from die roll.*  
*heavy raiding — subtract 4 from die roll.*  
*major invasion — subtract 8 from die roll.*

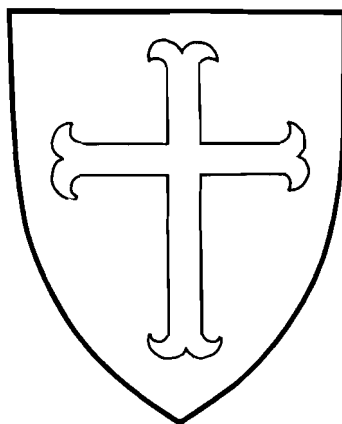
**Arthur's Reign:** Arthur's continued benevolent reign brings widespread well being to his whole domain. As the High King, he extends his health to everyone until onset of the violence of Phase 5.

*Phase 1 — subtract 1 from die roll.*  
*Phase 2 — no modifier.*  
*Phase 3 — add 1 to die roll.*  
*Phase 4 — add 2 to die roll.*  
*Phase 5 — no modifier until Round Table splits, then subtract 1.*

**Cross Fourche**



**Cross Moline**



**Curses and Blessings:** magical events sometimes occur during *Pendragon* campaigns. This entry does not refer to those events provided on the Random Events table. Instead it refers to gamemaster-issued curses and blessings. More powerful curses and blessings are possible, but should be gained only through campaign play.

*common curse — subtract 1 from roll (inflicted by angry witches, offended pookas, indignant clergy, or an inadvertent offense against a family geas).*

*common blessing — add 1 to die roll (bestowed by giving a gift to brownies, playing host to a faerie bull or goat, living near an enchanted fountain, or by having a magical queen).*

## Economy

### Determine Annual Harvest

Results of the year's harvest should be rolled for each distinct holding. Nonplayed holdings can be assumed to perform in the same manner as the king's demesne does. Thus, a whole kingdom might be doing poorly while the lands held by your knight are doing well. These results should be applied to the following types of income: hydes, hyrds, fisheries, hunting, manufacturing, and income from town POPS. The results are not applied to: gifts, mines, offices, salaries, tolls, wreckage rights, and income from port duties.

### If Poor or Impoverished...

There are two categories of procedures which a poor or impoverished lord can use to raise much-needed money: normal and desperate. All normal procedures must be attempted before trying the desperate measures.

#### Normal Procedures

Landlords may do each of these once per year.

**Distribute Stored Grain:** distribute food from storage at 1:1 ratio. For each Librum of food required for the holding, give out 1 L. of food.

**Spend Treasury for Food:** goods may be traded to get food. The normal rate at all times is 2 Goods = 1 Food.

**Spend Food for Goods:** in times of fiscal emergency, especially when desperately seeking ransom for a liege or relative, food can be traded for goods. However, it is a buyers' market, and the best rates would be 2 Food = 1 Good.

**Exact Tallage:** the lord may call together his court and attempts to persuade the attending nobles to give him additional money. Refer to the *Taxes* section for more information.

**Squeeze Townsmen:** get 1 Librum of Goods per POP but also lose 1 POP per town squeezed. Also, get an experience check for Arbitrary. Each town may be squeezed once each year, and towns are squeezed separately.

**Squeeze Peasants:** the first time that the peasants are squeezed results in the lord gaining 2 Librum per hyde or hyrd, and liege gets Cruel and Arbitrary checks. Second squeeze results in a return of 1 Librum per hyde or hyrd, and liege gets Cruel and Arbitrary checks. The third and subsequent squeezes provide 1/2 Librum per hyde or hyrd, and liege gets Cruel and Arbitrary checks. Each and every squeeze gives the peasants 2 points of Hate (liege). Thus after 6 squeezes, the peasants all have a Hate (liege) of 12.

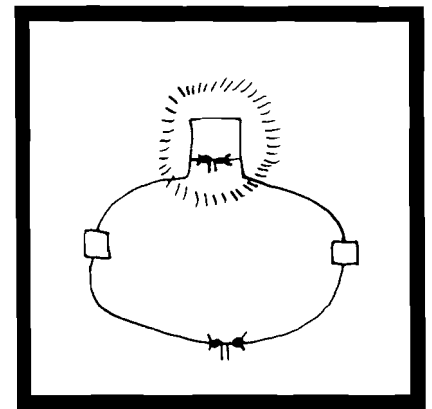
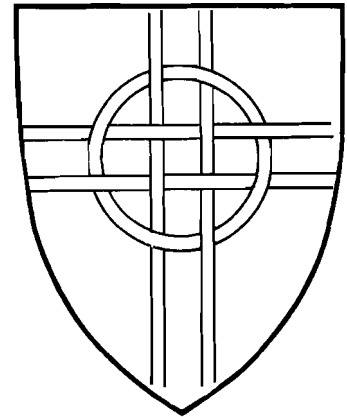
**Shortchange Knights:** knights may be denied half of their normal income and still remain present for duty. Knights who receive only 1 Librum of food or goods per year are considered Poor Knights, and their Loyalty (liege) passion drops by one point for every year in which they are shortchanged.

#### Desperate Measures

Do not use these desperate measures until each of the normal measures have been attempted. As with the normal measures, each of these may be attempted once per year.

**Shortchange Self:** liege lords may choose to reduce their own income if they wish. They may subtract up to 1 L. of goods or food without suffering any consequence. However, any more than that and the lord will receive no annual glory for his position that year.

#### Cross Parted and Fretty



#### Strengthened Motte and Bailey

[DV: 1/10/5 Cost: 64 L] Though this is a motte and bailey castle, it includes a number of structural modifications: it encloses a larger area of land and includes an additional ring of defenses with more elaborate gate defenses and wooden towers. Thus it does not qualify for a special cost.

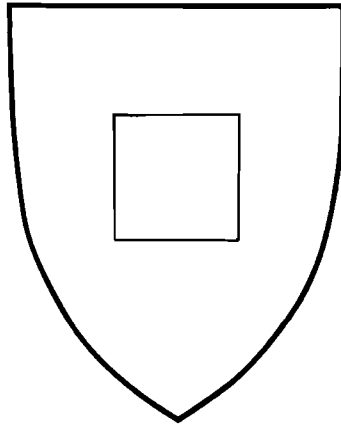
**Outermost Works (AREA 3) —** ditch & rampart (2), gate (-2), gateworks (1). DV: 1

**Outer Works (AREA 2) —** double ditch (3), wooden palisade (3), 2 wooden towers (2+2), gate (-2), double gateworks (2). DV: 10

**Inner Works (AREA 1) —** motte (0), wooden palisade (3), gate (-2), double gateworks (2), wooden tower (2). DV: 5

## Economy

Delf



### Banneret/Baron

#### 10-Knight Holdings

(roll 1d10 to randomly choose one; add 1d6+10 hydes if giving holding to a baron)

1. Land Holding
  - 25 hydes land = 25 L (food)
  - personal demesne = 3 L (food)
  - Note that this vassal must always trade for his Goods.
2. Mixed Holding
  - small town (POP 6) = 6 L (goods)
  - small town (POP 4) = 4 L (goods)
  - tiny town (POP 2) = 2 L (goods)
  - personal demesne = 7 L (food)
  - 9 hydes land = 9 L (food)
3. Highland Holding
  - (including 10 L hyrds gift to liege)
  - 20 hyrds = 20 L (food)
  - personal demesne = 9 L (food)
  - Gifts = 9 L (goods)
4. Seaside Holding
  - small town (POP 5) = 5 L (goods)
  - fishing rights = 9 L (food)
  - 5 hydes land = 5 L (food)
  - port duties = 1d6+5 L (goods)
5. Woods Holding
  - small town (POP 4) = 4 L (goods)
  - personal demesne = 5 L (food)
  - forest rights = 6 L (food)
  - toll rights = 1 L (goods)
  - 12 hydes = 12 L (food)

**Release Men-At-Arms:** some of a liege's men-at-arms may be dismissed, and thus not be paid for the next year. Such an action may jeopardize the holder's claim to the holding if his liege calls for a muster and the holder supplies too few men to satisfy his oath.

Releasing men-at-arms endangers the holding because the ex-soldiers mingle with bandits. Thus such a release always results in a Raid the next year, by bandits, in addition to normal random events.

**Release Household Knights:** some or all household knights may be released, though the liege loses glory for failing to support his vassal. 25 glory points are lost for each knight dismissed. Each knight dismissed saves 1 L. in Goods and 1 L. in Food that year.

**Sell Land:** land cannot be sold the way modern land can. A holding belongs to the liege, not the occupant. Therefore only the liege can buy the land back. Alternately, the liege can approve of the transfer to another of his vassals (and take half of the fee which changes hands). No liege is obliged to buy land this way, nor to approve of its transfer. If the holders die heirless then the land reverts to the nobleman anyway. New land created by the holder can be transferred to someone other than the liege, though this still requires his approval.

## Determine Project Results

Three ways exist for a lord to improve his holding: clearing land, town construction, and building castles and fortifications. This latter method, building castles and fortifications, is treated differently than clearing land and town construction.

A steward or landlord can attempt only one project per year. The peasant work force must be available. If any raiding or invading forces were active within the fief, then the peasants are not available for work. If money is invested but the peasants do not show up for work, the money is not lost and can be reused next winter in any way desired.

Projects are designated at the end of each winter accounting turn. Both time and money must be allocated in the winter preceeding the year in which the work will be accomplished. Once the money is committed the plans cannot be changed, only cancelled by outside events.

Despite available money, there is a maximum limit on the amount of building that the inhabitants of a holding can accomplish in one year. This maximum is equal to the normal, average income of the holding. No matter how much money is spent, the steward determines the effort's success with the same die rolls. Spending a huge amount of money risks either losing it all at once versus getting a lot done.

**Peasants' Hate (Liege):** when the steward attempts his Justice roll to inspire the peasants, his die roll result must be equal to or less than his Justice trait value but greater than the peasants' Hate (Liege) value. Failure to overcome their Hate (Liege) indicates that the steward could not motivate them sufficiently to accomplish any real work. The project fails as if there had been a raid to the fief.

**Peasant's Love (Liege):** just as a liege can inspire his peasants to a notable hatred, so can he inspire within them a notable love. Add the value of the peasants' Love (Liege) to the values of the steward's Energetic and Just traits when his player rolls for project results.

### Project Results Table

<i>if steward was successful in:</i>	<i>project result</i>
Neither Trait Roll	Complete Failure, both money and time are lost.
One Trait Roll	Time is wasted, money is recovered.
Both Trait Rolls	Project is Successful, money and time expended.

## Normal Project Procedure

The procedure for building land and expanding holdings are the same, except for the initial investment and the final result.

**Invest:** clearing 1 hyde of land (or developing 1 hyrd, 1 fishing income, or other source of food.) costs 5 L. To build 1 town POP costs 10 L. (no other source of goods can be developed). The money is committed to feeding the work crews, salaries for skilled foremen, raw materials, tools, and other necessary costs.

**Work:** peasants work over the summer, if no raids or invasions occur.

**Supervise:** the steward attempts Energetic and Just rolls, and must overcome the peasants' Hate (Liege).

## Economy

### Castle and Fortification Building

When building castles and other fortifications, a much greater percentage of the work is performed by paid professionals. Though some labor is done by the peasantry, important work is accomplished by free men. Thus, no Energetic or Just trait rolls are required of the steward.

The following are the Librum costs of special structures which a lord may wish to build, and which are not implied in the building of town POP:

stone bridge: 1 L.  
large stone bridge: 10 L.  
small chapel: 2 L.  
fine church: 100 L.  
small cathedral: 1000 L.

### Commit Military Resources

In campaigns where player versus player action may occur, a "Statement of Intent" must be written down during the winter phase. This note can be written right on the land record, and should include whatever the army is doing, especially any activity which will cause it to depart from the holding, including going raiding or going to aid a fellow lord.

**Raid:** players must write down their intended victim, in this form: Who/When. *Who* indicates the proposed victim, and *when* must designate one of the seasons.

**Invade:** invasion is a commitment to attack an enemy with the intent to ruin him, either by pillage or through siege. The victim and season must be written down. Also note all Food, Goods, and Siege Equipment slated to be sent along. The statement of intent requires only writing down "Raid," even though an invasion may be planned.

**Hire Mercenaries:** mercenaries are soldiers work for money, without any personal loyalty to the liege. They are available at rates given in the *Siege* section.

To gain the less expensive costs to muster mercenaries, a commitment must be made to hire them in the winter, and money must be allocated. This cost to muster is lost even if the mercenaries are disbanded immediately upon the date of the intended muster.

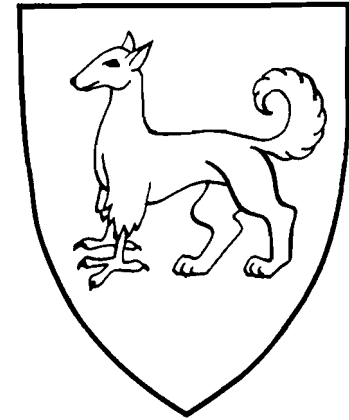
**Summon Liege:** a vassal may request that his liege visit and/or send troops sometime during the next year. Though such activities are required by the feudal contract, a gift will sweeten the request and ensure compliance. The liege will generally come with his retinue, as shown on the Retinue Costs table. The hosting lord must pay for the upkeep of the liege's force, who will remain on guard as long as needed. The liege's chance of coming is determined by his roll on his Loyalty (vassals) trait. Any applicable modifiers are explained below.

#### Summon Liege Table

Loyalty (vassals) result	liege response
Fumble	Liege does not come, but summons your army instead.
Fail	Liege does not respond, with valid excuse.
Success	Liege responds with full retinue.
Critical Success	Liege responds with twice full retinue.

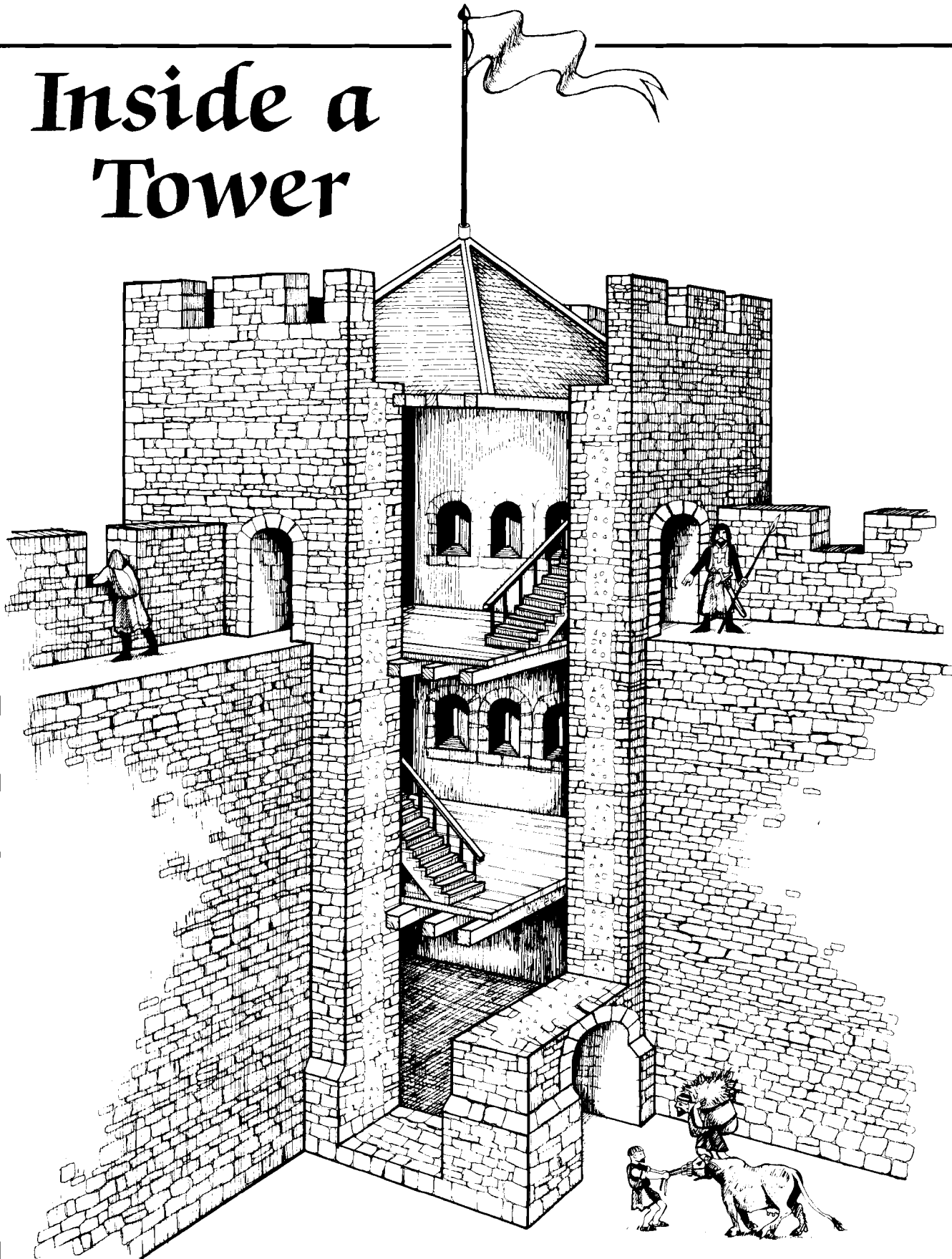
Modifiers\* add 1 liege Loyalty (vassals) per Librum gift included with request.  
Add 2 per consecutive year in which vassal was previously raided.

Enfield



6. Highland Holding
  - 1 mine = 8 L (goods)
  - 12 hydes = 12 L (food)
  - personal demesne = 5 L (food)
  - small town (POP 3) = 3 L (goods)
7. Mixed Holding
  - 6 hydes = 6 L (food)
  - 7 hyrds = 7 L (food)
  - 1 town (POP 6) = 6 L (goods)
  - river fishing rights = 4 (food)
  - personal demesne = 4 L (food)
  - toll rights = 1 L (goods)
8. Seaside Holding
  - 1 fishing town (POP 3) = 3 L (goods)
  - fishing = 4 L (food)
  - personal demesne = 10 L (food)
  - port duties = 3 L (goods)
  - 1 inland town (POP 5) = 5 L (goods)
  - 3 hydes = 3 L (food)
9. Castellan
  - Castle = 0 L (goods)
  - nearby town (POP 7) = 7 L (goods)
  - 17 hydes = 17 L (food)
  - mine rights = 4 L (goods)
10. City Portion
  - share of import company = 8 L (goods)
  - personal demesne = 6 L (food)
  - Collector of salt = 2 L (goods)
  - Watch Officer salary = 1 L (food)
  - royal steward in city = 11 L (food)

# Inside a Tower



The square tower is a basic building on most walls. Several are commonly used along a long wall. The illustration shows a common wall tower, but one may have a gateway through it to serve as a gate tower.

**FIRST FLOOR** - used for storage of the liege's food and animals. In a gate tower this would be the gateway. Note that it has one way in, and that the second floor cannot be reached from the first. Thus if invaders ever get inside the bailey the defenders can remain apart from them in their strong defense point.

**SECOND FLOOR** - Here lives one of the officers of the castle, perhaps the constable or the marshal. The floor is the whole of his family's private quarters, containing all their private belongings in trunks. The floor is rush-covered, and the walls hung with rugs or curtains to

prevent drafts. If the man is rich the room may even have a bed, stools, and handsome wall hangings. Note that the only window, facing the outside walls, is an arrow embrasure, wide on the inside and narrow on the outside.

**THIRD FLOOR** - This room, like most in a castle, is both living quarters and the place of work for the people who live there, in this case between eight and ten men-at-arms. Furniture is unlikely here, save for the ubiquitous chests. Beds consist of sleeping blankets and mattresses rolled up each day. Note the several embrasures in the outside wall.

**TOP** - the top of the tower has merlons and crenels to protect the tile roof from engine-cast stones. Allures give the men at arms a place to stand to look out or defend the walls.

**Replace Lost Knights:** a liege may make new knights by spending 8 L. to outfit a qualified individual or accept the homage of a poor knight or squire who seeks a liege. There is no yearly replacement limit for knights.

**Equip Men-at-arms:** loyal soldiers may be raised from the peasantry at a regular rate for no cost. The yearly rate is equal the total of hydes and POP included in the fief. If more are needed then mercenaries must be hired.

**Purchase Siege Equipment:** siege equipment, which is also useful as counter-siege equipment when used by a castle being attacked, can be bought at the rate of 1 point of equipment per Librum.

## Economy

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# Pendragon Land Record SIDE 1

(From) KING LEODEGRANCE  
 Pledges protection, sustenance, and livelihood in return for  
 unswerving loyalty, military aid, counsel in all matters, and these  
 other things: 12 KNIGHTS, 30 MEN-AT-ARMS, and  
1/2 THE INCOME OF LEWSTON

On this day 497 514  
 hereby ☐ Gift or ☒ Grants to:  
NARON YVANE  
 the following fief: The Banneretcy of  
Redbridge

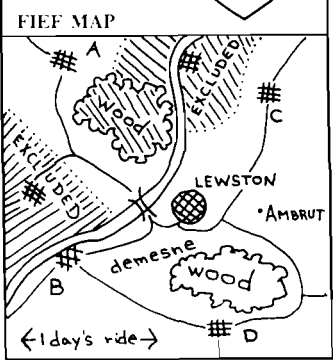
Description:

2.5 HYDES =	2.5 F
HUNTING RIGHTS =	3 F
TOLLS =	1d 6G
1/2 LEWSTON =	6 G
TOWN A =	2 G
TOWN B =	3 G
FISHING RIGHTS =	3 F
TOWN C =	2 G
TOWN D =	3 G
TOTAL = 31 F 16 G	
+ 1d 6G	

Vassals:

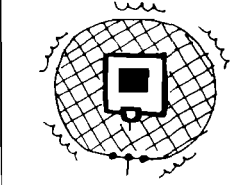
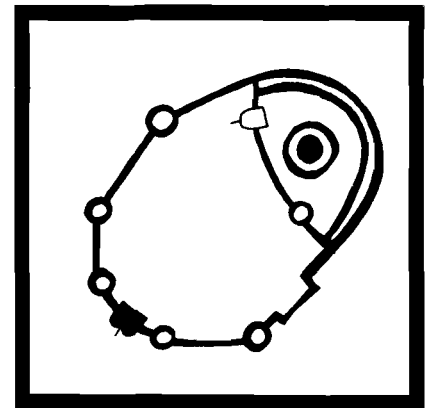
		Loyalty (d100)
AMBRUT	2 HYDES	(15)
CADWR	2 HYDES	(16)
BRUNOR	2 HYDES	(15)
		( )
		( )
		( )
		( )
		( )
		( )

**FIEF MAP**



**CASTLE DIAGRAM**

LEWSTON 8/9/10  
 AREA = 12

### Pembroke Castle

[DV: 88/30/25 Cost: 513 L] Pembroke Castle was built by William Marshall, Earl of Pembroke between 1189-1219. It is the ultimate example of a Phase 3 castle. Of particular interest is the underground passage which connects the castle to a subterranean ship dock located in a cavern.

**Outer works (AREA 2)** — special terrain: on a river bank (7), curtain wall (7), double ditch (3), moat (4), Gate (-2), 2 postern gates (-1x2=-2), gate house (10), gate tower (4) 5 double round towers (5x10=50). DV: 88

**Inner works (AREA 1)** — special terrain: on a river bank (7), double curtain wall (11), gate (-2), gate tower (4), double round tower (10). DV: 30

**Stronghold** — special terrain: on a river bank (7), tall round keep (18). DV: 25

## Other Money Matters

Any remaining money can be spent on anything desired by the liege. Typically, he will use it to increase his standard of living, or increase the amount he provides to his knights. Other suggestions are:

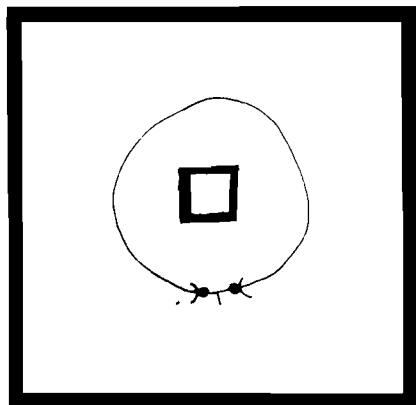
**Gifts:** some followers in a lord's household may deserve something special. Subtract the cost of the gift from the treasury when a lord gives a gift of a horse, armor, or weapons.

**Sponsor a Tournament:** see the Tournament section of the *Nobility* chapter.

**Raise Peasants' Opinion:** lords may decrease the peasants' hate or increase the love of their ruler. On a year in which the harvest is Good or better (i.e., a roll



**Other Buying:** lords may wish to purchase ships, pleasure barges, or siege equipment. All should be kept track of on the Land Record.



[DV: 9/10 Cost: 25 L] These lonely towers are erected at strategic points to observe approaching foes. Bannerets find them to be suitable fortified manors as well, and a poor king might be satisfied too.

**Stronghold** — special terrain: on a rise (5), Square tower (5). DV: 10

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# Pendragon Land Record SIDE 2

Standards of Living		Loyalties	
level	state of the land	Knights' (to Liege)	
0	Wasteland		15 <input type="checkbox"/>
1	Impoverished	Men-At-Arms (to Liege)	
2-3	Poor		12 <input type="checkbox"/>
4-7	Normal	Peasants (to Liege)	
8-9	Rich		9 <input type="checkbox"/>
10	Sumptuous		
Peasants		Liege's (to Vassals)	17 <input type="checkbox"/>
Hate (Liege)	2 <input type="checkbox"/>	Liege's (Liege to Vassals)	18 <input type="checkbox"/>
Love (Liege)			
Steward:			
A Battle	12 <input type="checkbox"/>	W Energetic	13 <input type="checkbox"/>
Stewardship	W 16 <input type="checkbox"/>	W Just	15 <input type="checkbox"/>
		W Ambitious	5 <input type="checkbox"/>
		W Cruel	3 <input type="checkbox"/>
		W Generous	17 <input type="checkbox"/>
		A Valiant	3 <input type="checkbox"/>

## Fief Income:

Average Income = 31 Food + 16 Goods = Total 47  
 Income x 1.5 = 47 Food + 24 Goods = Total 71  
 Income x 2 = 62 Food + 32 Goods = Total 94

## Fief Expenses:

12 Knights' Fees + 12 food + 12 goods  
30 Men at arms + 6 food  
 Own Rank Expenses = 8 food + 2 goods  
 Other Expenses = 0 food + 0 goods  
 TOTAL EXPENSES = 26 food + 14 goods

SUPPORT KNIGHTS: Impoverished \* 1 L; Poor 1-2 L; Ordinary 2-4 L; Rich 4-8 L; Superlative \* 1 L  
 SUPPORT MEN-AT-ARMS: 1 F  
 SUPPORT SELF: Baronet 10 L; Baron 26 L; Count 72 L; Duke 164 L; King 216 L

YEAR	AGE	STEWARD	MODIFIERS	EVENTS	ARMY	EXPENSES	TREASURY		
		ROLE			S	A	GOODS		
514	6	✓		SPRING-GREAT HUNT	1	12	30	+3F	3
			0+1	HARVEST-EXCEL+2TOLL				+17F+26G	50 26
				PAY EXPENSES				-26F-14G	24 12
515	7	CRIT		WAR-ARTHUR AIDS-GLEIN	1	6	8		
				BOOTY & RANSOMS				+32G	24 44
			0-8+3	HARVEST-FAMINE+1TOLL				+4G	24 48
				MAKE G.KTS+22 FOOT	1	12	30	-24F-24G	0 24
				EXPENSES-DOWNGRADE	1	12	30	-26F-2G	-26 22
				SQUEEZE PEASANTS #1				+62F	36 22
516	5	-	-4	HARVEST-BAD+3 TOLL				+3G	36 25
				EXPENSES	1	12	30	-26F-14G	10 11
				TORRAID:CLARE/SPR/ALL					
517	4			RAID CLAREMONT	1	6	8	+8F+8G	18 19
				RATS & ROT-FALL				-9F	9 19
		✓	-2+1	HARVEST-BAD+1 TOLL				+1G	9 20
				AID-ELDEST SON				+31F+16G	40 36
				KNIGHT NEILYN+3OTHERS	1	10	15	-16F-16G	24 20
				EXPENSES				-23F-16G	1 6
				UPGRADE NEILYN	2	9	15	-1F-2G	-1 4
				CONVERT G>F@2-1				+1F-2G	0 2
518	3	✓		LIEGE VISITS-SPRING				-8F	-8 2

# Land Record Example

43

Take a few moments to study the Land Record example given on pages 41-42. It is filled out in a typical manner. If you have any questions about it, read the Land Record section, page 30.

## Economy

### Randomly Generated Fiefs

This procedure for randomly creating fiefs has several purposes. First, the gamemaster can use it when player-knights raid or invade non-player holdings. Additionally, he can use it when a player-knight has been granted a holding for which the gamemaster has no other information. If a group of players is generating fiefs, such as when beginning a *Pendragon* campaign, the gamemaster can issue an equal number of knights for each and allow each player to individually generate the fief supporting those knights. Not all players' fiefs should begin in the same type of terrain.

#### Step 1 — Choose Number of Knights

The gamemaster must first choose the number of knights the fief supports. This is the the gamemaster's main control on the escalation of player-power during a *Pendragon* campaign.

#### Step 2 — Determine Number of Men-At-Arms

Roll 1d6-1 and multiply the result by the chosen number of knights to determine the number of men-at-arms available.

#### Step 3 — Determine Type of Fief

Determine the type of terrain in which the fief is located (looking at a map of Britain if necessary). The standard types of terrain include Settled Lands, Coastlands, Open Lands, Woodland, Dense Woods, Uplands, and Marsh.

#### Step 4 — Find Income

Consult the Fief Income Table and find the terrain type in which the fief will be located. Read across and roll d6's as indicated for every 10 knights supported by the fief.

#### Fief Income Table

*Find the terrain type in which the fief is located. Roll d6's for each 10 knights supported by the fief.*

Settled Lands	4d6 hydes + 4d6 town POP.
Coastlands	3d6 fishing + 1d6 hydes + 4d6 town POP.
Open Lands	3d6 hydes + 1d6 hyrds + 3d6 town POP.
Woodland	2d6 hydes + 2d6 hunting + 2d6 town POP.
Dense Woods	2d6 hydes + 3d6 hunting + 1d6 town POP.
Uplands	5d6 hyrds + 1d6 town POP.
Marsh	2d6 hydes + 2d6 fishing + 3d6 town POP.

Results of this procedure which indicate a number of knights and men-at-arms greater than can be supported by the fief income implies that that particular fief has been previously ravaged by the effects of war or mismanagement.

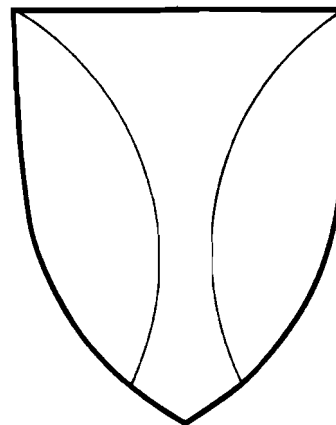
#### Step 5 — Establish Personal Demesne

Refer to the Personal Demesne table, and roll the indicated d6's for the holder's rank.

#### Step 6 — Determine Number of Towns

For every 10 town POP (or fraction thereof) received from the Fief Income Table, roll 1d6 to determine the number of towns in the fief. Divide the given town POP total among these town as desired, provided that each town has at least 1 POP.

Flaunches



#### Cities

The political reality of medieval cities has no place here. We do not want to dwell upon guilds, burghers, and the nasty habits of merchants. To a knight, a city is merely a part of his king's holding, and a place of riches and filth. A city lures and repels at once, and the hyde-bound nobility lust for its riches.

Most cities owe allegiance only to kings. The ancient perogatives of taxing the cities are jealously held by royal treasurers. Any city which is POP 50 or more almost certainly reports to the king. Smaller cities may be held by lesser lords.

The result is that a player character's landholding may border upon, or perhaps surround, a city which is independant of the local lord. Gamemasters should keep these in mind when creating fiefs.

#### Personal Demesne

*A lord's personal demesne represents those lands which he rules directly, which are most loyal to him and which he can always count on. He probably lives in a manor or castle located here much of the year. These are the lands closest to his heart.*

*The size of this demesne depends on the rank of the lord:*

rank	demesne
Banneret	3d6
Baron	4d6+10
Count	10d6+40
Duke	10d20+80
King	10d20+160

## Economy

### Step 7 — Determine Other Sources of Income

Mines, offices, wreckage rights, tolls, forest rights, trade duties, and similar special sources of income may be assigned by the gamemaster to give additional flavor.

Income from these other sources is described in one of two forms: mines, offices, and forest rights provide a flat yearly income; and trade duties, wreckage rights, and tolls provide a variable yearly income. When assigning these as a gamemaster, flat yearly income sources should provide from 1 to 6 Librum, and variable sources provide 1D6 income.

Income derived from these special sources is added to a fief's total yearly income, after accounting for the effects of the year's harvest — mines, tolls, etc. are not directly affected the the year's weather. These income sources can be saviors during bad years, which is why they are usually reserved for the liege.

### Step 8 — Determine Town Defenses

Each town has a DV of 1d6-2 per Phase. Thus, each town in the First Phase has 1d6-2 DV. Each town in the Second Phase has 2d6-4 DV, and so forth. The Area of these defenses equals the town's POP.

### Step 9 — Establish Stronghold

In addition, each fief has a stronghold. The DV of the stronghold equals 1d6 per Phase per 20 L. nominal yearly income. The stronghold may be combined with one of the towns in which case the stronghold forms the inner defense while the town's DV forms the outer defenses. If the stronghold is not combined with a town, it may receive a DV bonus for being located on a geographic feature, as determined by the gamemaster.

### Example

*It is Phase One, and following Uther Pendragon's death three of his petty lords (the players) decide to go raiding to raise much-needed capital after suffering several bad harvests. They assemble a small army of 30 knights and 60 men-at-arms, and set off for the lands of Estregales.*

*The gamemaster decides to give them a fair challenge, and establishes as their victim an Irish lord named Sir Lanceor, who leads 25 knights. The number of men-at-arms that Sir Lanceor has available is equal to 1d6-1 times the number of knights, or 50 (with a die-roll result of 3). He then chooses the type of terrain for Sir Lanceor's fief as Open Lands — providing 3d6 hydes, 1d6 hyrds, and 3d6 town POP per 10 knights. The gamemaster thus rolls 9d6 to determine the number of hydes, 3d6 for the number of hyrds, and 9d6 for the total POP of the towns controlled by this lord. The results of his dice-rolling provides the following: 26 hydes, 11 hyrds, and 18 total town POP.*

*Personal Demesne? Lanceor is a mere banneret, the gamemaster roll 3d6 and receives a 14. This number of hydes is added to Lanceor's fief.*

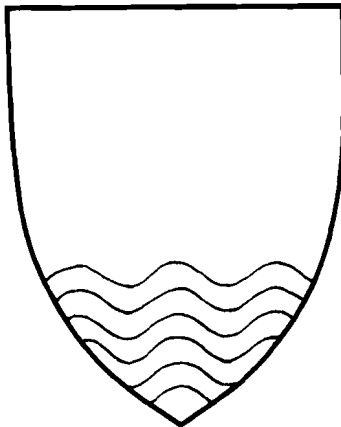
*Number of Towns? Since Sir Lanceor controls 18 town POP, the gamemaster rolls 2d6 to determine the number of towns among which this POP is divided — the result is only 3. He decides that Sir Lanceor controls one large town of 12 POP, a medium-sized town of 5 POP, and a small village of only 1 POP.*

*Other Sources of Income? The gamemaster determines that this fief needs slightly more income. So he decides that the lord collects an additional 10 goods from mines and forest rights and 1D6 Goods in tolls per year.*

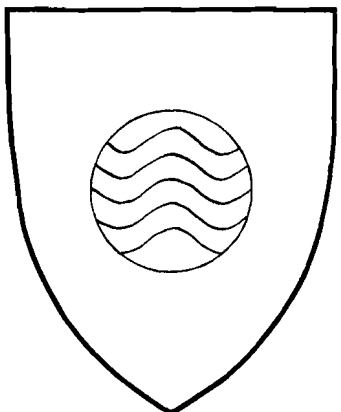
*Defenses? Since this is Phase One, each of Sir Lanceor's towns enjoys a DV of 1D6-2 (result: 0 DV for the large town, 4 DV for the medium town, and 4 DV for the village). Sir Lanceor also owns a stronghold built (the gamemaster decides) within his well-fortified medium town. This stronghold has a DV of 1d6/Phase/20 L. nominal yearly income. Sir Lanceor's fief produces 68 L. on the average, so the gamemaster rolls 4d6, result 11. Thus, the combined defenses of this stronghold and the town are described: 4/11.*

*Uther's men appear to be headed for trouble, and will have quite a fight on their hands.*

Ford



Fountain



## Creating Player-Character Fiefs

Follow all the above procedures. Draw a map of the fief. The towns and stronghold must all be placed on it. If the fief has a mine, or is on the coast, this should be indicated. Every fief should have a river, beside which the largest town should be located. Other features, which might be included at the gamemaster's discretion include hills, mountains, plowed land, cemeteries, chapels, roads, Roman roads, marshes, paths, standing stones, peninsulas, islands, ponds, and so forth. Once defenses are determined the player, with the gamemaster's approval, should decide exactly what those defenses consist of, in terms of palisades, ditches, curtain walls, towers, etc.



## Arthur's Britain

# Arthur's Britain

The gamemaster should strive to gain a wider view of Arthur's Britain, especially if he is trying to understand and use *Pendragon* economics and its scale of manpower.

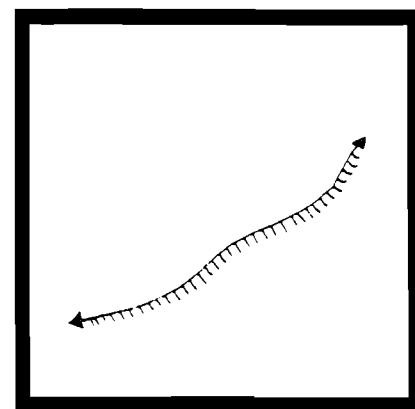
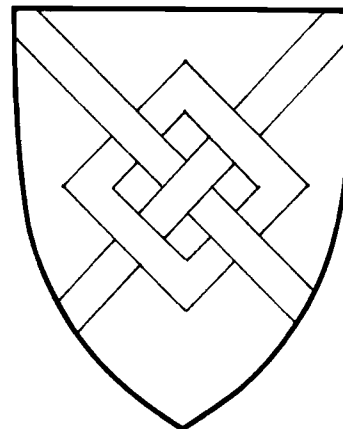


## Political Organization

Britain contains twenty-seven kingdoms as described in the *Pendragon* Character Generation rules. Other kingdoms, especially France, Rome, and some Irish lands, become important later. Twenty-five of the described kingdoms are found on the island of Britain, or are included among its offshore lands. This discussion of political organization is confined to those.

Each kingdom on the island is divided into smaller political units based around

Fret



## Ambrosius' Dike

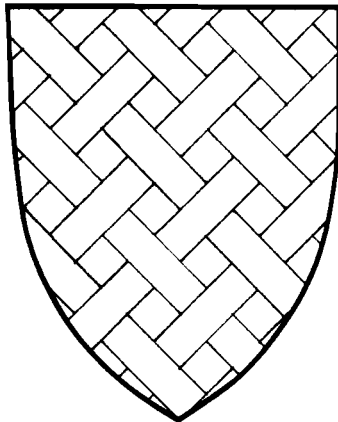
[DV: 7 Cost: 175 L] These massive works were raised to aid in defense against Saxon raiding parties. They do not form a castle per se, but form a miles-long defensive wall. For purposes of determining the cost of such constructions, assume that one linear Roman mile is the equivalent of one Area point. As this wall stretches some 25 miles, it covers the equivalent of AREA 25.

This dike is not manned for its entire length, but defenders keep watch from its height and defend themselves when necessary.

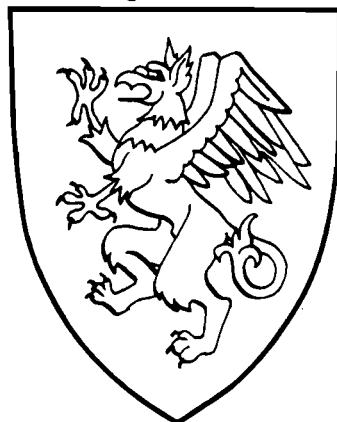
**Works (AREA 25)** — triple ditch (4), wooden palisade (3). DV: 7.

## Arthur's Britain

Fretty



Griffin Segreant



### Barony of the High Pass

*Must provide 40 knights, 30 footmen, and all tolls collected.*

tolls collected = 4d6 L (goods)  
 40 hydes = 40 L (food)  
 15 hyrds = 15 L (food)  
 hunting rights = 12 L (food)  
 lead mine = 10 L (goods)  
 town (Westpass) = 8 L (goods)  
 town (Birdinbrook) = 4 L (goods)  
 town (Seawish) = 7 L (goods)  
 town (Rocktree) = 5 L (goods)  
 personal demesne = 10 L (food)  
 toll collectors fee = 5 L (goods)  
 Castle de Pass = 0 L

a city or town and the lands surrounding it. For convenience these smaller, organically-created political units are termed *shires*. 100 shires fill the island. The size of a kingdom varies according to the number of shires within it. Some shires function independently of any kingdom.

The number of shires in each kingdom can be deduced from the Homeland Table found in the chapter on Character Generation. Each chance given on the table for the 1d20 roll is representative of one shire. Thus Anglia, which is home to a character if a 1-3 is rolled, has three shires. Benoit has 2. Logres has 7. Cities do not count as shires and are discussed separately below. Each shire generates about 400 L. of income each year, of which 70 L. contributes to the income of the king. A breakdown of typical shire incomes is given in the Average Shire Income Sources table.

### Average Shire Income Sources

240 L. from food (hydes, fishing, etc.)  
 70 L. from towns (POP)  
 30 L. from the shire court  
 30 L. from the royal court  
 30 L. from tolls, etc.

---

440 L. total income

## An Average County

A county consists of one or more shires ruled by a count. Food income is divided among: the landholding vassals, who collect and use the fees collected; the demesne of noblemen; and a portion (40 L.) retained by the king for his own income (called *farms*). Town income goes to the count.

Courts are maintained by the sheriff and local landowners. They meet monthly to review grievances of the commoners against the lords or against each other. Fees are collected for every court action, and the part of the fees shown goes to the count. Royal courts visit each shire once a year or once a quarter. They hear cases of High Justice which are reserved for the king's judgement (commonly including rape, ambush, arson, and other capital crimes) and appeals of lesser noblemen against their liege. These royal courts are overseen by a *justiciar*, appointed by the king. Tolls, etc. include monopolies, import duties, and so on which all go to the king or his representative. The total income is thus divided: 330 L. to the earl and 70 L. to the king.

The major cities shown on the Homeland Table each generate at least 200 L. of income. London generates 1000 L. and Gloucester and York generate 400 L. each. The money goes to the king of the territory. The cities of Logres are independent of all noblemen except the High King and contribute only to his income, if a High King reigns.

The High King's Court exists only after Arthur's second phase as he extends his justice to the whole island. It generates income of 300 L./year. Other sources such as minting money, import/export fees, and other aids also contribute to Arthur's income.

### An Average County

income	expenses
200 L. food*	50 knights 100 L.
70 L. goods	10 bannerets 20 L.
30 L. shire court	60 footmen 12 L.
30 L. tolls, etc.	Comptal lifestyle 72 L.
-----	King's progress 60 L.
330 L. Total Income	Gifts 40 L.
	-----
	Total Expenses 304 L.

*\* remember that part of the income of the region goes to the king. In this case, 40 L. of food, plus 30 L. from the royal court.*

Remember that these are averages. In the *Nobility* chapter are given income values for the typical nobles, which are based on minimum holdings. They do

not equal the values given above. Accidents of history can vary these numbers widely. For example, a king or count may grant the fees collected from his farms or his share of the courts to a vassal. A count may not have enfeoffed his knights and can keep all that income to himself. Conquest may have robbed a shire of part of its income. In general, the gamemaster ought to feel free to adjust the fiefs of a shire as he sees fit.



# Taxes

Noblemen are notoriously short of money. Being important costs money! A nobleman's virtue is reflected by his largesse, or generosity, and if he wants to be famous within his social circle he will reward favorable behavior with an open hand. King Arthur leads everyone in the largesse he bestows.

Historically, noblemen had many methods of deriving income from their holdings and vassals. The *Economics* chapter considers only the most important of these: agrarian and material goods. Every feudal lord has other sources as well, but most are so unique that they do not fit into a roleplaying economics system. Those unusual sources are ignored in *Pendragon*.

Four universal customs of European feudalism reward liege lords with income. Four taxes give the lord the right to collect income from his holding whether the vassals like it or not. These are called *aids*.

A fifth method of taxation, called *tallage*, is invoked whenever a liege tries to raise extra money. The purpose might be anything: to raise an army to invade an enemy, to defend the realm, to build ships, to finance a tournament, to build a town, or to outfit an expedition. The lord calls together his court (whose members hold the land rights) and the leading citizens of his towns (who control the POP income). Before them, either as one group or separately, the liege pleads his case. The vassals and citizenry separately discuss the situation, and return their verdicts to the liege.

Results of the request vary widely. The court might agree to make the payments, and if inspired (perhaps by the threat of an oncoming army) might even volunteer more money or additional labor. They might pay part of the request because they like their liege. They might pay half but only if the liege makes some sort of concessions in return. They might not pay any because they don't like him, or because they too are broke, or because they disagree with the intent. Many factors affect their decision.

## The Four Universal Aids

Each of these four methods may be imposed once by a liege, with exceptions carefully noted below. When imposed, the holding pays an amount equal its average (normal) yearly income.

## Knighting of the Eldest Son

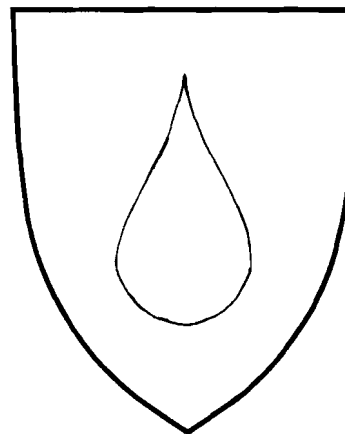
Creating a new knight is expensive — 8 L. minimum. This money is raised to outfit a man with the equipment listed in Character Generation. The 8 L. spent makes up most of the 100 Glory which a knight receives when he is knighted.

The tax may not be enough to outfit the candidate. A father has choices to make here: he can squeeze his people (and incur their hate), he can pay from his own treasury, or he can just outfit his son as a poor knight. If outfitted improperly the young man might not be accepted for the office and not receive the honors of knighthood.

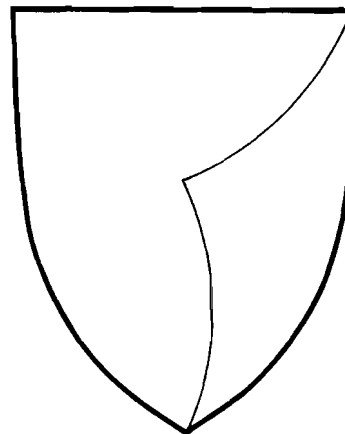
On the other hand the collection may make much more than the 8 L. necessary. The money can be kept, though the father gets a Selfish check for it. Usually it is all squandered in a lavish feast, perhaps even a tournament, to mark the event.

All Glory gained for the expenditure of money at a knighting goes to the new knight. Thus if a nobleman spends more than 8 L. on his son then his son gets additional Glory.

Goutte



Gore Sinister



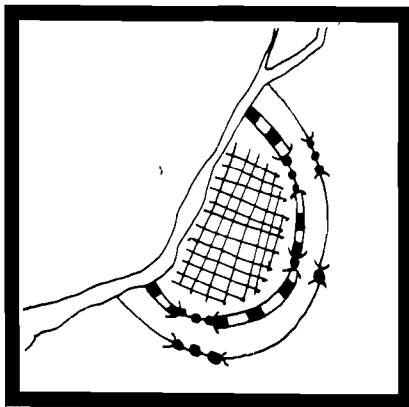
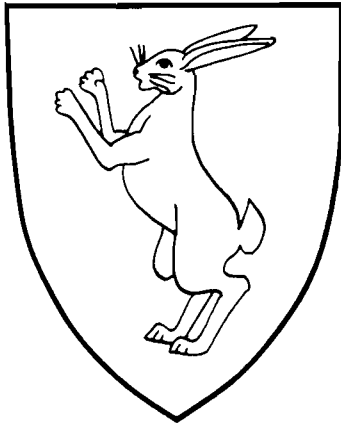
## Barony of North Dover

*Must provide 30 knights, 100 footmen, and 20 food + 10 goods to the fleet.*

73 hydes = 73 L (food)  
 fishing rights = 20 L (food)  
 personal demesne = 8 L (food)  
 North Dover town (DV 12) = 10 L (goods)  
 5 towns (@ 4 ea) = 20 L (goods)  
 share of Dover incomes = 5 L (goods)  
 5 lookout towers (DV 5 ea.) = 0 L

## Taxes

Hare Salient



### Fortified City

[DV: 15/12 Cost: 1114 L] As with many cities, this fair-sized (POP 32) place sits at the edge of a river. Fortunately, this will provide it with certain defensive advantages.

**Outer works (AREA 33)** — special terrain: on river edge (7), double ditch (3), moat (4), 2 large gates (-3x2/4=-1.5), 1 small gate (-2/4=-0.5), rock wall (3). DV: 15.

**Inner works (AREA 32)** — special terrain: on river edge (7), ditch & rampart (2), half curtain wall (5), 2 large gates (-3x2/4=-1.5), small gate (-2/4=-0.5). DV: 12.

Sometimes a ranking nobleman will knight many other knights along with his son. This is a rare opportunity for qualified, but impoverished, individuals to become household knights at the nobleman's expense. Each of the extra new knights gets his 100 Glory, as usual, and all extra expense is accrued to their new liege lord at the usual rate of 1 Librum for 10 points of Glory.

### Wedding of the Eldest Daughter

The family of the bride usually pays for the wedding. A nobleman whose daughter is wed receives Glory for the money spent on the event. To cover the expense the tax is collected. Part of it may be spent on the festivities, and part may be included in the dowry which every wife is expected to provide.

### To Ransom the Liege

The ransom of the lord is the duty of the vassals. This tax provides the money needed. In all cases the noble vassals will pay their usual income, even if they must squeeze their peasants. The rest is collected from the citizens of the towns of the holding, unless the vassals volunteer to pay more.

If a liege is ever captured a second time the vassals are not obliged to pay his ransom again. Taking money from them to pay another ransom is done as a Squeeze, or as Voluntary Tallage.

### To Support a Crusade

Fighting the infidel in the Holy Land is a venture financed by all the vassals so that they can share in the glory and expense. Crusading in *Pendragon* will be explored in later supplements. However, fighting a nearby kingdom of infidels does not qualify as a crusade and this tax should not be used in campaigns restricted to the European area.

## Tallage

Two sources can be approached for voluntary taxes: landholding vassals and towns. Fiefs which have no landholding vassals are the demesne of the nobleman.

### Step 1 — Call Court

Vassals know what a summons to court indicates. They know the latest rumor and intrigues, and may decide ahead of time to avoid the issue by not showing at court. To simulate this, all vassals must make a roll on their Loyalty (liege) trait.

All nonplayer vassals have the standard Loyalty of 15, reduced by the number of times that the liege has summoned them already for such a request. For new fiefs, assume that these vassals have been summoned 1d6-2 times previously.

Player-vassals use their own Loyalty (liege) with or without modifiers, according to whatever the player wishes to do.

### Step 2 — Present the Case

To tax his hydes, hyrds, and all other natural sources of revenue, the liege lord makes a Loyalty (vassals) roll. Success indicates that the vassals agree to make a payment equal to 1/2 their normal annual income.

To tax cities and towns the liege rolls his Loyalty (vassals) in an Opposed Resolution roll against a difficulty equalling Peasants' Hate (liege). If the liege succeeds the towns will pay an amount equal to 1/2 their normal annual income.

## Ransoming Vassals

As explained elsewhere, vassals have the obligation to ransom their liege. But what about knights with no vassals, particularly poor knights without a liege and household knights?

Poor knights, alas, have no hope. They might be captured while questing, while serving as a mercenary, or perhaps while engaged in a bit of knightly procurement. They can beg for help from their family, but most families of poor knights are too poor to afford ransom. A friend may lend aid, or the poor knight can pledge himself to some task for his captor. But in general his fate is glum.

Household knights can expect to be ransomed by their liege. They are not strangers to their lord but rather his everyday companions. They are the chosen



## Castles

Harp



# Castles & Defensive Works

Nobles live in castles. Every noble holding a title greater than banneret has a castle of some sort, even if it is only an old earth-and-log fort.

Walls and castles greatly affect warfare. Instead of enemy warriors meeting each other upon an open field, city or castle defenses can be 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.

### Terms Used in Castle Building

*The following terms and abbreviations are commonly used in building Pendragon castles and in understanding how they function in the game.*

**Defensive Value (DV)** quantifies the ability of a particular structure or location to resist assault by armed and armored knights and soldiers. The DV of a city, castle, or location must be matched or exceeded by the point value of an assailant's siege equipment before the assailant can attack the defenders within the works. The DV of a location (usually a city or castle) is sometimes noted as a string of two or more numbers separated by a slash (i.e. DV: 25/10). The second or subsequent numbers indicate that rings of inner works or a stronghold further protect the city or castle. An aggressor must, if employing straight-forward assault, destroy first the outer works and then any inner works, in succession, before being able to attack the stronghold.

**AREA** is used to figure how much fortifications cost. All towns with POP value cover an AREA equal to their POP. All castles normally cover an AREA of 1, except in special circumstances (see the example of Camelot). Logically, outer works always cover a larger AREA than inner works.

**POP** represents the number of townspeople needed to produce one Librum of goods. One POP requires one AREA to live upon.

## Castles, Walls, and Outer Works

Two general types of structures are used to defend locations: walls and castles. Walls surround places such as cities. Castles are self-contained defensive units. Castles can be surrounded by walls too, which become its outer works. A fortified town can also be further protected by rings of outer works.

### In the Shadow of the Castle

Sturdy castles, great walls, and towering cathedrals are among the most vivid and accessible reminders of the Middle Ages which have survived to our own day. They still hold us in awe — how did workmen build such fabulous constructions without the use of a crane? These giant edifices loom large in our image of the Middle Ages.

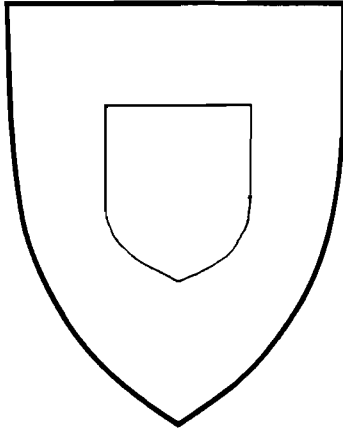
Our images of castles resemble our image of King Arthur: bright shining centers of civilization sheltering good people from robbers and the surrounding wilderness. Castles are full of romance and fine, friendly people.

But the daily lives of historical knights, who sat listening and dreaming about their legendary King, reveal a darker side of our images, hidden like a shadow in most stories but present always in the minds of listeners. In truth castles are dark and gloomy places, built by the sweat of poor people so that a rich man could protect himself and his riches from both his neighbors and the very folk who work for him. They are symbols of oppression and war.

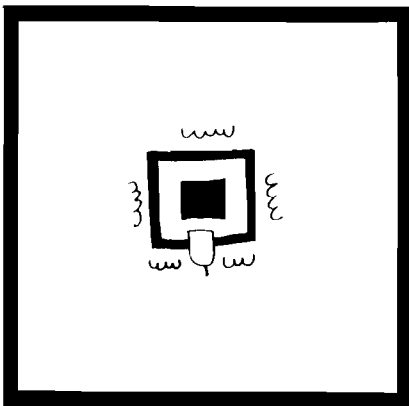
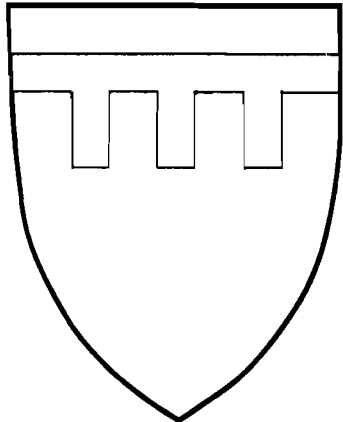
Both images contain truth. Both objectives can be revealed through playing this part of the game. Castles are neutral in themselves, and like all tools can be used for good or ill. The castles of Lancelot and all good knights shine from the glory of the King's Justice, which is for high and low alike. The fortress of Breuse sans Pitie is a dark lair of paranoia and oppression.

## Castles

Inescutcheon



Label



### Small Castle

[DV: 16/10 Cost: 82 L] This is the type mentioned in the chapter on Nobles. It is the size commonly available to barons.

**Outer works (AREA 1)** — double ditch (3), moat (4), curtain wall (7), gate (-2), gate tower (4). DV: 16.

**Stronghold** — Square keep (10).

Walls and outer works must completely surround the town, city, or castle which they protect, or they do not add their DV to the defense of the location. The size of the fortifications is dependent on the AREA of the protected location. Note: throughout these rules the terms town, castle, and city can be used interchangeably. These rules apply equally to these structures, and can even be applied to expanses of wilderness, exemplified by Arthur's building essentially a fortified pen in which he enclosed his enemies after the Battle of Caledonia.

Castles are fortified homes for the rich and powerful, and strongpoints through which a noble can protect his land and his vassals. In building a castle a nobleman buys physical protection for his family and army. He stores his goods, food, and treasure there, safe against the desires of robbers and invaders.

Functioning as the primary defenses of the land and serving often as the focus of invasion and war, castles generally lack large towns which they must protect with their walls. Thus they lack a native population which produces income for the lord. Solitary castles should always be treated as AREA 1 for figuring the cost of its construction, and the normal minimal garrison for a castle is 10 professional fighters.

## Parts of a Castle

Most castles use the same structures and adornments in their construction, though their arrangement will differ depending on intended use and the terrain upon which the castle is built. These structures bear names foreign to most players and gamemasters. Fear not. A later section lists all of these structures with their common names and intended uses.

**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 includes wooden or stone buildings, such a stable, living quarters, church, and often a kitchen.

**The Keep:** the keep is a basic structure characteristic of castles of Arthurian times. It is characterized by massive outer walls and a well defended door on the second story. Crenelated walls top its defenses.

The keep functions as the fortified residence of a nobleman, his family, and his retainers. Personal privacy is minimal, though the nobleman's family has 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.

Four types of keeps are used in *Pendragon* castle construction: square, round, palace keeps, and the shell keep. Each of these types offers its own advantages and disadvantages, and some of these were developed as improvements in castle-construction were devised. Thus, some of these keep types are available only during certain phases of Arthur's reign.

Use of a *shell keep* indicates an area surrounded by a wall lacking towers or a true keep within it. Although it contains a hall, chapel, kitchen and other buildings, they are separate from each other and are usually built of timber construction. Shell keeps can be built at any time during Arthur's reign.

The *square keep* is available from Phase 2 onward. It is square or rectangular in shape, intended to be a strong-point and a hold of last resort.

The *round keep* is less vulnerable to attack than the square keep, thanks to improved stability and the wider view provided to the defenders due to the lack of square corners. Round towers were developed later, and are available from Phase 3 onward.

The *palace keep* is less used as a defensive work and is more an adornment — a reflection of the wealth or ego possessed by the lord. As perimeter battlements (towers, gatehouse) are increased in efficiency the status of the keep as the last-ditch hold dwindles in favor of the outer defenses. Palace keeps are available from Phase 4 onward. As the walls and gatehouses become more important, the keep is relegated to be a storehouse and prison, and finally is replaced by a pleasantly livable palace.

**Gate Houses:** after some time and the building of hundreds of castles, castle builders decided to do away with the keep as a separate building, and incorporated its functions into those of the gate defenses. Thus castles were built with concentric walls with the inner gatehouse serving as residence and site of the stronghold. Gate houses are available from Phase 4 onward.

## Rules for Building Defenses

These few rules must be adhered to by castle-building lords and their players.

### Enclosing Area

Towns must be completely surrounded by walls to gain the defense value. No defense value is gained by partially constructed city walls. However, only part of a city's AREA may be enclosed if desired. The unenclosed portion will certainly be captured or destroyed by invasion.

When adding works which are built individually, such as gates, gate houses, or towers, their effect depends upon the size of the town. To gain the full effect of towers along a city wall you must have 1 tower per 10 AREA. Thus to find the final effect of towers you should multiply the DV of the towers times the number of towers, then divide it by the number needed, which is  $AREA/10$ .

### Gates

Gates are required at the ratio of at least 1 regular gate per 5 AREA, or one large gate per 15 AREA. This number of gates is required to maintain income. Each fewer gate reduces income by 5 L.

Note that gates have a negative DV. They are always weak points, and considerable effort was spent to protect them. The final negative value of the gates is found by dividing negative value of the gates by  $AREA/10$ .

At least medium gates are required. Postern gates cannot be used as primary access to a city or a castle. Postern gates are valuable to sally out of; to take in supplies; or to let in strangers, one at a time, at night without opening the main door.

Large gates must be protected by gate houses or large gate towers, or large barbicans. Single gates towers cannot be used on a large gate.

### Gate Defenses

Barbicans, gateworks, and gate towers, and gate houses are built only to protect gates. Each gate may have either a gate tower or a gate house, not both. Only one barbican can be added per gate.

To find the benefit of the gate defenses divide the total DV gained by  $AREA/10$ .

### Additional Gateworks

Gates, gate towers, gate houses, and barbicans always include a drawbridge, portcullis, and other appropriate defenses. These can be further increased in strength by adding additional gateworks.

### Towers

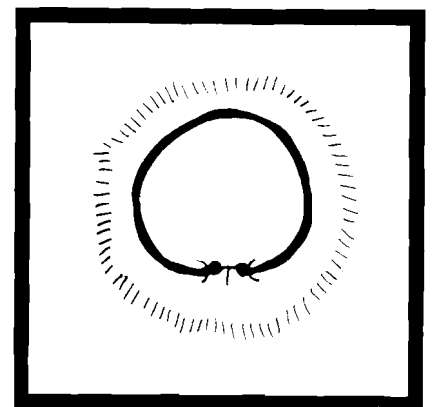
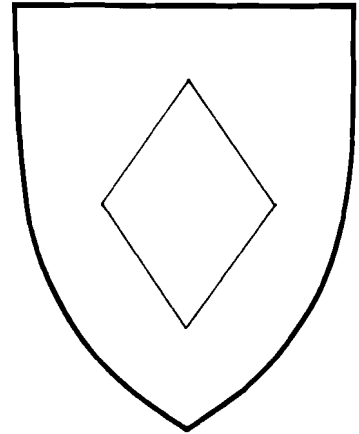
Towers must be regularly spaced about the defensive perimeter and give only partial value when too few are completed. At least 1 tower per 10 AREA is required to get the full value of the tower. Thus when finding the final DV of the towers divide their total DV by  $AREA/10$ .

A maximum of 4 towers/AREA is allowed.

### Ditches

A ring of defense may include a curtain or palisade (with or without towers) plus a ditch and rampart (perhaps of double size) which may or may not be filled to be a moat. Ditches are ubiquitous, and are not drawn on the castle diagrams. Towns which feature a ditch as their only defense are not safe from raiders.

Lozenge



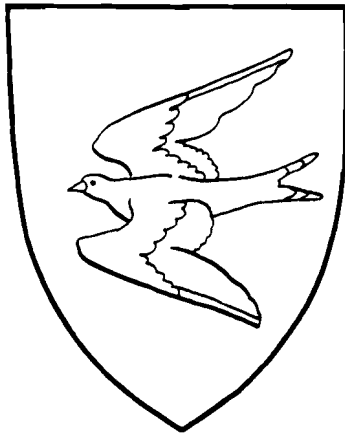
Shell Keep

[DV: 13 Cost: 33 L] Note that this one is all outer defenses. It has no keep or other stronghold. This is modeled after Restormel Castle.

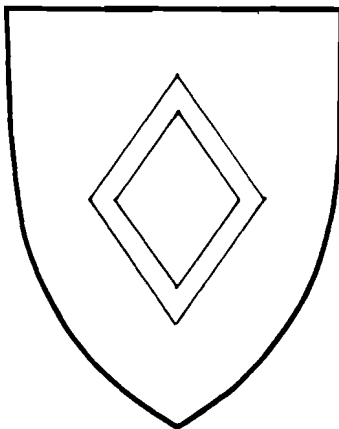
**Outer works (AREA 1)** — special terrain: on a hill (5), ditch & rampart (2), gate (-2), gateworks (1), curtain wall (7). DV: 13.

## Castles

Martlet Volant



Mascle



### Derogance and Attainder

*Derogance* is the performance of an act not in keeping with the status and position of a nobleman. Some of these actions are obvious, such as committing treason or otherwise failing to fulfill the feudal obligation. Others are not so obvious — a woman can lose her nobility by marrying a commoner; a nobleman can lose his by falling into poverty, or by engaging in ignoble professions, such as commerce or usury.

*Attainder* is the forfeiture of hereditary honors following conviction of treason or other serious breach of the liege/vassal contract. A lord who was so convicted is said to have been *attained*.

Even a powerful lord can lose his hereditary status if he fails to maintain his land. Thus if the land goes to waste and its liege dies, the overlord may not instate the new heir to the same titles and status.

Attainder can be revoked by the overlord if circumstances somehow change.

## Moats

Moats are water-filled ditches. Moats cannot be used without 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 the regularly used gateway. The can be guarded by a Gate House or Gate Tower.

## Rings of Defense

A castle may be further protected by adding additional rings of defense about it. Two rings are typical. In the early phases, the keep forms the inner ring while the curtain wall (and ditch) form the outer. In later phases, concentric castles come into fashion.

Each additional defensive ring must enclose at least one additional AREA of size. Thus, if a castle's innermost ring (a keep with triple curtain wall) encloses AREA 1, then the next ring must enclose AREA 2, and so on.

**Concentric Castles:** In the Fourth Phase of Arthur's reign a new type of castle design became popular. Called *concentric castles*, they exhibit two distinctive characteristics:

1. *Successively higher curtain walls built close to each other for cumulative Defensive Value while attackers must assault each wall in turn. This building method results in very tough castles packed within a small area.*

2. *Replacement of the keep by a gatehouse. Thus, increased attention is paid first to the defenses rather than concentrating on the last-ditch stronghold, as is traditional. See the example of Beaumaris' castle.*

Each successive circle of walls must be built higher than the preceeding one. This allows each wall's defenders to aid those on the lower walls. This increase in height can be attained either by building larger works, or by building atop terrain features (hill, motte, etc.).

On the List of Works is given a height rating for each structure. In general, Height 1 equals 15 feet, Height 2 equals 30 feet, Height 3 equals 45 feet, and Height 4 equals 60 feet. Additional heights, and costs can be calculated from that table.

Works which are not taller than works outside of them will not add to the cumulative defense. Thus, if a castle is defended by concentric half-curtain and full curtain walls, and there was a ditch between the two, the ditch does not add to the total DV. If attackers made it past the half-curtain wall though, they would then face the full curtain wall plus ditch.

## Keeps

Keeps are the treasure house, main store room, and living quarters for the lord of the castle.

Only one keep per castle may be built, but castles do not have to have any. See the sample of both the shell keep and of Beaumaris for castles which have no keeps.

Strongholds can be enclosed by inner defenses and add DV to them. Thus they are an inner inner defense and the place where defenders made their last ditch stand.

## Strongholds

A castle may have one place designated at the stronghold, which is the place of the last ditch stand. This is usually a keep or gatehouse, though may be a tower if no better work is available. Here lives the lord, and here is stored the extra food, goods, and siege equipment.

When the Inner Works have been taken the remaining defenders may retreat a final time to this location.

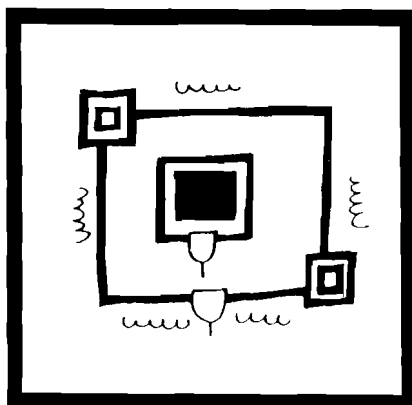
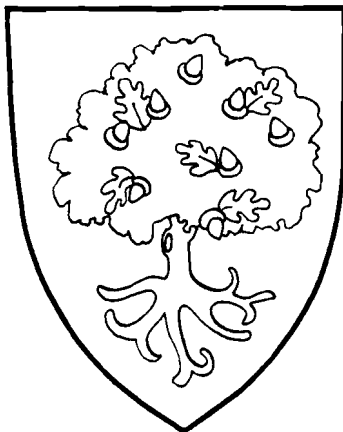
Ditches and moats cannot be dug around a stronghold.

If a castle or city is large enough to have more than one stronghold it may, but when occupied they may not assist each other. Thus their defenses must stand alone. Designate such an occasion in the DV with a (-) between them. For



## Castles

Oak Tree Eradicated



### Large Castle

[DV: 32/19 Cost: 147 L] This is a typical royal or ducal castle, as pictured in the *Pendragon* rulesbook.

**Outer works (AREA 1)** — double ditch (3), moat (4), curtain wall (7), gate (-2), gate tower (4), 2 double towers (8+8). DV: 32.

**Stronghold** — tall square keep (15), gate tower (4). DV: 19.

for a cost of 6 L.

Yvane next plans to build a curtain wall. This would cost 12 x 20 L, or 240 total, for 7 DV. Then he listens to Sir Ambrut, his friend and vassal, who advises that a castle would be more fitting for a heroic banneret. Sir Yvane takes the advice. However, he does commit to erecting a wooden palisade inside his moat. This costs an additional 72 Librum for an additional 3 DV.

For his castle, Yvane first orders that a square keep be built (for 30 L), then he encloses it with a curtain wall (for 20 L. more) with a gate (1 L.) and gate tower (15 L.). The total cost for this castle is 66 Librum, and it is described as having a DV of 9/10.

The final game statistics for Sir Yvane's castle and town is: 10/9/10. The works cost 216 L., which leaves him with 34 L. Again on the advice of Sir Ambrut, Yvane wisely spends much of it (24 L.) on siege equipment for that inevitable day, and uses the remainder to furnish his new home. Well pleased, he appoints Sir Ambrut as castellan. Ambrut is pretty pleased, too. Each year Yvane reaps 29 glory points for these fortifications, and since Ambrut is castellan, he also receives these points.

Sir Yvane's holdings include much more than this one fief. However, since this portion provides 50 Librum income per average year, he can have only 50 L. worth of fortifications completed during any one year. This castle and the town's walls require slightly more than 4 years to complete, as long as this land suffers no successful raiding.

### Complete Listing of Works

work	height	DV	cost
<b>Barbican</b>	2	4	15 L each
large	2	6	30 L each
<b>Curtain Wall</b>	2	7	20 L/AREA
double	3	9	30 L/AREA
half	1	5	15 L/AREA
triple	4	11	40 L/AREA
<b>Ditch &amp; Rampart</b>	0	2	1 L/AREA
Double	1	3	4 L/AREA
Triple	2	4	9 L/AREA
<b>Fine Points</b>	0	+1	5 L/AREA
<b>Gate, postern</b>	na	-1	1 L each
regular	na	-2	1 L each
large	na	-3	1 L each
<b>Gate House</b>	3	10	30 L each
Tall	4	12	50 L each
<b>Gate Tower</b>	2	4	15 L each
large	2	4	30 L each
<b>Gateworks</b>	na	1	5 L each
large	na	1	6 L each
<b>Hill Fort</b>	3	7	never built
<b>Keep, Round</b>	3	12	40 L each
Tall	4	18	80 L each
<b>Keep, Square</b>	3	10	30 L each
Tall	4	15	50 L each
Huge	5	20	100 L each
<b>Moat</b>	na	+4	2 L/AREA
<b>Motte</b>	+1	0	5 L/height
<b>Palace</b>	5	2	30 L each
<b>Rock Wall</b>	1	3	9 L/AREA
<b>Tower, Round</b>	2	7	20 L each
Double	3	10	40 L each
Triple	4	13	60 L each
<b>Tower, Square</b>	2	5	10 L each
Double	3	8	20 L each
Triple	4	11	30 L each
<b>Turret</b>	+1	1	5 L each
<b>Wooden Gate Tower</b>	2	2	6 L each
<b>Wooden Palisade</b>	1	3	6 L/AREA
<b>Wooden Tower</b>	2	2	5 L each
tall	3	3	8 L each

# Description of Works

55

## Castles

The following are alphabetic descriptions of the items listed on the Complete List of Works.

**Barbican [DV 4, Cost 15 L, Phase 4-5]** — part of a gateway defense, a barbican is a 30 foot 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 L, Phases 4-5]** — same as barbican, but big enough to protect a large gate.

**Curtain Wall [DV 7, Cost 20 L/AREA, Phases 4-5]** — the standard defense work if stone is available. It is 30 feet tall, and about 8 feet thick. It is normally topped with crenels and merlons.

**Curtain Wall, double [DV 9, Cost 30 L/AREA, Phases 2-5]** — a 45 foot tall wall, about 10 feet thick. Merlons and crenels top it.

**Curtain Wall, half [DV 5, Cost 15 L, Phases 2-5]** — 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 additional L/AREA to finish.

**Curtain Wall, triple [DV 11, Cost 40 L/AREA, Phases 2-5]** — as a curtain wall, but 60 feet tall and 12 feet thick.

**Ditch and Rampart [DV 2, Cost 1 L/AREA, Phases 1-5]** — 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 L/AREA, Phase 1-5]** — a ditch and rampart, but twice as deep and high.

**Ditch, triple [DV 4, Cost 4 L/AREA, Phase 1-5]** — as above, but three times as deep and high.

**Fine Points [DV +1, Cost 5 L/AREA, Phases 4-5]** — specialized structures, including overhanging allures, flying parapets, mural towers, machicolation, and other structures similarly obscure to the casual scholar.

### Campaign Castle-Works Escalation

The *Pendragon* campaign presents a scaled escalation of wall and castle types.

#### Phase 1

Ditch and Rampart  
Double Ditch  
Triple Ditch  
Postern Gate  
Large Gate  
Regular Gate  
Gateworks  
Large Gateworks  
Hill Forts  
Moat  
Motte  
Rock Wall  
Wooden Palisade  
Wooden Tower

#### Phase 2

Curtain Wall  
Half Curtain Wall  
Double Curtain Wall  
Triple Curtain Wall  
Gate Tower  
Large Gate Tower  
Square Keep  
Tall Square Keep  
Square Tower  
Double Square Tower  
Square Triple Tower

#### Phase 3

Gate House  
Gate House  
Tall Round Keep  
Palace  
Round Tower  
Double Round Tower  
Triple Round Tower

#### Phase 4

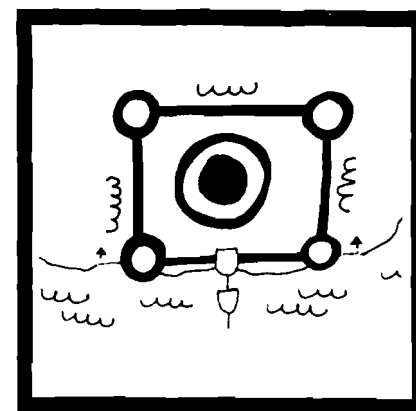
Barbican  
Double Barbican  
Concentric Castles  
Fine Points

### Sir Percival Admires

#### Castle de Gorneman de Gorhaut

"And so he rode along the bank; and on the far side of the river there rose a jagged crop of rock, and the water thundered at its foot. On a side of the rock sloping down towards the sea there stood a rich, strong castle. Where the river opened to the bay the boy turned to his left, and there he saw the castles' towers being born: for in his eyes they were being born there, issuing from the rock. In the middle of the castle there loomed a great strong tower, and a mighty barbican faced the bay and made it stand against the sea, which pounded at its foot. At the four corners of the castle wall, which was made of great, square, solid stones, were four low turrets, most strong and handsome. The castle was finely situated, and well arranged inside. Before the round gatehouse was a bridge built of stone and sand and lime, stretching across the water; the bridge was strong and high, with battlements all the way along. In the middle of it was another tower, and before it a drawbridge, built and constructed to serve its special purpose: by day it was a bridge, by night a gate."

— from *Le Roman de Perceval ou le Conte du Graal* (lines c.1310), by Chretien de Troyes



### Castle de Gorneman de Gorhaut

[DV: 55/25 Cost: 222 L] This castle, where lives the lord who teaches Percival, is described in the side note.

**Outer works (AREA 1)** — special terrain: on a shoreline (7), double ditch (3), moat (4), gate (-2), 2 barbicans (4+4), curtain wall (7), 4 round towers (7+7+7+7). DV: 55

**Stronghold** — special terrain: on a shoreline (7), round tall keep (18). DV: 25.

**Gate, postern [DV -1, Cost 1 L. each, Phases 1-5]** — small doorways 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.

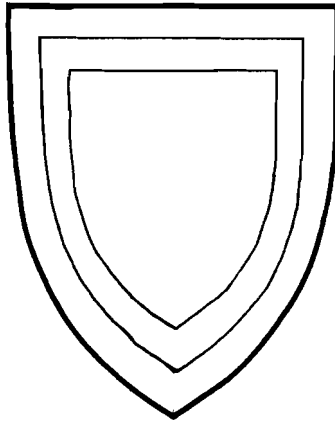
**Gate, regular [DV -2, Cost 1 L. each, Phases 1-5]** — swinging doorways large enough to admit normal commerce. These are required for castles. The cost includes reinforced oak and iron doors which can be secured with large logs.

**Gate, large [DV -3, Cost 1 L. each, Phases 1-5]** — 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.

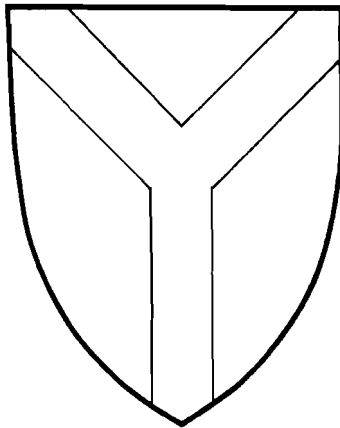
**Gate House [DV 10, Cost 30 L. each, Phases 4-5]** — specialized works built to defend a gate. A gate house includes a drawbridge, one or more portcullis, murder holes, and so on. Two round towers, each about 45 feet tall, flank the gateway.

## Castles

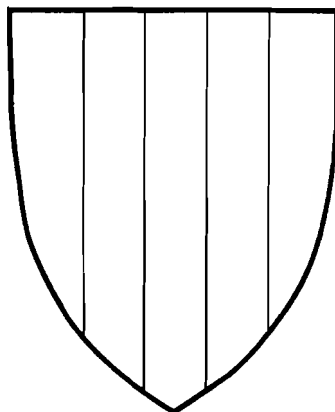
Orle



Pall



Pallets



**Gate House, tall** [DV 12, Cost 50 L. each, Phases 4-5] — as a gate house, but about 60 feet tall. These may be needed for inner defenses if outer walls are tall.

**Gate Tower** [DV 4, Cost 15 L. each, Phases 2-5] — 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 L. each, Phases 2-5] — as a gate tower, but big enough to protect a large gate.

**Gateworks** [DV 1, Cost 5 L. each, Phases 1-5] — defensive works and machinery, such as drawbridge, portcullis, murder holes, and so on.

**Gateworks, large** [DV 1, Cost 6 L. each, Phases 1-5] — as gateworks, except of a size sufficient to protect large gates.

**Hill Forts** [DV 7, Cost none, Phases 1-5] — massive hill forts built thousands of years before Christ still dot the land. During the sixth century some were pressed back into use and topped with other works. However, these are never built, and so have no costs given. They are usually of AREA 3 or larger.

**Keep, round** [DV 12, Cost 40 L. each, Phases 3-5] — late style keep, or major stronghold. Superior engineering provides a higher DV value than square keeps. It is about 45 feet tall.

**Keep, round tall** [DV 18, Cost 80 L. each, Phases 3-5] — larger version of the Round Keep, about 60 feet tall. A large round keep looks like four round towers clustered together, with one larger tower in the center.

**Keep, square** [DV 10, Cost 30 L. each, Phases 2-5] — 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. It may be part of the outer works to replace a tower, or stand isolated surrounded by a wall.

**Keep, square tall** [DV 15, Cost 50 L. each, Phases 2-5] — as a square keep, but about 60 feet tall.

**Keep, huge** [DV 20, Cost 100 L. each, Phases 2-5] — the largest sized keep, and rare except among the great lords of the land. The basic keep rooms are doubled in size or number.

**Moat** [DV +4, Cost 2 L/AREA, Phases 1-5] — a ditch & rampart must be made first, then the moat points are added to it. The ditch is filled with water to make it more difficult for the enemy to cross or fill. A moat must be connected to a body of water or it will dry up.

**Motte** [DV 0, Cost 5 L/height, Phases 1-5] — 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, described in the sample castles scattered throughout this Book. 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.

**Palace** [DV 2, Cost 30 L. each, Phases 3-5] — a structure designed for pleasure as a residence rather than defensive work. Featuring wide windows and numerous doorways, often at ground level. Tall spires also mark this structure. Although the defensive works, like towers, crenelation, and so on are built of stone, they are decorative rather than functional.

**Rock Wall** [DV 3, Cost 9 L/AREA, Phases 1-5] — simple stone walls. Townspeople can raise these without any professional military advice. They are about 10 feet tall and made of mortared stone. They have no battlements of any type and, although they help keep out thieves and robbers, cannot last against a determined military effort.

**Tower, round** [DV 7, Cost 20 L. each, Phases 3-5] — late period tower. Advances in design make this superior to square towers of the same size. The shape provides better vision for archers, and presents no corners which are more vulnerable to mining.

**Tower, round double** [DV 9, Cost 40 L. each, Phases 3-5] — large late period towers. The best engineering makes these round towers better in DV than comparable round towers.

**Tower, round triple** [DV 13, Cost 60 L. each, Phases 3-5] — as a round tower, but 60 feet tall.

**Tower, square** [DV 5, Cost 10 L. each, Phases 2-5] — standard tower, about 30 feet tall, with ten foot thick walls. These can be used to strengthen outer defenses, to augment a motte and bailey, or even stand alone as a watchtower. A rich banneret 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 L. each, Phases 2-5] — as a square tower, but about 45 feet tall.

**Tower, square triple** [DV 11, Cost 30 L. each, Phases 2-5] — as a normal square tower, but 60 feet tall.

**Turret** [DV +1, Cost 5 L/AREA] — a small tower atop a tower, 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 can not be added to mere walls.



**Wooden Gate Tower [DV 2, Cost 6 L. each]** — these gate towers stand about 30 feet tall, housing the drawbridge, portcullis, and other defensive machinery necessary to ensure the protection of the gate.

**Wooden Palisade [DV 1, Cost 6 L/AREA, Phases 1-5]** — upright logs, pounded into the ground, then backed by packed earth to make a walkway, resist fire, and resist rams. Wooden palisades stand about 15 feet tall, and the wall is topped by crenelations.

**Wooden Tower [DV 2, Cost 5 L. each, Phases 1-5]** — about thirty feet tall, these are made of stout logs laid crosswise.

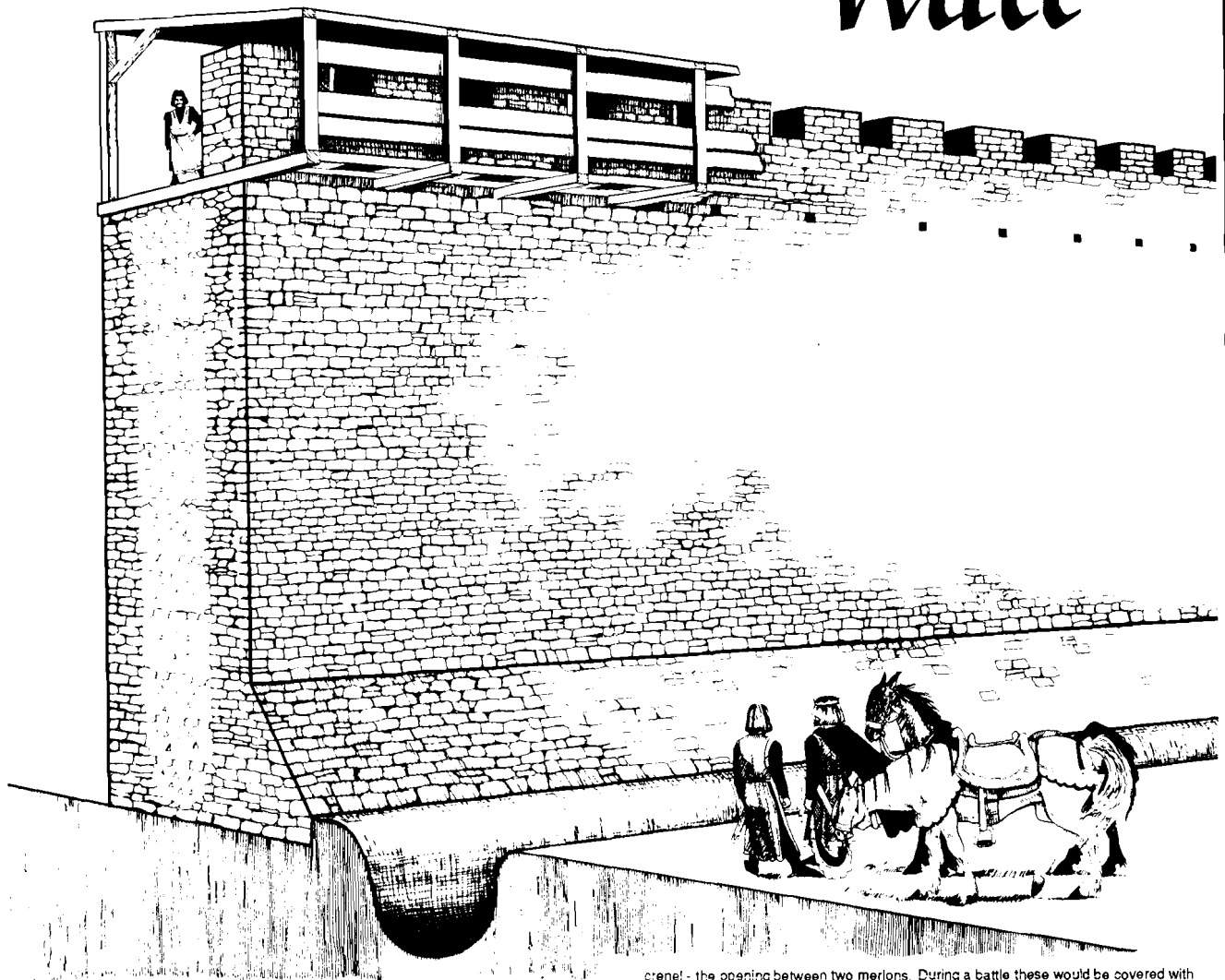
**Wooden Tower, tall [DV 3, Cost 8 L. each, Phases 1-5]** — as a normal wooden tower, but forty-five feet tall.

Walls are pervasive throughout a *Pendragon* campaign. Even the smallest town can benefit throughout most of the era by being protected by a wall.

Medieval walls were pretty much the same throughout the period between 1100 and 1500. The earliest log walls were crenellated and protected by towers. Differences in walls were gained by varying quality of building materials, differences in organization of labor pools and engineering.

A curtain wall is shown above. Wooden palisades have similar structures but will soon disappear from use. Stone walls are also similar but lack the battlements, and are of inferior thickness and height. The curtain wall shown is of the early type, which continued in usage through the whole of Arthur's reign. Later curtain walls would include the *Finer Points* described in the text.

# Inside a Wall



**allure** - the walkway along the top of a wall. It may be protected by crenels and hoarding.

**bailey** - the inner area surrounded by a wall. It may be large and include a courtyard, stables, mews, and kitchen as well as domestic buildings, or small, containing little more than an enclosed walkway.

**batter** - the thicker, angled portion of a wall's footing. The angle protects from battering rams and bores, while the extra thickness also protects against mining.

**battlements** - fortifications in general. All these parts are battlements.

**berm** - the ground space between the base of the wall and the ditch.

**breast wall** - the protecting wall between merlons. They are about 3' tall.

**crenel** - the opening between two merlons. During a battle these would be covered with wooden shutters which can be raised by the defenders. They are usually about 3 feet wide.

**main wall** - the first line of defense on a castle. Walls will commonly measure 20 feet tall and 8 feet thick, while inner curtain walls will be 35 feet high and 10 feet thick. The walls are made of cut and fitted stone on the outside, and filled with stone rubble for mass.

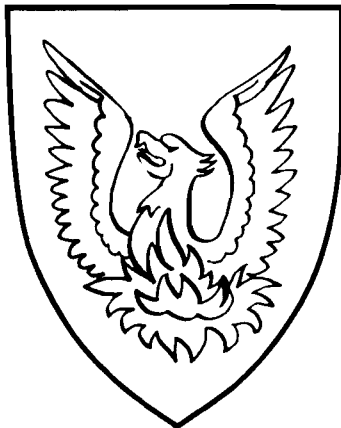
**merlon** - the projecting portion of the wall top. These are usually at least man height. During a long siege they will likely be knocked down by attacking siege engines. They are usually 6 feet tall and wide, so two men can stand behind them.

**parados** - a low wall on the walkway which faces the inside of the bailey. It is usually about three feet high and is not crenelated.

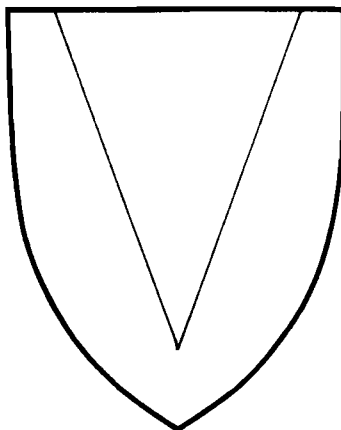
**hoarding** - temporary wooden defenses designed to protect walls by giving the defenders a verticle, yet protected, method of attacking engines at the wall below. In later ages these are made of stone and called overhanging parapets.

## War

Phoenix



Pile



### Opposed Battle Resolution

Your campaign may find players raiding, besieging, and invading other players. The *Noble's Book*, when used by a judicious gamemaster, can certainly cover such activities.

**Opposed Battle** requires one addition to the Battle rules to balance player vs. player situations. Both leaders should attempt an opposed Battle skill roll. One leader will win, but the current rules do not explain what occurs when one player loses the Battle roll but is successful in his Battle skill. This is called a *partial success*. Various tables used in the *Noble's Book* refer to a partial success result.

# War

Warfare is a common knightly activity. A knight's ability to survive the extreme dangers inherent in warfare is reflected in the value of his Battle skill. For a knight to live a long and healthy life, he must be well-versed in battle.

In *Pendragon* are presented rules for conducting battles where army meets army. This *Nobles Book* refines the battle rules, and introduces three forms of *Pendragon* warfare: *raid*, *siege*, and *invasion*.

# Raid

A lord can gain considerable extra income by raiding his neighbors. Raiding is an exercise of military skill in which knights revel — a natural part of their lives and a common activity provided that no greater foe threatens them from outside. As a military class, they seek any occasion to fight, and will resort to raiding if no other combat opportunity presents itself. Even during the most peaceful part of King Arthur's reign, the militant knighthood glories in the exercise of war, sometimes for honor and other times for plunder. Player character holdings might be raided as a result of random events, gamemaster manipulations, or through actions by other player characters. 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 involved in it.

A holding may be raided one or more times per year by any of several opponents. Player-knights can instigate a raid or may be victims of one. Both instigating a raid and being a raid's victim are viewed separately by the raid procedure (which assumes that one party or the other is not controlled by a player). In addition, notes are included for those situations where both parties are controlled by players.

## Raid Procedure

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 in control of the action.

### Step 1 — Preparation

An attacking player-character must state *who* he is attacking, *when* he is attacking, and *what* he is bringing with him (composition of army, food, supplies, extra goods, and siege equipment).

### Step 2 — Defender's Reaction

A player-character defender can react to a coming raid by sending for his liege. He must also decide how he will defend himself (forcing an open field battle, retreating to fortifications and laying in a supply of food, abandonment of the fief, etc.) A nonplayer-character receives a roll on the Enemy Situation table.

### Step 3 — Determine Battle Skill Modifiers

Use the same modifiers as if in a battle (i.e., size of armies, quality of troops, terrain).

## Raiding Others

The logistics of organizing an army to march to and engage the army of another region are so complex that most lieges find it impossible to do more than once per year. Thus, a lord can command his army to participate in only one raid or invasion per year. Furthermore, the common feudal agreement requires that knights spend only 40 days per year in the service of a lord outside their own territory. They are reluctant to leave their own lands undefended the rest of the time.

### Step 1 — Preparation

During Step 1 of the Yearly Economics Procedure a commander must commit his men to the coming raid. These facts must be written down about the intended victim: Who/When/What?

#### Who?

*Who is going to be raided? Make the intended victim clear in whatever method is acceptable to the gamemaster. The raider must determine several factors about his intended victim. The measures needed of an enemy are: distance from the raider's home, hydes and hyrds, unwallled POPs, wallled POPs, and approximate army size.*

*DISTANCE* from home modifies the Battle skill value of the raider commander. Close is within 2 days travel; distant is within 5 days; far is anything more than five days. The number of miles an army can travel and still remain 'close' to home depends on the terrain through which it traverses. The Distance Summary provides of the number of miles traveled through different types of terrain for each of the distance categories: close, distant, and far. In addition, it provides the distance which an army can travel in one day through those terrain types.

HYDES, HYRDS indicate potential booty. They will provide income to the raider equal to 1/2 Librum per hyde/hyrd. Half of this income is collected in food, half in goods.

UNWALLED POP will also provide booty if the raid commander receives a critical Battle skill result. Each unwallled town will then provide 1 Librum per POP, and 1 POP per town will disappear (flee).

WALLED POP is inaccessible to a raiding army as long as the fortifications are minimally garrisoned. Fortified cities can provide the raider an idea of what future pickings, with siege equipment, might offer. If the settlement has either no garrison or one which is too small, it counts as unwallled if the raiding commander achieves a critical Battle skill roll.

ARMY SIZE is an approximation of the number of soldiers in the enemy army. This information may or may not be accurate if the Gamemaster so determines for game purposes. Numbers should be rounded to the nearest tens, and figures given for Footmen and Knights, undifferentiated as to quality.

#### When?

*State the season in which the attack will take place. With all the men involved, this information is all but public.*

#### What?

*What troops will be taken along on the raid? Be sure to also note any Food, Goods, and Siege Equipment. This information may be kept secret.*

### Step 2 — Defender's Reaction

Roll 1d20 to determine the preparedness of the defender to the coming raid.

### Step 3 — Determine Battle Modifiers

The entries on the Battle Modifiers table affect the raid commander's Battle skill value.

### Step 4 — Attempt Battle Roll, Determine Result

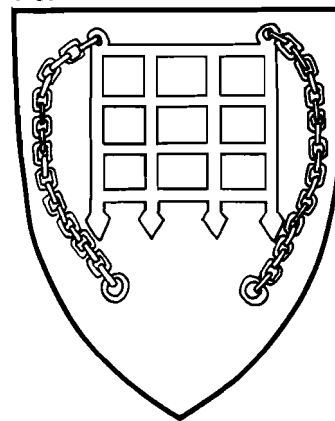
The raid commander's player must attempt a Battle roll, modified as above. Then, consult the Raid Results table to discover the results of the operation.

## Multiple Raids

Several lords may attempt to raid the same holding during the same year. If this occurs, remember these points:

- A holding can yield its plunder only once per year. Thus if your raid follows another, you will not collect booty, but you can inflict further damage.

Portcullis



### Player vs. Player

The violence of the Middle Ages often brought neighbors into conflict. Arthurian stories are full of people who were savage enemies at first but who became fast friends afterwards. Friends fall out, fight each other, and become friends again. Your campaign may experience the same thing.

Avoid total anarchy, but encourage healthy war. If the player-knights get out of hand then the Round Table can step in — which is its job, after all. Half of the stories seem to concern Round Table heroes settling feuds.

When player-knight fights player-knight the gamemaster must be very careful and impartial. Situations inevitably arise which are not covered by the rules and which require gamemaster judgement. His job will be easier if he abides by those portions of the rules which require written notes by the players (i.e., statement of intent, who/when/what for raiding).

## Raid

### Why Doesn't a Raid Reduce the Nobleman's Income?

Whenever a holding is raided successfully the liege of those properties does not suffer any loss to his income even though the raiders departed with great wealth. Why is this?

The fact is that the raiders steal from the peasants, who far outnumber the lords. Remember that each 1 L. of noble income requires 200 to 300 peasants. The lords' tax collectors are mindless of the plight of the peasantry when it comes to feeding themselves. Thus their bailiffs will force the peasantry to pay their annual support even if the commoners must go hungry as a result.

Imagine the situation: a knight approaches the village headman to collect his annual rent. The headman protests, "But the invaders took half our chickens and grain already! We will starve if you take your due!"

"Pay up," says the knight. "If we starve they will return next year and take it all. Your ancestors made a solemn pledge to feed us, and you must pay."

Armed, callous to the suffering of others, and paid to enforce his privileges by violence, the knight will get what he wants. If the hapless headman protests the village will probably have to find someone to replace him. All the villagers can do is suffer. And hate.

The harsh reality of the Middle Ages imposes this on the rules. Characters may choose to ignore the historic reality and inject a democratic attitude into their noble characters. Such an attitude is in keeping with the concept of the High King's Justice which Arthur spreads through his realm. But despite such righteous activity we must assume that most of the realm maintains its old savage ways. The characters in Malory exhibit contemporary attitudes towards violence, and recognizing that makes some of the stories more understandable to the modern mind.

- b. If two raiders try to plunder the same holding at the same time, they must either co-operate or fight each other for the raiding income.

In any case, the defender always has the option to react after the two armies have settled their differences. Thus if two armies choose to Battle, the defending owner of the fief may choose to go out and Battle or skirmish with the survivor afterwards.

- c. A holding suffers cumulative effects from multiple raids. Thus the first light raid inflicts a -2 modifier on the next year's harvest; the second inflicts an additional -2 modifier (total -4); and a third will raise the total modifier to -6.

## Being Raided

When a player-knight's holding is raided he has several options to determine how he will respond. His response can possibly drive the raiders away without causing any harm to the holding.

The defender always learns that an enemy approaches. He may gather facts about the enemy army before deciding how to respond.

### Step 1 — Assess Enemy Forces

Defender determines the enemy force's size, commander's skill, and origin.

**Army's Size:** roll 1d6 and consult the Raider Army Size table.

**Commander's Battle Skill:** roll 3d6+6.

**Raider Origin:** refer to Raider Origin table, find appropriate phase, and roll 1d6.

### Step 2 — Determine Type of Resistance

Defender decides on the type of resistance to offer. The results of the decision affect the modifiers to the invader's Battle roll on the Raiding Results Table. The defender may choose to:

1. Do nothing (run away, or stay within defensive works.)
2. Skirmish.
3. Battle.

**If the Defender Chooses to Do Nothing:** the commander of the attackers receives a +15 bonus (No Defending Army) to his Battle skill value; the peasants of the area add 1 to their Hate (liege) trait; the defending commander receives an experience check for his Cowardly trait, unless the commander is a woman.

**If the Defender Chooses to Skirmish:** the modifier for the ratio of defenders to attackers is applied to the attacker's Battle Skill; the peasants add nothing to their Hate (liege) trait; the defending commander and all participant player knights make a roll on the Individual Battle Fates table (in the *Pendragon* rules); the defending commander gets a check on his Battle, even though his success or failure has no direct result on the raider's roll. The experience simply gives the commander a chance to learn.

**If the Defender Chooses to Do Battle:** use the normal Battle rules found later in this chapter.

### Step 3 — Determine Battle Modifiers

These are applied to the invader's Battle skill value. Use the same modifiers as given on the Battle Modifiers table.

### Step 4 — Invader's Battle Roll

The commander's player attempts a roll against his character's modified Battle skill.

### Step 5 — Consult Raid Results table

#### Distance Summary (in miles)

terrain	one day	close	distant	far
Wilds	4	up to 8	8-20	20+
Paths	12	up to 24	24-70	70+
Roads	25	up to 50	50-125	125+
Roman Roads	30	up to 60	60-150	150+

## Enemy Situation

*If this holding was raided last year, add 1 to the die roll for each raid.*

1d20	enemy situation
1-7	Enemy Army Weak — reduce their strength ratio one level (i.e., from 5:1 to 2:1, or from 10:1 to 5:1).
8-10	Enemy Army Absent — +15 to raid commander's Battle skill value.
11-15	Enemy Well-Prepared — -5 from raid commander's Battle skill value.
16-20+	Enemy Liege Visiting — raise enemy army strength ratio one level.

## Raid

## Battle Modifiers

*Total the following modifiers, and apply them to the raid commander's Battle skill value.*

### Non-cumulative Modifiers — choose one

modifier	situation
-5	Defender outnumbered attacker by up to 2:1
-10	Defender outnumbered attacker by up to 5:1
+5	Attacker outnumbered defender by up to 2:1
+10	Attacker outnumbered defender by up to 5:1
+15	Attacker outnumbered defender by up to 10:1

### Cumulative Modifiers — use all that apply

modifier	situation
0	Close to home (within 2 days travel)
-3	Distant from home (3-5 days travel)
-7	Far from home (more than 5 days travel)
+5	Raiding army is of superior quality compared to defending army
-5	Raiding army is of inferior quality compared to defending army

## Raid Results

*Roll against the raid commander's modified Battle skill. Find the result below and read across.*

result	effect
FUMBLE	Raider loses 1/2 men (10% killed, 25% wounded, 15% captured*) and gains no income. Defender loses no men, and suffers no raid modifier to next year's harvest result.
FAILURE	Raider loses 1/10 men (10% killed) and gains no income. Defender loses no men and suffers no raid modifier to next year's harvest result.
SUCCESS	Raider loses no men, gains income equal to 1/2 normal holding yearly income (less income from town POP). Half of this income is in Food, half in Goods. Defender loses 1/10 men (2% killed, 8% wounded) and suffers Light Raid modifiers for next year's harvest result.
CRITICAL	Raider loses no men, gains income of a Success, plus 1 Librum per POP for all unvalled or insufficiently garrisoned towns. Defender loses 1/2 men skirmishing in the field, plus 1 POP in each pillaged town. During the next year he suffers Heavy Raid modifiers to harvest results.

\* these knights must be ransomed by their vassals or lieges.

## Determining Superior Troops

The battle, siege, and raid rules all include "superior troops" as a modifier to the commander's battle skill value. This essay explains how to determine superiority. Do not confuse superior troops with army size.

To discover which side, if any, deserves the "superior troops" bonus, determine the best troops in each of the opposed ranks, and their number. Ignore types of troops whose total number is less than 10% of the opposing rank's total number. The rank with a superior class of troops gains the bonus.

The following list classifies troops from best to worst.

1. superlative knights
2. rich knights
3. ordinary knights
4. poor knights, serjeantry
5. foot soldiers (men-at-arms, infantry, warriors, etc.)

*EXAMPLE — if a group of Irish warriors are confronted by a band of knights, the knights receive the superior troops bonus.*

*EXAMPLE — if a band of 20 rich knights from Cameliard confronts a band of 50 ordinary knights from Norgales, the Cameliard knights receive the superior troops bonus. The Norgales army will receive a bonus for army size (2:1 numbers).*

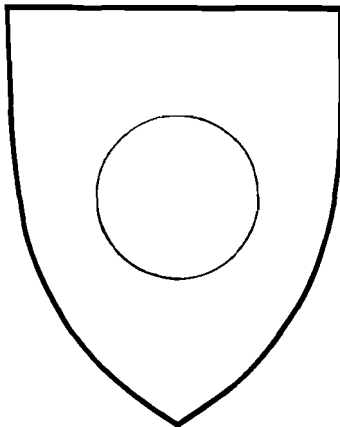
*EXAMPLE — the northern kingdoms have invaded Logres! In one of the many small battles fought, a northern army consisting of 300 ordinary knights and 30 superlative knights (330 men total) opposes 300 ordinary knights and 25 rich knights (325 men total). Neither side qualifies for the superior troops bonus, because neither sides' best troops equal at least 10% of the forces of the other side.*

*Another battle finds 150 Pict warriors plus 50 ordinary knights (200 total) facing a Logres army with 100 archers and 25 rich knights (125 total). The Logres army gains the bonus because they have rich knights and their foe does not, and the number of their rich knights equals at least 10% of the total opposing force.*

*Meanwhile, the bulk of the northern knights, consisting of 50 superlative knights, 100 rich knights, and 300 ordinary knights (450 men total), meets 40 superlative knights, 300 rich knights, and 100 ordinary knights (440 men). Neither side counts as being superior since they have approximately equal numbers of the best troops. The fact that the northern army has more rich knights has no bearing on the superiority of one side or the other.*

## Siege

Roundel



### Raider Army Size

Roll 1d6. Find result on table.

1d6	size of raider army
1	1/5 size of defending army
2	1/2 size of defending army
3-4	equal in size to defender
5	twice the size of defending army
6	five times the size of the defending army

### Raider Origin

Find appropriate phase. Roll 1d6. Read across to find general origin information. If you need more than this, ask your gamemaster.

PHASES 1 & 2	1-2	Neighboring Kingdom
	3	Internal Brigands
	4-6	Saxons (south and east), Picts (north), Irish (west)
PHASE 3	1-3	Neighboring Kingdom
	4-5	Internal Brigands
	6	Irish (west and north) or French (east and south)
PHASE 4	1-5	Neighboring Kingdom
	6	Faerie Court
PHASE 5	1-6	Neighboring Kingdom



# Siege

### Preparing for a Siege

Arthur's envoys received a formal rebuff from the lord of a powerful castle who refused to acknowledge Arthur's supremacy.

"So they prepared to besiege these hostile people, as always the strongest and manliest on the earth are able to do.

"Noise and activity continued without interruption. Many men arrived at the city from over the sea. They immediately arranged boatmen on the moat with all kinds of weapons for the siege: the arbalest, great bows of brass, heavy stone balls, and heavy brass cannon, crossbows with quarrels, all of which would do great damage, I know. They cut down trees to make long bows and high palisades, and they groaned under the weight of the huge trees. In this way they prepared to attack the defenders, who were now angry. The trumpet blew raucous and loud, and the King flew his ensign, its field spotted gold and red on green, blazing and radiant. The shields reflected the sun brightly as crystal.

— from *Golagros and Gawaine*,  
Anonymous

Sieges are a static form of warfare wherein the defenders make use of fortifications to aid their defense and the the attacker strives to overcome these defenses with siege equipment. The defender might be within a castle or behind town walls. The castle's or towns's defenses may be further augmented by defensible terrain.

Siege battles are fought using the *Pendragon* Battle skill system, but with significant modification 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. If the point value of the siege equipment equals or exceeds the DV value of the castle, then the commander of the attackers is entitled to attempt to overcome the defending commander's Battle skill value. Each point of siege equipment greater than the DV adds one point to the attacker's effective Battle skill. If he succeeds in obtaining a die-roll result *less than his modified Battle skill but greater than the Battle skill value of the defending commander*, then that line of defenses is overcome by his troops. Often the value of the defensive works are greater than any possible Battle skill value. In this case the defenses must be worn down piece by piece, through a procedure known as *bombardment*. This DV value attrition cannot be done quickly or simply. Siege is both expensive and dangerous.

### Methods of Siege

Five methods exist to take a hostile castle. Three are assaults: go over the walls, through the walls, or under the walls, and are handled identically in *Pendragon*. The other two, treachery and blockade, are handled differently.

*Assault over the walls* is expensive because it costs many lives of good men. Not necessarily knights, who are saved for the final assault, but footmen and

mercenaries (who have value to a liege). An assault requires ladders, grapples, and perhaps a siege tower or two. Although expensive, it is the quickest method.

*Assault through the walls* can be attempted by means of a breach. This is the most likely form of attack. A hole must be made through which men can enter the castle, either by boring, ramming, or picking.

*Digging under the walls* is a third method of assault. It is labor intensive and time consuming. A tunnel can be dug through which men attack, or sometimes the digging will cause a section of wall to collapse and allow an attack through the breach.

*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 was often a race to see who would get dysentery first — the attackers of the besieged.

*Treachery*, the last method, is also the most popular and cheapest means of castle-taking, for it is sometimes easier to find a dissident defender who will leave open a postern gate than it is to order a thousand men to their deaths. Treachery within a besieged castle occurs as one of the results of failed morale tests. See the *Morale* rules for details.

## Preparing for Siege

Equipment and men are needed for a siege. An attacker must spend time and money to gather both. Men may be gotten by hiring mercenaries or summoning loyal vassals.

### Feeding the Attackers

The attacking army also requires food. Food may be brought by wagon with the army, or may be acquired by pillaging the land.

Food brought in wagons must be calculated beforehand. It is assumed to be in the camp and distributed as needed. Pillaging the land is done by sending half the attacking army out. The gamemaster must determine how much damage this will do to the land next harvest, but a long siege is the same as a major invasion. This is disaster to most lands. The absence of the troops from those besieging the castle is only important if the defender decides to sally or if a relief army appears to rescue the besieged.

### Siege Equipment

Siege equipment is an abstract commodity which includes all the materials needed for attacking a castle, except food. It includes bolts and arrows, ladders, pavis, digging equipment, and all manner of engines. It also includes the men to work the machinery, to make the ladders, and to repair broken parts. Siege equipment may be used, as explained below, to wear away the defensive works of a castle. It is expendable, and will be quickly expended in trying to take a castle or defended town.

Siege Equipment cannot be bought on-site at a siege. It must be purchased before the attack begins. The working mechanisms and special parts simply cannot be made at a village smithy.

#### *Each Point of Siege Equipment Costs 1 Librum*

Although the different machines and mechanisms actually used are never differentiated in game play, some values of 1 L of siege equipment are given here:

- 5,000 arrows
- 250 ladders
- 100 pavis, mantlets
- 4 espringle (ballistae), with crews
- 2 med. mangonel (catapult), with crews
- 1 lg trebuchet, with crew
- 1 siege tower, with crew
- 3 tortoise (penthouse, cat, rat, sow) including the ram, pick, or bore; with crews
- 1 company of 100 sappers, including equipment and salary.

### Types of Siege Equipment

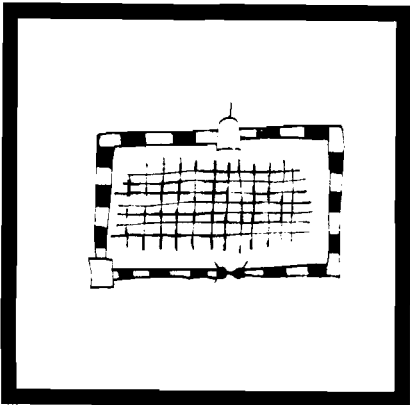
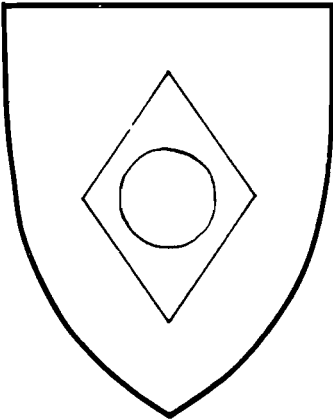
Siege engines are of several types, but can be divided into two main categories: those which hurl missiles and those which protect assailants.

Missile engines are of three types, depending upon their source of power. They may all be of varying sizes. *Ballistae* are powered by tension, usually from a drawn bow. Crossbows of various sizes are in this category. They can hurl arrows, spears, or rocks. They usually throw their missile in a straight line. This type may fire multiple arrows, but rarely get very large. *Mangonels* are powered by torsion. Rope or hair is twisted to create latent energy which, when released, throws stones in an arc at the target. These machines are named after a type of wild ass because of the way they kick into the air when loosed. *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 forward and hurl the missile forward in a high arc. The largest siege machines are of this type.

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 hide. Often a wooden *palisade* wall is raised to enclose the besieged. Movable works include the *tortoise*, a wheeled house with a roof of water-soaked leather to resist burning, which is rolled up to a wall. Within it lies a *ram*, *pick*, or *bore* to make a hole in the defenses. All are used to protect men trying to go through the walls. Finally, the famous *siege tower* or *belfry* is a tall structure which conceals men and is tall enough to allow assault over the walls.

Siege

Rustre



Partially-Protected Town

[DV: 12 Cost: 187 L] The lord of this town obviously hopes to improve his defenses in later, profitable, years. He constructed a half-curtain which can later be completed to full-curtain height. He could also add inner works should he desire to locate a personal castle within the town walls.

Works (AREA 10) — ditch & rampart (2), curtain half-wall (5), one square tower (5/1=5), 2 gates (-4/1=-4), 1 gate tower (4/1=4). DV: 12

Hiring Mercenaries

A lord can hire extra troops for specified periods of time. These troops are called *mercenaries*. Mercenaries are very expensive. Different types and qualities of troops are available to landholders. Each type varies in their strong and weak points. Thus footmen are least expensive, but also the most inferior. For simplicity, *footmen* includes both archers and men-at-arms.

Mercenaries who participate in a raid or invasion receive half of any loot or plunder which the army acquires.

Mercenary companies retire from the field and depart whenever they sustain losses equal or greater than half their original numbers.

Step 1 — Decide How Many

The hiring lord must decide the number of mercenaries or each type that he wishes to hire, and the date on which they must muster. Then calculate the total monthly fee for the mercenaries.

Step 2 — Pay the Enlistment Fee

In addition to paying the mercenaries' actual salaries, raising troops has another onetime cost. This cost is incurred when the heralds, messengers, and press gangs go out to do their work.

Raising troops over the winter will always alert the defender since the mercenaries will demand to know who their foe is to be. Anyone not hired can easily travel to the defender to report his news. A defender who is forewarned this way can use his money to purchase food or siege equipment, hire mercenaries (at on-the-spot rates) and has time to alert his liege to upcoming battle. Raising troops on the spot can be done in the springtime to surprise the enemy and refuse him a chance to raise his own. It can also be done by a besieging army which seeks replacements.

Step 3 — Pay the Monthly Rate on the Muster Date

Payments are made to company commanders who raise and pay the men. The rates that he charges do not change even if his company suffers battle-losses. Thus, a lord's payment to a mercenary unit will remain the same, even if the unit is decimated. The only solution is to dismiss the units as they are demolished.

Step 4 — Pay the Unit Monthly Thereafter, In Advance

Failure to pay the mercenaries results in their immediate departure. Payment is always made in advance. Thus a commander who plans for his hired mercenaries to remain in the field must bring along a small treasure horde to pay his mercenaries.

Troop Rate Table

*Troops must be hired by companies. Companies come in predetermined sizes and costs. They must be hired for a week at a time.*

Type (number of men)	Cost L/month	Enlistment Fee Over Winter	Enlistment Fee On the Spot
Footmen (50)	10	1	5
Serjeants (10)	10	2.5	12
Knights (10)	20	2.0	10

Before the Attack

An approaching army may be challenged to a battle on the field before they even reach the castle. In such a case the entire siege train and portable treasure is at risk if the castle defenders win the field.

Their approach is slow due to the wagons full of siege equipment. The people of the countryside have plenty of time to disperse or take refuge in the fortifications. The defender may choose to burn all his own crops to deny the besiegers any food.

When the attacking army draws up before the walls a challenge is sent forth. Heralds blow their horns and shout at each other.

Defensive works are quickly erected by the attackers. Pavis and mantlets go



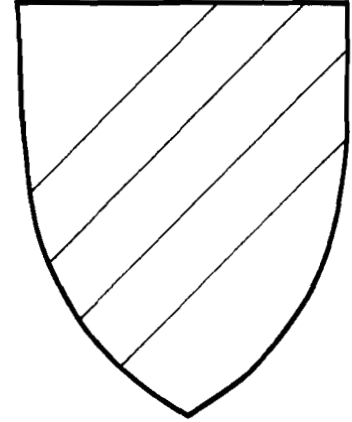
## Siege

up immediately. Smaller engines, especially ballistae are rapidly prepared. Larger pieces of siege equipment take longer to prepare, but remember that the given costs of siege equipment include the crewmen who rapidly assemble it, maintain it, and use it.

Camp is established. The commander's tent, with his standard, is in the center. Knights' tents surround his, with his vassals closest and mercenaries farther away. The wagons will be drawn up nearby, and pastures will be set aside for the draft animals and horses. Soldiers camp in units, and the various camp followers have their own tents on the outskirts of the area. Camps of any type were rarely fortified or enclosed at all.

A diagram of the fortress and its works should be drawn up. The camp of the besieger should be noted here as well.

Scarpes



## Bombardment

Fortifications can be bombarded with heavy siege engines to break them down without committing any men.

### Step 1 — The Attacker Commits Siege Equipment

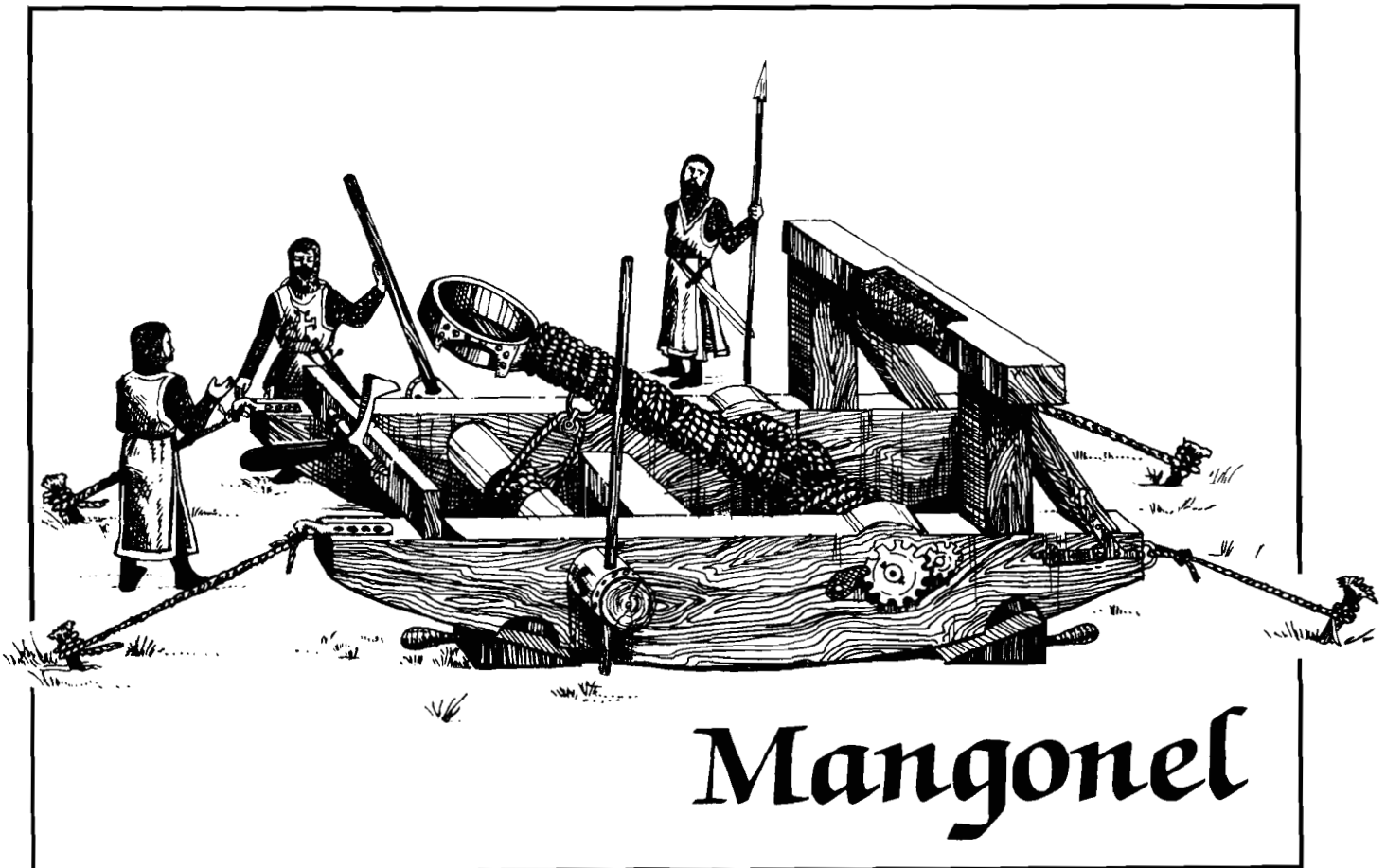
The attacker's bombardment skill has a value equal to the points of siege equipment that he commits to that day's bombardment.

### Step 2 — The Defender Commits Siege Equipment

Each point of siege equipment committed by the defender subtracts one from the attacker's bombardment skill. Notice particularly that the defender commits siege equipment after the attacker commits it.

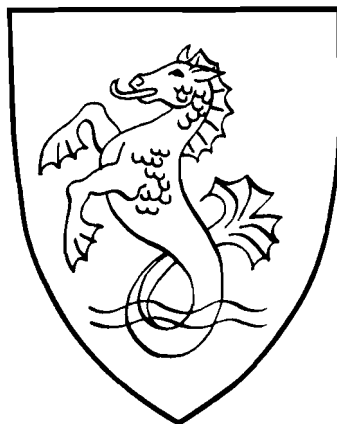
### Step 3 — Attacking Commander Rolls 1d20

The player of the attacking commander rolls 1d20. If the result is equal to or less than his remaining 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 (both attacker's and defender's) is lost.



## Siege

Seahorse



### Emergency Aid From Liege

If a lord knows or suspects an impending raid or invasion of his holding, he may send for his liege's aid. Refer to the Summon Liege section on page 39. The first half of the liege's army arrives within 1d6+1 days. The rest appears 1d6 days after the first.

### The Chivalrous Siege

Throughout the Arthurian stories sieges and warfare occur. Some of them are conducted in a method different from that described in the Siege rules.

A Chivalrous Siege is more like a tournament than a battle. Instead of using lances the knights use Jousting. Sometimes the combat may be single, man-on-man, such as Percivale's before the walls of Belrepeire or Beaumains' before Castle Dangerous. In other cases whole armies engage to capture each other for ransoms.

To make a chivalrous attack upon an enemy castle or land the invader must use Light Raid tactics only. A Heavy Raid, which does permanent damage, incurs real hatred and make it unchivalrous. Thus an army which invades and blockades will have to bring food for themselves as well.

Chivalrous sieges may not always have chivalrous ends intended. When Blanchefleur is rescued by Percivale her besieger had intended to forcibly marry her to get her lands. But the dastard's methods of war were chivalrous enough.

One exceptional way to run the siege is for the leader to issue a challenge to any defender, winner takes all. In such cases the challenger is usually widely reknown and successful in battle. The defenders often refuse to respond, both to save their shameful lives but also because they know they are likely to lose their cause as well.

## Assault

In every case initiative lies with the attacker. The defender simply sits behind the fortifications and awaits combat. Castles offer only a passive defense.

One assault round constitutes a full day's combat. During that time several assaults may be launched against the walls, hundreds of arrows are fired, and engines set up incessant bombardment.

### The Assault Round

1. Declaration of Attack
2. Attack Against the DV
3. Determine Modifiers
4. Roll Attacker's Battle skill and compare with Siege Attack Results Table

### Assault Results

*These are the possible results of a siege assault*

result	effect
FUMBLE	Attacker loses all men and all committed siege equipment. Defender loses no men and no siege equipment.
FAILURE	Attacker loses 1/2 men and all committed siege equipment. Defender loses no men but does lose all committed siege equipment.
PARTIAL SUCCESS	Attacker loses 1/2 men and all committed siege equipment. Defender loses 1/10 men and all committed siege equipment; the fortification loses 1 point of DV.
SUCCESS	Attacker loses 1/2 men, all committed siege equipment, and successfully storms the defenses. Defender loses 1/2 men and all committed siege equipment. Defender retreats to Inner Works or Surrenders. Also, the defenses are damaged for 1 DV.
CRITICAL	Attacker loses 1/10 men, all committed siege equipment, and successfully storms the defenses. Defender loses 1/2 men and all committed siege equipment. Defender retreats to Inner Works or Surrenders. Fortifications lose 1 DV.

### Individual Assault Fate Table

*Use this table to determine Player-Knight fates as the result of a siege*

Attacking Commander's Result	Modifiers to Attackers	Modifiers to Defenders
Fumble	-20	0
Failure	-15	0
Partial Success	-10	0
Success	-5	-5
Critical Success	0	-10

### Step 1 — Declaration of Attack

The attacker declares that he is going to assault. He notes the number of units of men and the amount of siege equipment he is committing to the battle.

After the attacker's declaration, the defender then notes the amount of siege equipment he will commit defending against the assault. Once committed all siege equipment is expended whether or not success was achieved, unless the results of the Siege Assault Results Table roll states otherwise.

The defender also notes how many men he commits to the defense. The normal minimum is 10 men/AREA; the maximum is 100/AREA. If fewer men than the minimum defend, then the castle loses effective DV. More men than this can be held in reserve, but can not take an active role in defense.

## Step 2 — Attack Against the DV

67

The value of the defender's siege equipment is subtracted from the value of the attacker's. If the value of the attacker's remaining siege equipment is equal to or greater than the DV it indicates that the equipment has allowed the men to get to and over/through/under the walls. Go to step 3.

If the value of the attacker's remaining siege equipment is equal to or less than the DV of the fortification then the men did not fill the moat, get up the ladders, loose enough arrows, bombard the right places, and so on. The attack is a failure. Go directly to the *Failure* result on the Siege Assault Results Table.

## Siege

### Step 3 — Determine Modifiers to the Attacker's Battle Skill

These modifiers include those in the normal Battle rules, with these notable exceptions:

Odds are determined by comparing the number of attackers with the number of defenders. Attacks at 10:1 or greater earn a +15 modifier to the attacking commander's Battle Skill; at 5:1 earns a +10, at 2:1 or more earns a +5. Thus, although no limit exists to the number of men who can be committed to an assault, a practical number is equal to the number of defenders x 10.

Any geographic modifiers are eliminated by the previous use of Siege Equipment in Step 2. Thus being in a swamp, or on a hill does not aid the defender. Surprise is not possible. Night attacks are not possible.

Troop quality is still important. Since the defenders are likely to be mixed knights, squires/serjeants, and men-at-arms, the gamemaster should adjudicate superiority or lack thereof using the ratios of attacking and defending types.

Use of siege equipment may affect the attacker's Battle Skill. Each point in excess of the DV of the castle adds 1 to the skill of the attacker. If the attacker's Battle skill is adjusted to be greater than 20 then each point beyond 20 adds 1 to the die roll. Thus an attacker with a skill of 15, plus 18 modifiers, gets a +13 to his die roll.

### Step 4 — Roll Attacker's Battle Skill

The attacker must equal or overcome the Battle Skill of the defending commander.

## Taking Outer Works

When a defensive work has more than one ring of defenses each must be taken separately to achieve total conquest. They can be assaulted, or they can be bombarded into nothing. When an outer work falls the surviving defenders always retreat to the next ring.

## When Too Few Men Defend

Each AREA requires at least 10 professional fighters to receive the entire DV of the fortification. However, the number of defenders may be diminished by combat. When they number less than the minimum, then each man per POP missing from the defense lowers the DV by 1 point. Subtract 10 from the DV of a castle with no professional soldiers defending.

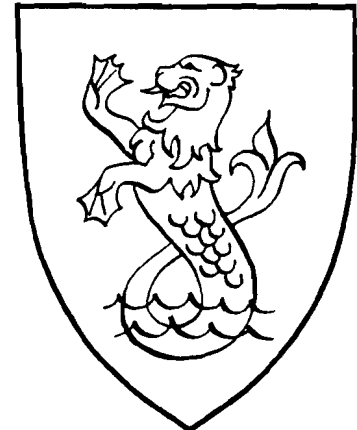
Castles lacking professional soldiers as defenders must still be stormed if the residents do not surrender. In such a case the defenders may not use any siege equipment to defend. The peasants simply lack the skills to shoot arrows, mangonel, and so on.

## Sally

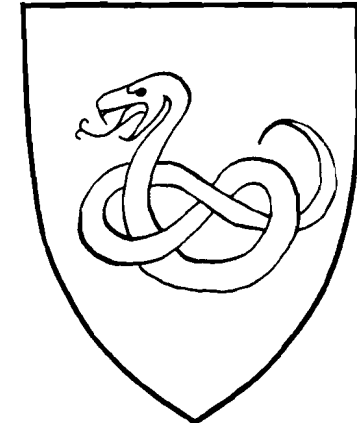
Defenders may choose to leave the safety of their walls and engage in a normal battle. Surprise raids by defenders may destroy siege equipment, raid camps to capture or destroy food, or allow some one inside to escape. The forces are usually small, and normal Battle rules should be used.

Sometimes the intent is not to raid at all but to meet the attackers in a proper knightly battle. Battle or Combat rules should be used. Chivalry normally allows the entire army of defenders to emerge to fight. Successfully defeating the attackers in the field this way will allow their camp to be plundered, perhaps capturing food and goods.

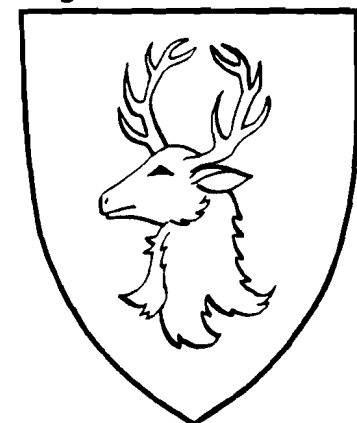
Sea Lion



Serpent Nowed



Stag's Head Erased



## Siege

### What About Player-Knights?

Player character knights may often be called to defend their lord's castle, town, or other works, or to attack a fortification. Player characters whose units are ordered to the assault onto the wall must make a roll on the Individual Assault Fate Table if their unit suffered losses. Attacking player characters add their commander's final result to their own Battle Skill. Defending players get a modifier which is also dependent on the attacking commander's result.

## Blockade

Blockade is a long and costly process — an attempt to starve out the defenders rather than take them by assault. In *Pendragon*, blockades might last for years. Occasional assaults may occur, but the defender mainly awaits his liege's relief army and the attacker nibbles away at defenses.

To determine how long the besieged can survive simply note how many combatants are present, and how many food points are laid away. 1 food point feeds 1 soldier (plus a bunch of commoners) for 1 year or it will feed 50 soldiers for one week. Subtract the amount of food each week of blockade. If the defenders wish to tighten belts they can operate at half normal food cost, but troop quality declines one level. Thus normal knights are the equivalent of Poor Knights, serjeants equivalent to footmen, and footmen are worthless. The citizenry can be turned out of a city or castle which thereby doubles the given food rates. Such behavior gets the commander an Experience Check for his Arbitrary and Cruel personality traits, and raises his peasants' Hate (Liege) by one point.

Starvation begins when food runs out. Each day without food reduces the remaining number of troops by 10% per day. Thus without any food a garrison will die in 10 days. A player character who is starving takes 1d6 damage per day. Without food he cannot heal, either.

## Morale

Breaking the opponent's morale leads to battlefield or siege success far more often than does totally eliminating them. Both the defenders of a city or castle and the attacking army are emotionally affected by the horrors of war. No one who experiences such large scale destruction emerges unaffected. Once a war begins, the mood and action of an army lies under only the barest control of its commanders.

### Offers to Surrender

Warfare includes many conventions which make negotiations easier between combatants. These conventions include:

- Statement of Grievances
- Honorable Resistance
- Honorable Surrender
- 40-Day Terms

#### Statement of Grievances

When an army draws up before a city the attacker's herald announces the reason for the attack, usually justifying the assault in some way. He offers the garrison a chance to surrender in the name of his lord's justice.

The defender has the choice of either accepting, rejecting, or asking for a 40-day truce.

#### Honorable Resistance

Knights expect to fight, and do not necessarily hold any combat against each other. Defenders in a castle are expected to do their feudal duty and fight off foes. The attackers do not hold it against them.

### Morale Effects

result of trait test	commander's Valor	soldier/peasant Loyalty (liege)
FUMBLE	Unconditional Surrender	Betrayal
FAIL	Honorable Surrender	Betrayal
SUCCESS	Test for Loyalty, No Bonus	Continue the Fight
CRITICAL	Test for Loyalty, +5 Bonus	Great Morale! No Further Morale Rolls Needed

A *morale test* represents a moment in the midst of battle when the cumulative events of the last hours take their effect on the soldiers. A test is initiated each time one of several significant events occur: loss of half the army; loss of some defenses; or loss or lack of food or water.

**LOSS OF ARMY** — an army must test for morale when it suffers a loss of half its numbers. If it stands, then it must test again when half of the remaining numbers are lost, and so on. For greater detail and better effect, test morale company-by-company.

**LOSS OF DEFENSES** — the defenders of a castle, fort, or town must also test morale each time that a ring of defenses falls to the attackers.

**LACK OF FOOD OR WATER** — no one fights well when they are hungry. Every day that the soldiers or peasantry go without one or the other initiates a morale test.

When a morale test is called for, the commander must make a Valor roll. After checking the result, refer to the Morale Effects table. If so indicated, then test the Loyalty (liege) of the soldiers or castle/town inhabitants.

## Unconditional Surrender

The commander of the defenders agrees to an unconditional surrender, allowing the attackers to do as they will with the city or castle and all its inhabitants.

## Terms of Honorable Surrender

If the defender may offer to surrender, but the attacker may refuse.

1. *That all noble combatants be treated according to the rules of chivalry (i.e., not killed, but held for ransom).*
2. *That the inhabitants be spared the sack of their homes (i.e., no plunder or pillage). An unwritten but assumed condition is that the city gift the attackers with a number of Librum equal to 1/2 its average annual income, and house the army.*

## Betrayal

One of the townspeople or peasants opened the gate of the city in the dead of night, allowing the attackers to sneak in unopposed.

If this result is applied to an army, then the soldiers sneak off to avoid further combat.

## Continue the Fight

The testing side will continue to obey their commander's orders until the next indication for a morale check arrives.

## Great Morale!

The commander made such a rousing speech, or the passions within everyone have become so aroused that no further morale rolls are needed for the next week of combat or siege. The commander can issue whatever commands he deems appropriate and the people will obey them unflinching.



# Invasion

War varies in its intensity. Light raiding is commonplace. Heavy raiding is harsh on the populace, but is nothing when compared to the horror of a full scale invasion.

An invading enemy may have several purposes. He originally may have wanted to simply raid. He may want to annex the holding, and seek to eliminate all defenders. He may wish to irreparably harm the holding so that it threatens him less.

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. In general practice, a portion of the army (mostly lighter troops) is assigned to *foraging* duty. The foragers scour the countryside to find food and other provisions to support the others.

This scouring causes severe damage to the holding as the foragers seek to find food enough so that the army can complete its mission. Invaded regions suffer a -8 modifier to their next Annual Harvest result roll. Invasions during a *Pendragon* game are never invoked due to random events. The *Pendragon Campaign* lists several times and lands that are invaded during Arthur's reign, a player may choose to go invade another holding to increase the size of his lands, or the gamemaster might have a nonplayer character invade one of the player-knights as part of his campaign plot.

## Invasion

A garrison which has put up on honorable resistance can expect to be granted a 40-day truce if they ask for it.

### Honorable Surrender

An honorable surrender means that the garrison surrenders, is held for ransom, and the city is not plundered.

Knights are often granted their freedom after giving an oath not to fight against their captors again until they have paid their ransom. Cheating on this oath is one of the most grievous offenses which a knight can commit against his peers. 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 in which they are allowed to keep their arms and armor, perhaps even their ransoms. Such an honor is not easily nor often granted. Further, such a gift raises the suspicions of the liege of the defending city or castle about the defending commander.

### The Problem of Surrender

Surrender is hardly the expectation of a lord. Any quick defeat is likely to generate an accusation of treason by an angry liege against the defending commander. Treasonous vassals are attained, have lands impounded, and become enemies of the king.

### Rejecting the Terms

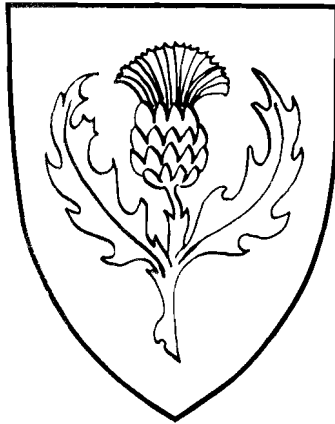
Rejecting an offer of surrender provides to the attacker an excuse to hang or kill everyone inside the defenses. Such extreme measures are not usually used except when the defenders are particularly stubborn, insulting, or otherwise offensive to the attacker.

### The 40-Day Truce

A 40-day truce, if granted, allows the defenders to send out messengers to the liege of the castle or city. If a relief army does not show up within that time to help the garrison they may surrender with honor, and not be accused of treason by a liege lord.

## Battle

Thistle



## Pillaging Towns

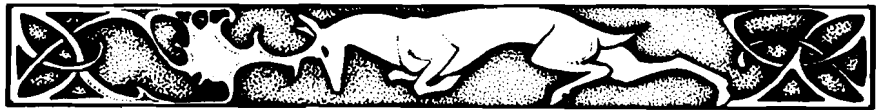
Ruthless invaders might pillage a holding's towns, riding recklessly about it, destroying a great deal. The game effect is that the invaders squeeze the town each day, hauling away 1 Librum per total town POP, and also driving away 1 POP. After a few days, the town will be completely destroyed. Every participant in the pillage of a town receive an experience check for their Cruel traits.

## Plundering Land

Hydes, hyrds, mines, and similar sources of income can be plundered. They will yield their normal income x 3 once per invasion. The permanent effect is a loss of 1/10 of the potential income for each of the income sources plundered. Thus a land of 32 hydes, 17 hyrds, and 6 L mine income would lose 3 hydes, 2 hyrds, and 1 L of mine income after being plundered.

## Scorched Earth Tactics

When a holding's commander determines that the odds of defeating the invaders seem impossible to overcome, or when told to do so by his liege, he may order that severe tactics be used to deny the invaders food and booty. Called *scorched earth* these tactics are as the name implies: 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 often requires years to recover. Any lord ordering scorched earth tactics to be used receives experience checks in their Cruel and Arbitrary traits.



# Battle

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*Extensive use of the Pendragon rules has resulted in our revising the Battle system. Presented here is a complete version of the Battle section, which includes many new options and a cleaner flow. Feel free to use this in your campaign or adopt whatever portions you wish.*

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## Introduction

The battle rules described here are for use in conflicts which are too large to be comfortably resolved using the *Pendragon* roleplaying system. Resolve *skirmishes* as covered in detail in the Battle skill description given in *Pendragon*.

Hand-to-hand melee is a spectacle of fear, pain, confusion, and courage. All individual initiative is lost in the crush of mob action. Personal prowess is overcome by the group's conduct and luck. Hence, characters do not gain experience in weapons at this scale of fighting, except for the truly heroic.

These rules are used when a group of player-characters and gamemaster-characters enter into an engagement. Typically, player-character bannerets attend with their following (which possibly includes other player-characters).

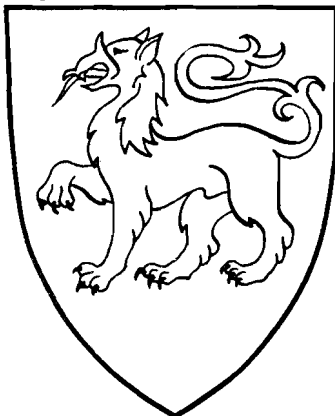
The duration of a battle is measured in *battle rounds*. Each battle round consumes a portion of a day, and when all the rounds are concluded the day is over. Most battles only last one day, and the longest last only a few days longer.

## The Medieval Army

When assembled for battle, medieval armies follow certain conventions. They are divided into three sections, named for the order in which they march on the road. Each section is called a *bataille* (battalion).

The *vanguard* marches first, commanded by the second-highest leader, and it lines up on the right side of the battle line.

Tyger Passant



## Battle

The *main bataille* marches in the center, is led by the highest commander of the army, and assembles for combat in the center of the battle line.

The *rearward bataille* is commanded by the third in command, marches in the end of the line, and assembles on the left side of the field of combat.

Large batailles are further divided into *units*. A unit is defined as any group of soldiers under a commander who makes a Battle roll. The size of a unit varies depending on the precedence of its commander among the lords of the host. Ranking commanders lead their own units within a bataille.

When assembled for battle each bataille or unit divides into three ranks. The first rank fights until driven from the field, whereupon the next rank becomes the front rank and continues the struggle.

## Troops

Several kinds of troops accompany a lord into battle. Well-trained and well-outfitted knights form a core of professional, mounted warriors. They are the heart of the army.

Serjeants are professional troops, decently armed and trained, but lacking the skill, confidence, and horses of knights. Poor knights without a liege, unattached squires, and ambitious men-at-arms with good equipment also count as serjeants. Many mercenary units are serjeantry units.

Hobilars are mounted but unarmored troops used as scouts and messengers but rarely mustered for battle as a unit.

Infantry are standing army troops used to garrison a castle, and are sometimes available as mercenaries. They are armed with shield and spear or with greatspear, long knives, bows, crossbows, or axes depending on their nationality.

**Others:** non-combatants accompany armies, although they are worthless as combat troops. Knights bring girlfriends or wives and servants. Spectators, well-wishers, and hangers-on congregate to trade with or cheat the soldiers. These followers are a constant nuisance on the march and always trouble to feed, yet few medieval leaders ever forbade them.

## Maneuver

Before any battle is joined, the commanders maneuver their armies trying to get a geographic advantage to aid them in the expected combat. Whenever two armies are within one day's march of each other they should use the Maneuver rules to determine who, if anyone, get the benefit of the terrain to aid them.

Maneuver may continue for days as the commanders continue to seek an advantage over their opponent. Sometimes one leader forces the other into a situation wherein the second cannot refuse combat (either by surprise, ambush, or threatening baggage or possessions). An army commander who misses his Battle skill roll can not refuse the fight. Any commander who succeeds in his Battle roll can avoid battle, and continue to maneuver the next day.

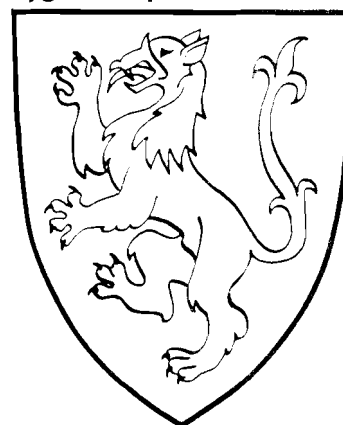
## When is Maneuver Used?

Use maneuver when two forces with intent to do battle approach to within one day's march of each other. At distances greater than that battle can not be forced. Within that range the armies can march, countermarch, and forced march to surprise the enemy.

Do not use maneuver if the territory invaded is too small to allow it (i.e., if the size of the territory is less than a day's march across). A banneret's holding is probably too small. Once armies close to within one or two hours' march, each must take position and form up, lest the other catch it unprepared and extremely vulnerable.

In some circumstances the use of the maneuver rules is inappropriate. These situations must be judged by the gamemaster. If, for example, there is only one passage into a region large enough to be used by an army (perhaps through Ambush Pass or over Battle Hill) then the defender automatically receives the terrain bonus. In such a case the value of the terrain bonus might be fixed, rather than a randomly determined value, since the nature of the terrain is always the same. This fixed value is assigned by the gamemaster.

Tyger Rampant

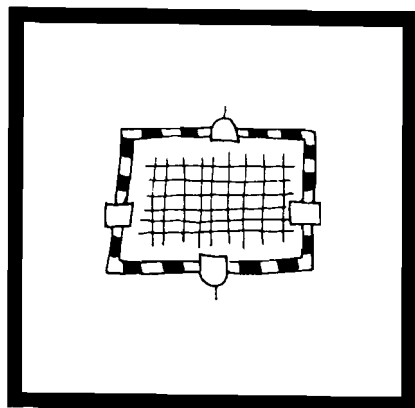


Tyger Sejant



## Battle

Tyger's Head Erased



### Well-Protected Town

[DV: 21 Cost: 212 L] This town is POP 10, large enough to support a small banneret and his men. As part of its defenses, it includes a sufficient number of towers and gate towers to gain the full DV value if its fortifications.

**Works (AREA 10)** — ditch & rampart (2), curtain half-wall (5), and two square towers (5+5/1=10), 2 gates (-4/1=-4), 2 gate towers (4+4/1=8). DV: 21

### Step 1 — Army Commanders Issue Maneuver Orders

Each commander receives a roll against his Battle skill value. Only one modifier affects this roll: any commander operating outside of his own holding reduces his Battle skill value by 5 (he is not familiar with the territory).

### Step 2 — Consult Maneuver Results Table

Compare the results of the modified Battle skill rolls with the entries given on the Maneuver Results table.

### Step 3 — Determine Terrain Bonus

Different types of terrain provide different advantages to maneuvering armies. Rugged geography offers more brush to hide behind, forests to conceal movement, and hills to sit upon. To determine the value of the bonus gained, find the proper terrain type of the Terrain Effects table, roll the indicated d6's, and the result is the bonus gained.

If desired, the gamemaster can personalize the terrain bonus gained. Use the suggestions provided, or develop others. Remember, these types of terrain always include potential battlefields with an area large enough for cavalry to charge. A battle fought in a forest region is not fought among the trees, but in a clearing which is surrounded by trees, and which probably has more trees in it than a field located in settled country.

### Step 4 — Accept or Avoid Battle

If, given a successful maneuver Battle roll, one commander has the choice to either accept battle or refuse it, he must now make his choice. If he refuses, then maneuver may continue on the following day. If battle is accepted then the maneuver phase is completed.

#### Maneuver Results

<i>battle roll result</i>	<i>maneuver effect</i>
One Commander Succeeds, the Other Fails:	Winner receives terrain bonus or can choose to withdraw. Loser suffers terrain disadvantage, can not refuse battle unless winner does.
Both Commanders Succeed:	With partial success, loser may refuse combat and continue to maneuver. If a tie develops, neither army receives terrain bonus and either may withdraw and continue maneuvering.
If Both Commanders Fail:	Combat is met, neither combatant receives terrain bonus nor terrain penalty.

#### Terrain Effects

<i>terrain</i>	<i>bonus</i>	<i>typical advantages</i>
Settled	1d6	on a hill, surprise
Open	2d6	on a hill, surprise
Woodlands	3d6	on a hill, surprise, ambush
Uplands	4d6	on a hill, ravines, surprise, ambush
Marsh	2d6	enemy on marshy ground, surprise

## Battle Size

Count up the number of knights fighting on both sides to determine the size. Do *not* count knight-values or footmen. Do count the various grades of knights.

### Counting Knights in a Battle

Sometimes knights must be counted in battle. This might be necessary to figure out if one army is superior in quality to the other, or to calculate the garrison of a besieged castle. In every case a knight is counted as one person, no matter how many squires he has attending. These squires are not counted among the serjeantry, either, since they do not fight independently but instead aid and assist



## Battle

their lord. Thus a castle, requiring a garrison of at least 10 men, is not at full strength with four rich knights, even though they are assumed to have a total of 12 squires with them.

Squires benefit their lords. They work to extend their lord's life by guarding his back, giving him their weapons or horse if needed, and removing his unconscious body from the battle field. These benefits are expressed by the relative value of the knights in battle, called *knight-value*.

**Knight-Values:**

Poor Knight = 1  
 Ordinary Knight = 2  
 Rich Knight = 3  
 Superlative Knight = 4

To denote the knight-value of a unit list the actual number of knights followed by parentheses showing the extra knight-values. Thus the knights described defending the castle above are denoted as 4(12).

**Battle Sizes**

Skirmish	fewer than 500 knights, use procedure given in Battle skill description.
Small	500 to 1000 knights, use rank commanders.
Medium	1000 to 2500, most common size, use rank and unit commanders.
Large	2500 to 5000, use rank, unit, and bataille commanders.
Huge	more than 5000. This size battle is rare, only four are known in history: Bedegraine, Tintagel, Badon, and Camlann. This size battle musters all the knights in Britain.

In game terms, each of these extra points of worth is equal to a life. When a knight is supposed to be a casualty, he is reequipped (or perhaps replaced) by a squire, extending his life and value in combat. It is as if an ordinary knight must be killed twice before removing him from battle.

For instance, the four rich knights mentioned above are guarding a castle against assault. The assaulting enemy pours everything into a single attack which takes the walls. The knights suffer 50% losses. Instead of losing 2 knights, they lose 2 points of knight-value, reducing the value of the unit to 4(10). The knights themselves remain.

In another example, a unit of 20 knights suffers disaster and is routed from the field. They suffer 75% losses. However, instead of losing 15 knights they lose 15 knight-values. Their knight-value goes from 20(20) to 20(5). The next day they again fight at a disadvantage and lose 50% of their company, or 10 knight-values. Their final 5 knight-values are lost, and the remaining casualties affect the knights themselves, which results in 5 lost men. Their new unit strength is 15.

**Chain of Command****Skirmish**

Army Commander

**Small Battle**

Army Commander  
 Rank Commander

**Medium Battle**

Army Commander  
 Unit Commander  
 Rank Commander

**Large and Huge Battles**

Army Commander  
 Bataille Commander  
 Unit Commander  
 Rank Commander

## Preparing for Battle

An army prepares for battle once, at the beginning of the day. The commander explains his battle plans, gives his orders, arranges the troops, then takes his place to see how everything goes.

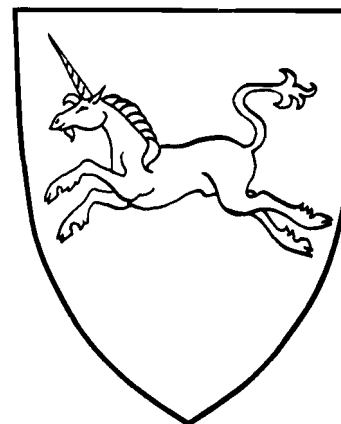
**Step 1 — Choose Ferocity (in secret)**

The army commander players each choose the number of rounds which they will order their men to fight that day — a value from 0 - 3. These choices will be revealed in Step 5, below.

**Step 2 — Arrange Ranks**

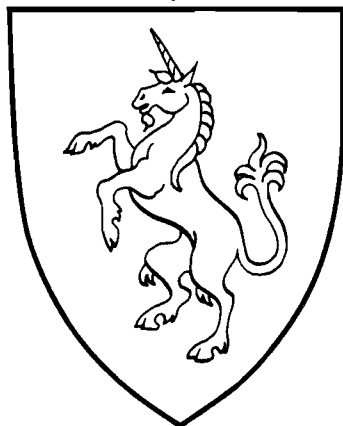
Each commander then arranges his army into ranks. He divides his soldiers into three ranks. Write these arrangements down. Commonly, the best fighters are placed in the first rank, the next-best fighters in the second rank, and the worst in the third rank.

Each rank must have at least 25% of the total number of warriors in the army. The gamemaster may alter this rule. If one side, for instance, is vastly outnumbered, its commander might gamble by placing all his soldiers into a single rank.

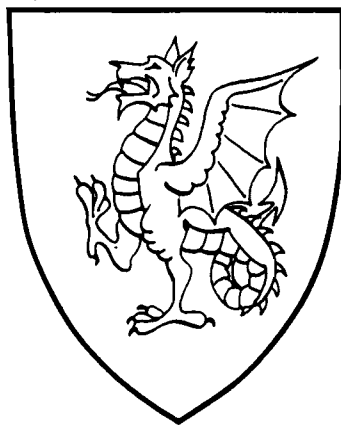
**Unicorn Courant**

## Battle

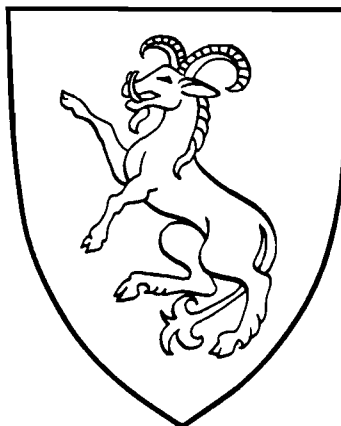
Unicorn Rampant



Wyvern



Yale



### Step 3 — Name Commanders

Army, bataille, unit, and rank commanders must be designated. Remember that a single individual may perform more than one of those tasks, though no one may be commander of more than one rank.

### Step 4 — Determine Placement of Player-Knights

Player-knights must know which rank they are to fight in. Sometimes a liege may give them a choice of ranks, allowing them to take the middle or rear if they are wounded, aged, or inexperienced. More commonly, they will be ordered to ride close to their lord in his rank.

### Step 5 — Reveal Ferocity

Both commanders reveal their chosen ferocities and total them. The result provides the number of rounds of combat. One round constitutes a portion of a day, and all rounds together total the whole of a day's fighting. Thus a day's fighting might see any number from 0 to 6 rounds.

If the combined ferocities total 0, then no fighting occurs on that day. The armies form up and merely face each other tauntingly. On the day following, both armies may again attempt to maneuver.

## Battle Commences

Once the preparation steps are completed, the armies charge forward to engage one another. At this point, the commanders can do little but hope that their carefully conceived plans succeed. Nothing can be done to stop the engagement.

### Battle Modifiers

<i>modifier</i>	<i>reason</i>
+5	You outnumber foe, but at less than 2:1 odds
+5 more	You outnumber foe by more than 2:1
+5 more	You outnumber foe by more than 5:1
+5 more	You outnumber foe by more than 10:1
+5	Your troops are superior quality
+1d6	Settled Lands terrain bonus*
+2d6	Open Lands terrain bonus*
+3d6	Woodlands terrain bonus*
+4d6	Rugged terrain bonus*
+2d6	Marshy terrain bonus*
-5	You are outnumbered, but face less than 1:2 odds
-5 more	You are outnumbered by more than 1:2
-5 more	You are outnumbered by more than 1:5
-5 more	You are outnumbered by more than 1:10
-5	Your troops are inferior
-X	Terrain penalty**

\* Terrain bonus/penalty is determined once, at the beginning of the day, by maneuver. It does not change from round to round.

\*\* Terrain penalty is negative of enemy's bonus.

### Step 1 — Determine Modifiers

Battle modifiers may vary from round to round, though terrain bonuses and penalties remain constant throughout the day. The number of combatants will vary, ranks which withdraw may alter the quality of troops facing each other, and so on. Battle modifiers are cumulative; *affecting only the commanders' Battle skill value.*

### Step 2 — Commanders' Battle Rolls

Each army commander receives a Battle roll, modified in the previous step. This is the only step in which the battle modifiers affect a rolled Battle skill value. The result is checked against the Commanders' Battle Results table, which reveals the value which modifies all subsequent commander's rolls.

## Commander's Battle Results

result	modifier
Critical	+5
Success	0
Failure	-5
Fumble	-10

## Battle

## Rank Commander Results

result	losses	loss specifics
Critical	none	Rank Stands
Success	10%	(2% killed, 8% wounded) Rank Stands
Failure	50%	(10% killed, 25% wounded, 15% captured) Rank Retreats
Fumble	75%	(50% killed, 25% captured) Rank Routs

*Retreat* — indicates an orderly withdraw from the field. The survivors may reform into a new rank at the rear of the army.

*Rout* — indicates a disaster. Survivors flee the field and hide, and may not reform into a new unit for at least 1 week.

## Individual Battle Fates

*When rolling for damage, leave all dice on the table until the gamemaster is done with Specific Results.*

### General Results

Critical	An excellent fight. No wounds sustained. Knight receives experience check for Battle, Lance (or other primary weapon), and Valor. He also captures a prisoner of the average social status of the unit he is fighting (useful for ransom), and a horse if fighting cavalry. No roll for Specific Results, below.
Success	A good fight. Knight sustains 3d6 damage with armor protection. He receives experience check for Battle. See Specific Results.
Failure	A bad fight. Knight sustains 3d6 damage without armor protection, and gets no experience checks. See Specific Results.
Fumble	Disaster! Knight sustains 3d6 damage twice, without armor protection. If knight still lives he is captured; friends may undertake Heroic Rescue. See Specific Results.

### Specific Results

*Whenever a knight sustains 3d6 damage, review the result to determine whether it is odd or even, or whether any die numbers were rolled double or triple.*

Odd:	damage is sustained in single blow, check for major wound
Even:	damage is sustained from many blows; no major wound
Doubles	vs. Cavalry — make Riding roll, if failed knight loses mount.
Doubles	vs. Footmen — horse killed.
Triples	vs. Cavalry or Footmen — horse killed.

## Assigning Battle Glory

The fastest means of gaining glory lies in the perils and heroism inherent in war. War is extremely deadly, but the rewards can vault an otherwise unknown knight to fame and fortune.

Determine a battle's glory after each day of fighting is completed. Treat a multi-day battle as a series of one-day battles. Therefore, if an army commander successfully leads his army to victory through a hard-fought, three-day-long affair, he gains Battle Glory (see below) for each day of fighting.

*Battle Glory* is a standard amount of glory gained for organizing the strategy of and preparing the men to fight in a battle. Battle Glory equals one point for each participant (counting all professional soldiers). If a battle was fought between two 500 man armies, Battle Glory equals 1000 points.

*Combatant Glory* is a standard amount of glory gained for actually engaging in combat with the enemy and making rolls on the Individual Battle Fates table. Combatant Glory equals one point per ten participating knights. If the above battle included 200 knights and 300 men-at-arms per side, the Combatant Glory value equals 40.

*Minimum Glory* is the amount of glory gained by every person at the battle. Minimum Glory equals 1/10 Combatant Glory (or, divide the total number of knights present by 100). Each of the 1000 men in the battle above gains a minimum of 4 points of glory.

### Actions:

Every combatant gains Minimum Glory for each ferocity round.

In addition, every warrior who actually fought receives Combatant Glory for each ferocity round in which he suffered a roll on the Individual Battle Fate table.

Commanders receive extra glory as follows:

**RANK COMMANDER** also receives Combatant Glory for each round in which his rank fought, no matter what happened to him.

**UNIT and BATAILLE COMMANDERS** also receive Combatant Glory for each round in which their units or batailles fought, no matter what happened to them.

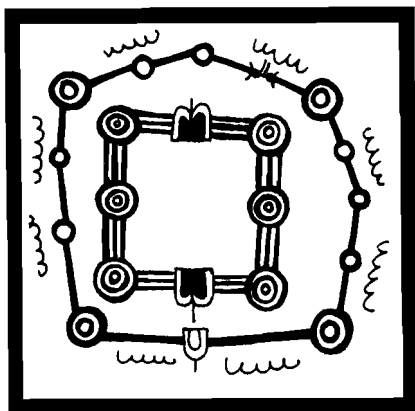
**ARMY COMMANDER** also receives Combatant Glory for each round in which the army fights, plus gains Battle Glory if his forces win the battle, no matter what happened to him.

## Step 3 — Bataille and Unit Commanders' Battle Rolls

Other commanders, if present, attempt their Battle rolls. Their skills are modified by the cumulative total of all previous commanders' Battle skill roll results.

Thus if an army commander failed his roll, the bataille commander suffers a -5 modifier to his Battle skill for the roll. If the bataille commander succeeds, then the unit commander suffers a -5 modifier  $[(-5) + 0 = (-5)]$ . But, if the bataille commander fumbles instead, then the unit commander suffers a cumulative -15 modifier  $[(-5) + (-10) = -15]$ .

## Battle



### Beaumaris Castle

[DV: 217/113/14-14 Cost: 921 L] Beaumaris Castle represents the height of concentric castle building. Such monstrous structures should be rare. Several unique features of Beaumaris were interpolated to equivalents in this reckoning.

**Outer works (AREA 1)** —curtain (7), 2 gates (- 2x2=-4), 1 gate tower (4), double gate works (2), 4 double round towers (4x10=40), 7 round towers (7x7=49), double ditch (3), moat (4). DV: 104.

**Inner works (AREA 1)** —triple curtain wall (11), 6 triple towers (6x13=78), 2 gates (-4, protected by strongholds). DV:85.

**Stronghold** —2 triple gatehouses (2x14). DV: 14-14.

### Step 4 — Rank Commander's Battle Roll

The rank commander for the front rank attempts his Battle skill roll modified by the result of Step 3. The result has two effects:

1. It determines the fate of his entire rank according to the Rank Commander Results table;
2. It, along with all previous commanders' rolls, modifies the Battle rolls of all player-knights in the rank according to the Commanders' Battle Results table.

### Step 5 — Player-Knight Battle Rolls

All player-knights in the front rank receive Battle rolls, modified by the cumulative commanders' rolls. Compare the results with the Individual Battle Fates table.

### Step 6 — Player-Knight Followers' Fates

Player-knights who have followers on the field must make a second Battle roll now to determine their fate. Modifiers are the same as those which applied to the knight. Results are the same as the results of the Rank Commander Results table.

The fate of followers is important because they may save a character's life or ransom if the character is unconscious, unhorsed, or otherwise subject to capture when the rank withdraws. If a rank retreats or routs, but the character's followers do not, then they will automatically carry their liege's body with them when they remove themselves from the field.

### Step 7 — Personal Heroism

If a rank retreats then knights who are unconscious or unhorsed will be taken prisoner by the enemy army as it surges forward. Player characters or notable nonplayer characters may be captured this way if their followers also retreat. A final rescue possibility exists — personal heroism.

Individual player-knights may wish to extend themselves to save their liege, their king, a kinsman, a friend, or someone else of importance. This is resolved on an individual fighting level. Each rescuer must fight three enemy combatants, and if he drives them off will succeed in his rescue. Failure means he is also taken prisoner (if not killed).

Success will net the rescuer whatever prize is appropriate for the effort, in addition to an experience check for his Valor trait. Appropriate rewards vary with the rank of whoever was saved, but about half of the ransom value is right. Gamemasters should choose other possible gifts, such as granted land, titles, etc. Death in this manner qualifies for Heroic Action which warrants Glory given to the heirs for the valiant effort.

### Step 8 — Bookkeeping

Be sure that changes in the battle are written down, including losses to ranks, movement of ranks to the rear through retreat, rout, or voluntary withdraw. Player-knights should make sure their skills used successfully are checked, note hit points lost in combat and gained in First Aid, and write down the fate of their followers. Subtract one point of Ferocity. If more rounds of combat are to be fought, start again at Step One (Determine Modifiers) and repeat the procedure.

## Aftermath

Battles may have a clear winner or loser, but most likely will be indecisive. In the end, one side or the other will retain possession of the field of battle. This side should be declared the winner. Otherwise, the gamemaster must decide who bested whom. From this field comes much of the booty of battle. Horses and other goods are the usual plunder. If the battle was a clear cut victory, including the plunder of the enemy camp, double these values.

### After-Battle Plunder

size of battle	chargers	other horses	goods
Skirmish	0	1	1-2 L.
Small	1	2	1-2 L.
Medium	1	2	1d6+1 L.
Large	2	4	1d6+4 L.



(From) \_\_\_\_\_

On this day \_\_\_\_\_

the following fief: \_\_\_\_\_

### Vassals:

[illegible]

## FIEF MAP

## CASTLE DIAGRAM



Standards of Living		Loyalties	
<i>level</i>	<i>state of the land</i>		
0	Wasteland	Knights' (to Liege)	_____ <input type="checkbox"/>
1	Impoverished	Men-At-Arms (to Liege)	_____ <input type="checkbox"/>
2-3	Poor		
4-7	Normal	Peasants' (to Liege)	_____ <input type="checkbox"/>
8-9	Rich		
10	Sumptuous		
<b>Peasants</b>			
Hate (Liege)	_____ <input type="checkbox"/>	Liege's (to Vassals)	_____ <input type="checkbox"/>
Love (Liege)	_____ <input type="checkbox"/>	Liege's Liege (to Vassals)	_____ <input type="checkbox"/>
<b>Steward:</b>		( _____ )	
Battle	_____ <input type="checkbox"/>	Energetic	_____ <input type="checkbox"/>
Stewardship	_____ <input type="checkbox"/>	Just	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Arbitrary	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Cruel	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Generous	_____ <input type="checkbox"/>
_____	_____ <input type="checkbox"/>	Valor	_____ <input type="checkbox"/>

**Fief Income:**

Average Income = \_\_\_\_\_ Food + \_\_\_\_\_ Goods = Total \_\_\_\_\_  
 Income x 1.5 = \_\_\_\_\_ Food + \_\_\_\_\_ Goods = Total \_\_\_\_\_  
 Income x 2 = \_\_\_\_\_ Food + \_\_\_\_\_ Goods = Total \_\_\_\_\_

### Fief Expenses:

\_\_\_\_\_ Knights' Fees = \_\_\_\_\_ food + \_\_\_\_\_ goods  
 \_\_\_\_\_ Men-at-arms = \_\_\_\_\_ food  
 Own Rank Expenses = \_\_\_\_\_ food + \_\_\_\_\_ goods  
 Other Expenses = \_\_\_\_\_ food + \_\_\_\_\_ goods  
**TOTAL EXPENSES** = \_\_\_\_\_ food + \_\_\_\_\_ goods

**SUPPORT KNIGHTS:** Impoverished < 1 L; Poor 1-2 L; Ordinary 2-4 L; Rich 4-8 L; Superlative 8+ L. **SUPPORT 5 MEN-AT-ARMS:** 1 F. **SUPPORT SELF:** Banneret 10 L; Baron 26 L; Count 72 L; Duke 164 L; King 216 L.

[illegible]



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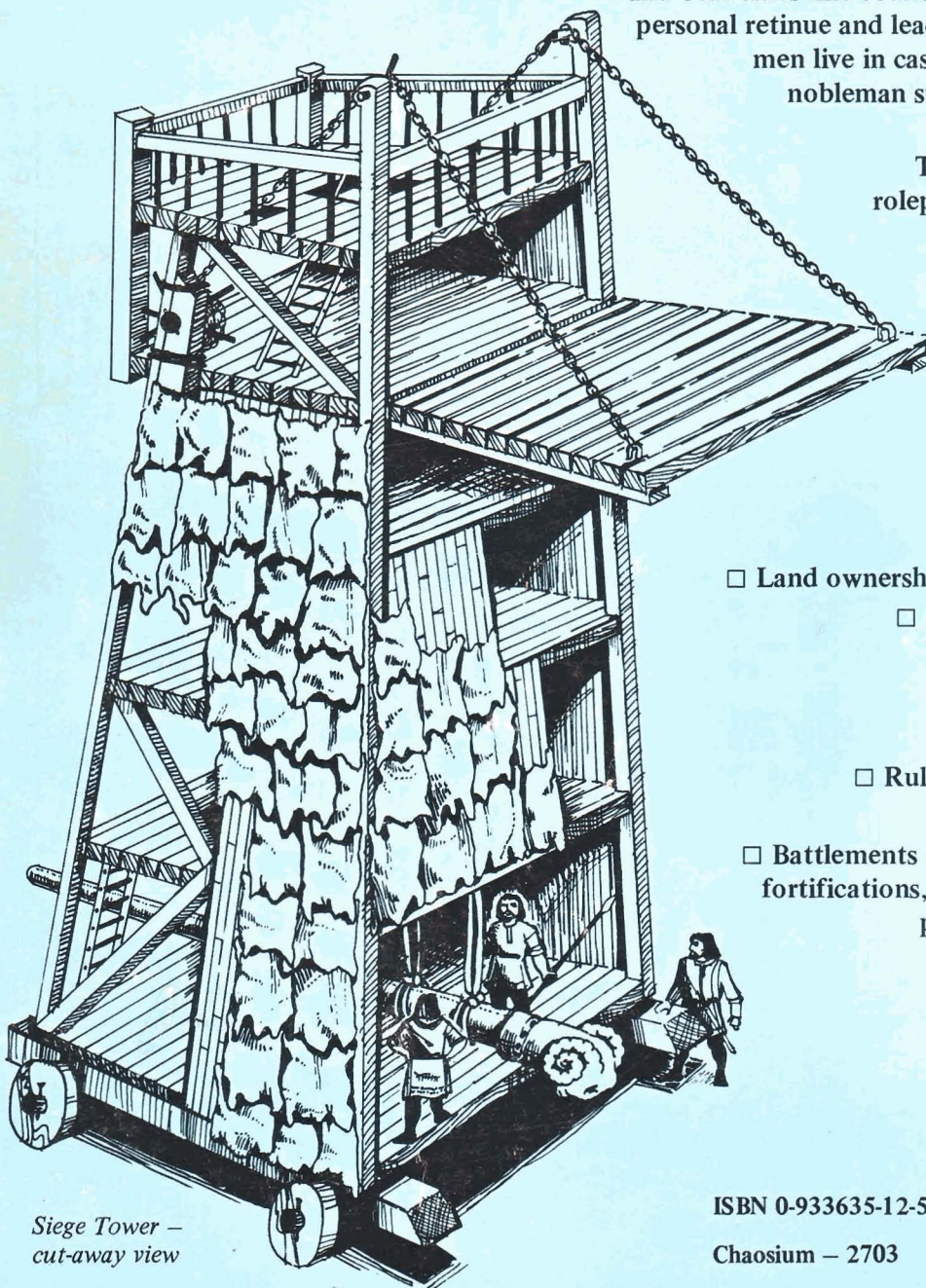
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