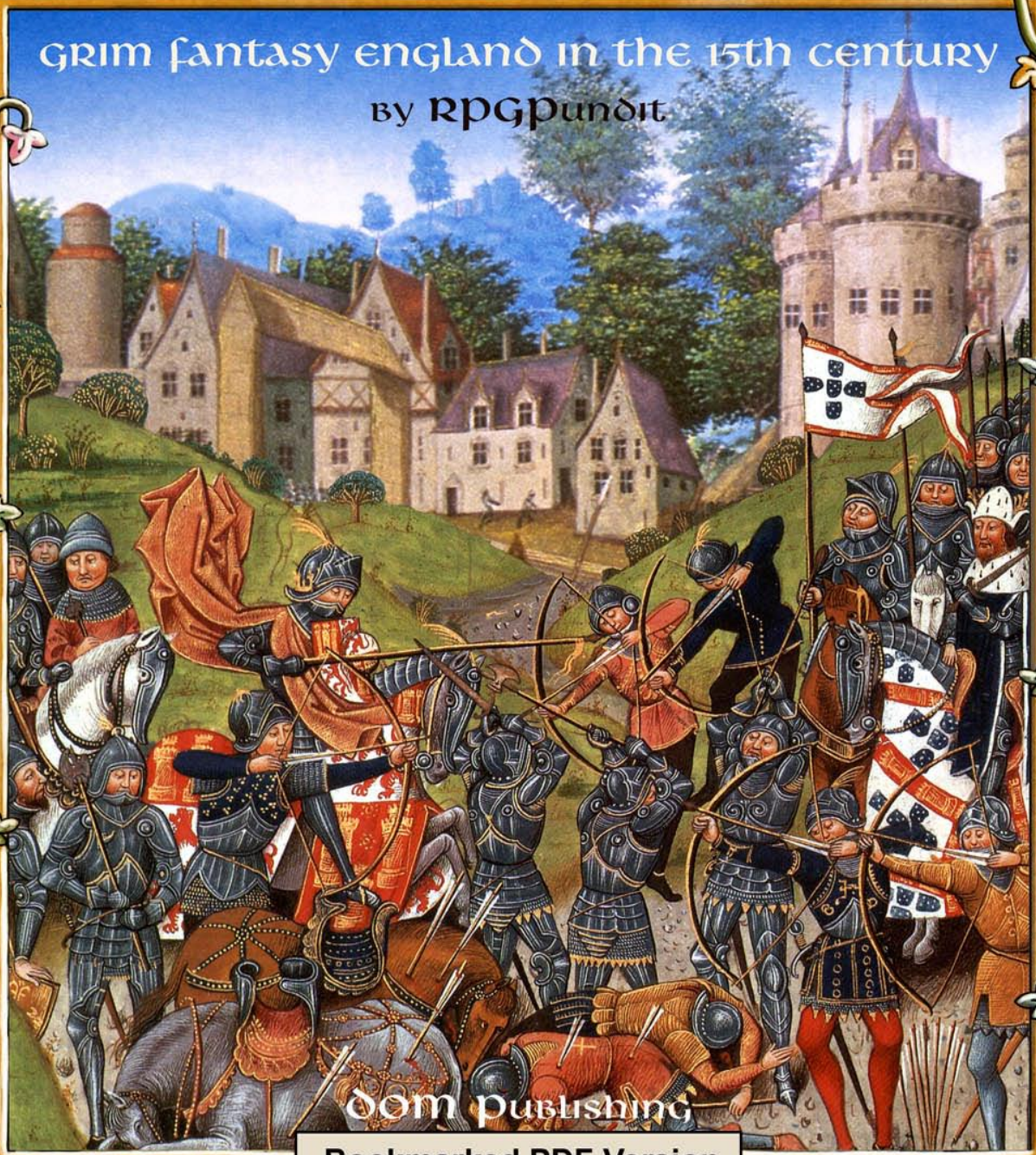
Dark Albion
The Rose War

Grim fantasy England in the 15th century

By RPGPundit



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Dark Albion

The Rose War

GRIM FANTASY ENGLAND IN THE 15TH CENTURY



Dark Albion: The Rose War is a campaign setting primarily designed for use with OSR games, but that otherwise mostly remains system neutral. It might be played with probably any medieval-based RPG, though it will work best with games such as Fantastic Heroes & witchery, Labyrinth Lord, Lamentations of the Flame Princesss, OSRIC, or Swords & Wizardry (and of course with the original games that inspired them all).

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Introduction

Dark Albion: The Rose War is a setting that began taking form about four years before the writing of this introduction. The circumstances of its birth started when I had been sent a review copy of the excellent "Lamentations of the Flame Princess" RPG, a game with a fantastic system but with no inherent setting (and whose author's ideas about "weird fantasy" did not quite mesh with what I envisioned using the game for).

The other formative event around this time was the first season of the Game of Thrones TV series. I was (like almost everyone else) very impressed with this show, and had never read the novels; but it became immediately and evidently clear to me (even before confirming it from other sources) that George R. R. Martin had drawn direct inspiration for his story from the historical English conflict known as the War of the Roses. This was a roughly 30-year civil war in the English Monarchy, happening in fits and starts from 1455 until 1485, that saw the end of the Plantagenet Dynasty, caused untold devastation, but ultimately led to the birth of the modern English world. It marked the end of the Medieval period of English History and the dawn of the English Renaissance. Its personalities, its battles, its intrigues, and the crucial transitional time of its occurrence marked it as one of my favorite periods of English history.

Having been educated as an historian, I decided my new campaign would take place in a fantasy version of this conflict, but making use of my historical training to make it far closer to the real historical events than anything seen in Game of Thrones. But knowing that my players (like most fantasy RPGs players) prefer a little fantasy mixed in with their history, I decided to remake England into "Albion", a parallel fantasy-England, similar and yet different in many respects from the historical kingdom, in a world where magic was obvious and flesh-and-blood monsters were real. At the same time, this setting would be at the very "low" end of the spectrum of fantasy RPGs standards, where most of the world had very little of the fantastical, and almost all of the things of magic, non-human races, the supernatural, etc., would be dark and sinister from the point of view of humankind.

The end result was an excellent gritty/dark fantasy setting, which I've sometimes described as "doing for England what WFRP did for Germany". But Dark Albion would not take its final form until 2014, when I was approached by Dominique Crouzet, the author of the excellent old-school "Fantastic Heroes & Witchery" RPG, who wished to publish the setting as a commercial product. By this time I had already compiled a 45-page setting bible, but from here began a collaboration that would see this expanded very considerably, with new maps, new rules, more adventure material, a complete chronology and list of characters, and much more additional material about Albion that until that time existed only as raw notes on my computer (or just ideas in my head). Thus in this final form, *Dark Albion: The Rose War* has become a fully-fleshed out fantasy setting for any old-school/OSR game, or indeed usable with some modification with any fantasy RPG. I hope you will enjoy it.



What is the Basic Premise of Dark Albion: The Rose War?

Dark Albion: The Rose War is a setting in a quasi-historical kingdom very similar to that of 15th Century England. As of the start-date of the setting, the kingdom had been experiencing increasing difficulties and political conflict in the noble classes, as well as recent peasant revolts in reaction to what is seen as corruption in the ruling classes. The ruling King (Henry the Mad King) is insane to the point of being unable to govern, and his wife the Queen Margaret has taken to running the country with a council composed of her favorites, selected more for loyalty than ability (and, some vile rumours claim, because some of those most favored are her lovers).

This in itself would be problematic, but the situation is further complicated by the fact that the Mad King's grandfather (founder of the Lancaster line, bearers of the Red Rose) had taken the throne by force from his cousin (another weak and incompetent king); and the current Mad King's cousin, Richard of York (of the White Rose), is a vastly-popular war hero that many feel has a far more legitimate claim (coming from a senior line of the dynasty) to take the throne. While the Mad King had no sons, Richard of York's position as a potential heir kept the situation from exploding, but the recent birth of a new heir (the young Edward of Lancaster) has propelled the succession crisis to the forefront. The situation is on the verge of exploding into a war that will ultimately take decades to end, and that will wipe out many of the most powerful and ancient noble lines.



At the same time, as the kingdom weakens, peasants rise up in rebellion, and the nobility squabble in regional skirmishes that act as rehearsals for the war to come, the forces of Chaos begin to take advantage of the increasing insecurity. Monsters are becoming more notable in the frontier regions, in the mountains and deep forests. In the countryside, the living dead (which had always been a potential peril) are becoming a more frequent plague. North of The Wall, the Scots Men are increasing their raids and attacks as they realize that the Wardens of the North (a title traditionally held by the dashing and bellicose house of Percy) are too dedicated to fighting their hated rivals the Nevilles (the richest noble house in the kingdom) to dedicate their resources to fully man the 1300-year old defensive line. And on the Continent, the inhuman chaos-worshiping Frogmen (who have already taken back all the traditional continental Anglish holdings reconquered by the Mad King's father after the Hundred-Years War) may even be considering crossing the Anglish Channel to spread their dark power to Albion itself. This is a time where the common folk tremble and righteous men mourn the state of things, but it is also a time when bold frontier adventurers, scheming masterminds, or skillful knights may become legends.



What kind of adventures can you run with Dark Albion: The Rose War?

It is certainly possible for a GM to use Dark Albion to run the standard type of old-school fantasy adventurers. Player characters can be a group mixed in careers and backgrounds, put together in a local campaign (ideally in an area in one of the various frontier areas of Albion), who spend their time in wilderness and underground adventures with the particular style of Dark Albion: ancient barrow mounds, goblin warrens in the mountain, elven ruins, or crossing the Wall to raid Scot camps or Giant steadings, or further out to the highlands to face the dreaded Picts. If the party has one or more Clerics, they could also be agents of the Church, sent out specifically to deal with incursions or alleged infestations of Chaos or evil sorcery in isolated territories or communities.

It is also possible to run an Albion campaign where the PCs are more directly involved in historical developments. They could be servants, agents, or family members of a particular Noble house, and thus get caught up in the Rose War. They may be sent on special missions: scouting, infiltration or assassination; or they may be sent as special agents or messengers to negotiate with the enemy (or possibly, as frequently happened in the war, to see if the house might not change sides).

It is also possible that the PCs could all be part of a mercenary unit, hired on as the war demands; perhaps allied to a specific cause, or possibly willing to work for whoever can pay. Or they may be bandits or rebels (the two terms being somewhat indistinct in this troubled time); possibly having come together during the peasant rebellion of Jack Cade Make-Amends, or being a subsidiary or rival to the Merry Men of the Sherwood.

It is conceivable that in a longer campaign, the player characters may at different times take on several or even all of these roles as their circumstances change; commoners and minor nobles alike may rise up in the vacuum caused as the war decimates entire armies and noble dynasties, and likewise the great and mighty heirs of ancient families are on more than one occasion reduced to banditry or piracy when they choose the wrong side.

In my own campaign, I had my players make two PCs at a time, and alternated between adventures that were more focused on war and intrigue, and adventures that are more classic dungeon-crawls or wilderness adventuring. This worked well, and you may wish to consider implementing it.

Things to keep in mind

If you are accustomed to running standard old-school adventures in vaguely fantasy-medieval settings of the kind that have existed for fantasy RPGs since the dawn of the hobby, there are a few important differences that you will have to keep in mind when running Dark Albion, if you wish to capture the full feel and style of the setting. Here are some key points to keep in mind:

The level-range is low

There are only a tiny handful of NPC of 9th level or higher, and most of these would be greatly renowned (if they are not, it is only because they would have taken extreme care not to be, as in the case of certain Magic-Users or Thieves). The most powerful mortal humans in the entire world may be around levels 14-16. If a player character group reaches level 3 or 4 average, they would already be considered quite respectable and extremely impressive; if they reach average levels 7-9 they would likely be famous throughout the land unless absolutely no word of their exploits ever reached the outside world.

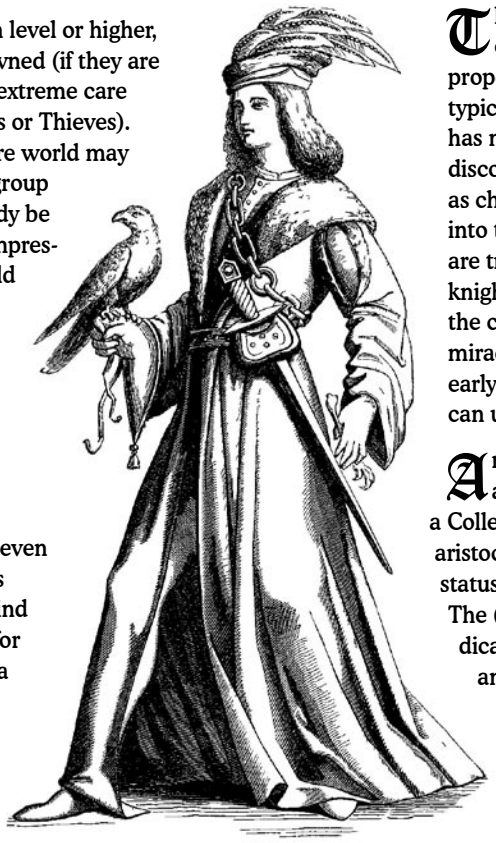
Social status is extremely important

Normal RPG campaigns pay lip-service, if even that, to social class. But social status was incredibly important in real history. You will find later on a section that includes a table to roll for social class in character generation, although a GM planning to run certain types of campaign may prefer for all characters to be of a certain (low or high) class. Laws, customs and all manner of other things are different for peasants compared to the knightly classes compared to the high nobility. Only the upper classes (knightly class and above) are even permitted to wear swords in towns and cities, it would be a crime for a common 'villain' (city-dweller) to be found carrying a sword. Likewise, it would be a serious crime for a commoner to wear plate mail in battle; or indeed, even to wear certain types of colours on his clothes.

More importantly, lower classes must always act with deference to the higher classes. The son of a Lord can give an order to someone of peasant background, whether he is on his own lands or not, whether it is someone he'd just met or someone he'd known for years, and it would be expected that the peasant obey. It is even a crime ("petit treason") for a commoner to show disrespect for a noble (even from a relatively low noble family).

By this time, there are certain rights even for commoners, however. A noble may only beat a commoner with impunity if it is one of his own peasants or servants, not if it is someone from another territory (or much less a city-dweller, who is 'free'). And even if a peasant is one's own serf, it is forbidden to kill them; only a Lord with crown authority can sentence commoners to death.

A commoner in Albion even has the right to demand trial by combat in lieu of trial by judge or jury (unlike in the Continent, where only the nobility are usually afforded this right). However, while an aristocrat is allowed to choose a champion, or to fight in the armor and weapons appropriate to his rank, a commoner is not allowed to choose a champion (unless the commoner in question is a child, a woman, or deemed too aged or infirm to defend himself), and must fight unarmored and armed only with a club.

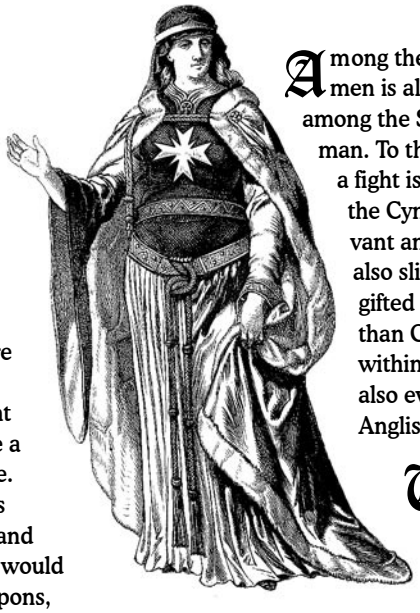


There are a few ways that someone of low birth may find themselves propelled to higher status; the most typical case of this, but one an individual has no real control over, is if they are discovered to have the miraculous signs as children, and are found and taken into the Clerical order. ALL Clerics are treated as if they were at least of knightly status, even if they were born as the children of serfs. However, since the miraculous signs only manifest in very early childhood, there is no way an adult can use this fact to ascend in class.

A more viable option is if one can gain an education, either in a Guild or a Collegium; this will not make one an aristocrat, but it will give one a very high status as a commoner with special skills. The (non-clerical) priesthood, the medical profession, the legal profession, and the Magisterium (the Collegium-trained order of state-sanctioned magic-users) are the most respectable of these professions, and its most famous practitioners are often considered equal in rank to the knightly class in all but name. Less respectable but also highly beneficial are the mercantile classes, and in this age certain savvy investors have gained fortunes to rival some of the richest noble houses; the wealthiest and most powerful of these (merchants like William Canynge) have gained influence over the crown itself, and have risen up in city politics to the title of Lord Mayor, with some of these gaining eventual knighthoods.

In this time, it is also more possible to climb in social status than in previous periods. As the Rose War progresses, men of relatively lower birth can become rich or gain status and special offices or ranks, some commoners receive knighthoods, and some knights become lords. There are even a few lordly families that ascend to the status of high nobility, although this is often scandalous to those of old families.

the Role of women



For the most part, the Albion setting's treatment of women is fairly similar to how women fared in our own 15th century England. However, there are some important differences.

First, the most significant difference is that young girls are just as likely to be chosen by the Unconquered Sun to be future Clerics as young boys. And Church law has established that while women are not meant to become priests, any woman chosen to be a Cleric is treated exactly like a man would be. This means that they are trained as warriors to fight chaos, they are given knightly rank and ordinary people must defer to them as they would to a knight, they wear armor and carry weapons, and can command forces in battle. Both follow the same rules, require the same oath of obedience to superiors in the order (and command inferiors, regardless of gender), and both are forbidden from marriage, producing offspring, or the inheritance of titles (inheritance of lands or wealth, if not passed to a sibling, may be retained by a cleric, and pass to the Order upon the cleric's death). Since clerics ascend in the order largely based on how many miracles they come to manifest (which in game mechanics is tied to their level), this even means female clerics can become Clerical Lieutenants, Captains, or even Commanders. However, prejudice within the church still means that a woman would only be chosen as a Commander (or High Commander of the entire order) if they were so clearly superior to any other candidate that such a selection would inevitably be the will of the Sun. Even so, the clerical order is clearly the most advantageous opportunity for adventuring female characters.

In the setting it is also possible for women to be thieves as much as men; although once again, due to inherent prejudices it would be more difficult for them to end up leading a gang or becoming the head of a thieves' guild, such a woman thief would need to be incredibly competent and ruthless.

Women warriors are very rare in Albion, but not unheard of; in particular, girls raised among mercenary companies sometimes choose that life over the alternative, and if they have a talent for fighting can become as respected as any man within the company. In the default setting, women of noble birth are never trained as knights, however; although of course a GM may choose to change this detail if he desires (and there is even "precedent" in the sense of traditional folk tales about women knights; who often began their career disguised as boys).

Among the less civilized people, the attitude toward women is also different. There are some women warriors among the Scots Men, who are feared as much as any man. To the Scots, any woman who can beat a man in a fight is worthy of being respected as a man. Among the Cymri Travelers, gender rules are largely irrelevant and it is wits and ability which are prized; it is also slightly more common for Cymri women to be gifted with "fae-blood" (and thus a talent for magic) than Cymri men, and these are deeply respected within Cymri caravan-bands. Of course, they are also even more suspect of evil-doing by prejudiced Anglish peasants than any of the other Cymri.

Women are just as capable, in theory, of studying magic as any man; however, the great Collegiums of Cambridge and Oxford only allow male students for the Magisterium. This means that any female Anglish magic-users were either self-taught or trained in private outside the official system. Among the upper classes, these ladies trained in the use of magic usually keep their art a closely-guarded secret, only revealed to the most trusted family or servants. In the lower classes, such women are usually the "wise women" of the town. It is a career fraught with danger, as the suspicion of chaos-worship or witchcraft is likely to fall much harder on a self-taught female magic-user than on a respected Magister of the Collegium.

magic is born of chaos



All magic (with the sole exception of Clerical miracles) is born out of the power of primal chaos. This doesn't mean that all magic is evil, or that all magic-users are evil. But it does mean that magic is a dangerous and potentially corrupting force. Demons are willing to give great power to those magic users who will worship them, and these demons desire the destruction of the Church, of human civilization, and the eventual effective destruction (or total degeneration) of the human race. Thus, all magic-users are seen with some suspicion. Those who are trained Magisters and shown to be pious in their religion have a degree of social respect and can rise to important positions (such as heads within their collegium, or advisers or official magisters to a noble or monarch), but even they are more vulnerable to rumours and slander than the average person. And peasant wise-men or wise-women may be an essential feature in village life and admired and respected, but this can easily turn to persecution and mob action if some misfortune befalls the village. Among the peripheral races, Scots Men distrust and fear magic immensely (being geographically much closer to the evils of

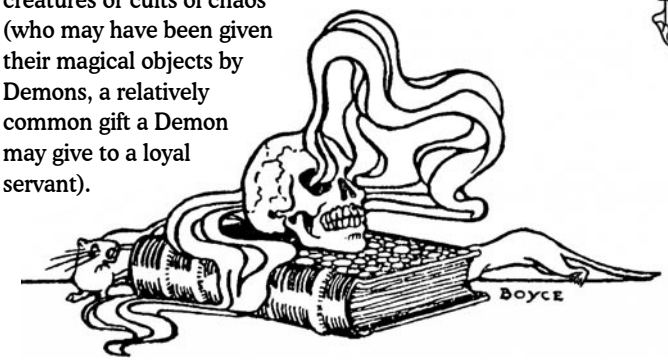
Chaos, they know its danger all too well); on the other hand the Cymri Travelers, with fae blood still coursing through their veins, are the only people who do not judge magic in and of itself, only how it may be used.

magic is also different

Magic in Dark Albion is, in comparison to other old-school games, a bit more subdued. It is recommended that any direct combat-spell should be removed from the Magic-User list (or indeed from the Cleric list), with the exception of *Magic Missile*. Spells that can indirectly damage opponents (like *Sleep*, *Web*, *Wall of Fire*, or *Cloudkill*) could be included. Magic Items that aren't one-use items (like potions or scrolls) should be considerably more rare than usual; a +1 magic sword should be something rare enough that player characters will be unlikely to find such an item until at least 4th level. Magic weapons, armor, or other powerful permanent magic items are heirlooms that may be passed down from father to son, often in only the most powerful families. These weapons will likely have names and legends associated with them.

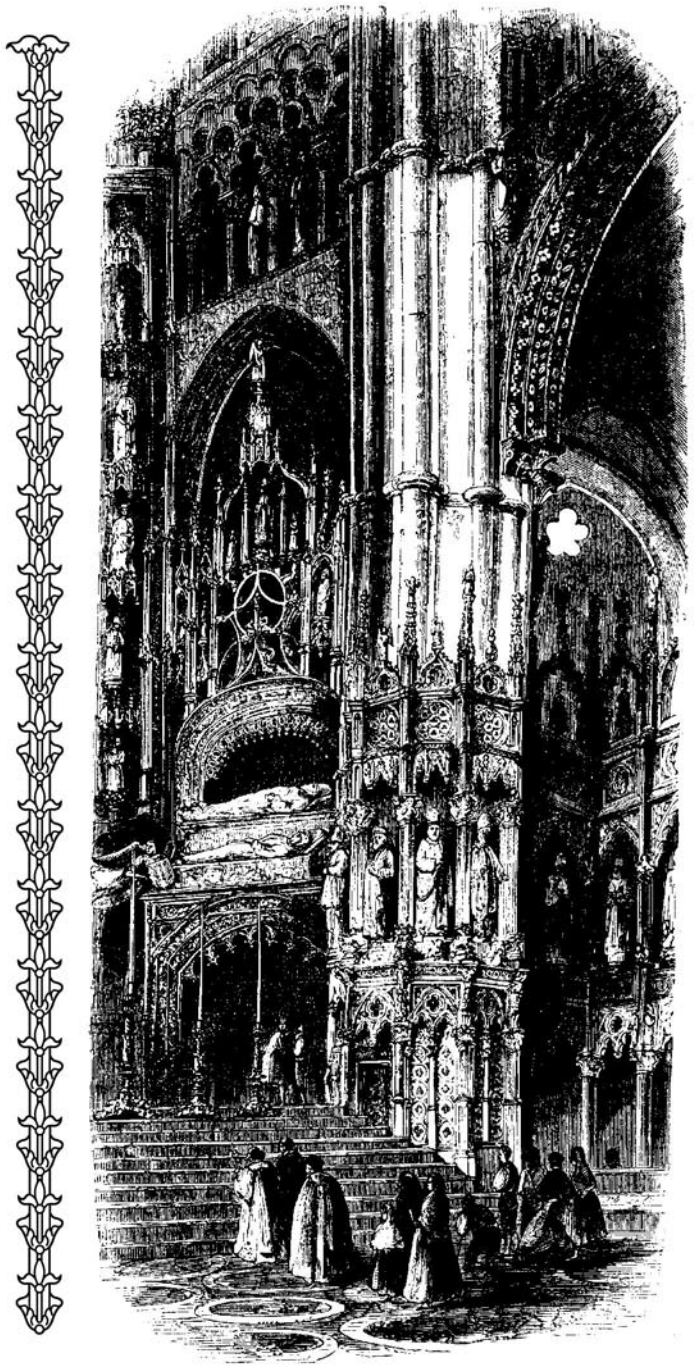
Likewise, these magic weapons, armor, wands, rods, staves, etc. should not be easily produced. In fact, other than scrolls and potions, all other magic items should only have been able to be produced in the ancient golden ages; produced by the Elves, the Cymri, or no later than in the time of the great Arcadian Empire. In the modern era, even learning the secrets of how to recharge a magic wand or staff could be the work of an epic high-level quest.

Naturally, "magic shops" are unheard of. Scrolls and potions are only produced by the Magisterium or the Clerical order, and while they may be given to adventurers, crusaders, or agents for certain specific or high-risk missions, they are not sold to the general public. Occasionally, in the black market potions or scrolls (or far more rarely, other items) are sold illicitly for enormous sums of money. For all items other than scrolls or potions, the most common source of these objects are adventurers who obtain them from untouched extremely ancient ruins, or the lairs of monstrous creatures or cults of chaos (who may have been given their magical objects by Demons, a relatively common gift a Demon may give to a loyal servant).



all clerics are lawful

In Albion, as in most of the Continent, only one religion is permitted: the Church of the Unconquered Sun. This is a monotheistic religion, which admits only one god (the Sun), and he is a god of Law. Thus, all Clerics in the Albion setting



are of a Lawful alignment. If you run a system that uses both the Law-Chaos and Good-Evil axis, it would be possible for a Cleric of the Unconquered Sun to be Lawful Good (most likely), Lawful Neutral (a significant minority) or even Lawful Evil (a small minority).

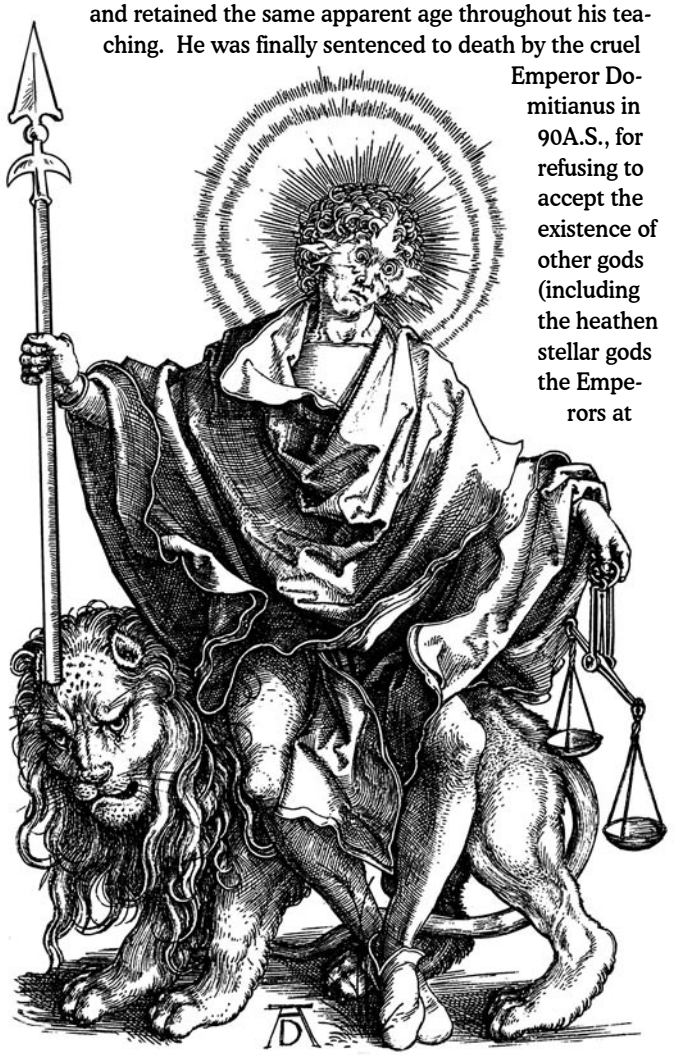
the church of the unconquered sun

The Church of the Unconquered Sun is dated from the time of the building of the first and founding temple of the Sun, in the Lands of the Sun (in the territory of the lands of Araby now known as The Levant), although some fairly radical chroniclers believe that this date may be mythical. The religion of the Unconquered Sun dates back to a time

before the first Arcadian Emperor (Octavius), when a semi-divine hero known as Mithras became the chosen champion of the Sun (the first Cleric, it is said, though attributed by legend with powers vastly beyond any Cleric since), and used a Holy Spear to slay the terrible Apis Bull which was unstoppably rampaging through the Levant at that time. His first followers were said to have been pirates from the region, who gave up their wicked ways and became fishermen.



While the faith of Mithras grew slowly in the Levant region (though in fact any of the church history prior to the building of the first great temple is highly mythologized and potentially suspect), the faith was only introduced to Arcadia, the capital of the Empire, some two to three centuries later, around 30 A.S. (Anno Solis, or "year of the Sun"). It was introduced to Arcadia by a magician who had converted to service of the Sun; he became famous for healing the sick, and even raising the dead; his name was Apollonius of Tyana. He also lived an extraordinarily long life, and retained the same apparent age throughout his teaching. He was finally sentenced to death by the cruel Emperor Domitianus in 90A.S., for refusing to accept the existence of other gods (including the heathen stellar gods the Emperors at that time claimed descent from); but instead of awaiting execution, he underwent a transfiguration in the middle of the Emperor's court, his body converted to pure Solar Light in front of dozens of witnesses. It was after this transformation that several young followers of Apollonius began to demonstrate miraculous abilities of their own.



The senior disciples of Apollonius became the first bishops of the Church, and the young miracle-workers became the first real Clerics. The powers of these clerics, and the astounding nature of Apollonius' martyrdom, caused the rapid spread of the religion; but it would take another 200 years and several periods of official persecution before the Church of the Unconquered Sun would become the official religion of the Arcadian Empire. This took place when the future Emperor Constantinus The Great saw a vision of the Sun before the battle of the Milvian Bridge, where the Unconquered Sun promised him that the battle, and the Empire, would go to him if he ordered his legionnaires to draw the Solar Disk upon their shields. He conquered under that sign, and converted the Empire to the Sun's service.



The Church of the Unconquered Sun, in the Albion setting, is relatively similar in its role to that of the Catholic church in historical England; however, it also has some important differences. People still meet in temples (alternately called Cathedrals), on SUNday, for a 'mass' where the Light of the Sun is said to infuse itself through sacred rite into bread and wine. Followers of the Unconquered Sun have a pantheon of Saints (including Mithras, Apollonius, and many others like St. Albinus), and believe that after death the faithful will be raised up to become one with the Sun at the end of days. They have a holy text, The Book of Law, whose study is mainly undertaken by priests and Clerics, its scripture selectively transmitted in homilies to the rest of the faithful. Devout followers of the Sun pray four times daily: at dawn, noon, sunset, and midnight. The Solstices and Equinoxes are the most sacred days of the calendar, but there are also many lesser holidays, like the Feast of Apollonius' transfiguration (April 10th, with the 22 days between the Spring Equinox and that day forming a time of special prayers and recitations of the Book of Law), the feast of Mithras (the 12 days prior to the Winter Solstice); and in Albion considerable attention is given of late to the feast of St.Crispianus (Oct. 25), a minor saint day that has become a major day of celebration since King Henry the Great had his most famous victory against the Frogmen on that date in 1415.

The most significant differences, however, are based on the factual reality of clerical miracles. The Clerical order is a special order within the Church; Clerics will never serve

as Pontifex (high priest) of the Church, or indeed, any of the regular priestly roles, which are their own hierarchy. Note that NO normal priest, bishop, cardinal, or Pontifex has any clerical powers whatsoever. Any man can choose to become a priest (or women can choose to be nuns), and become ordained as adults after a period of study as a novice. The Clerics, on the other hand, are chosen from early childhood after they show unusual signs of minor miraculous behavior. They are taken from their families and trained within the order as warrior-monks, taught skills in combat as well as theology, and every member of the clerical order will manifest one or more "miracles" (Cleric spells). They work in their own military-style hierarchy not unlike several secular knightly orders; they are required to show absolute obedience to their superiors within the order, but are not bound to obedience to any other religious or secular authority (except in cases where a Cleric has been assigned to serve a particular noble or religious lord, where he is bound by his orders to obey his assigned lord like any other retainer would). The Supreme Commander of the order answers only to the Pontifex.





It should be noted that in the barbarian borderlands of the known world, people like the Scots or the Eirish (or some tribes of Baltic Slavs or Northmen) still worship old heathen nature-spirits. Most of the Welsh Cymri had converted to the Unconquered Sun centuries ago; however, Cymri Travelers worship no god at all. In the lands of the Turk, in Araby, and in the Moor Lands (including southern Iberia), the people worship the God of the Crescent Moon; and the average citizen of the Continent believes this to be a heathen deity. However in truth the God of the Crescent Moon is another manifestation of the God of Law; there are in fact other manifestations, in distant lands or small communities like the Magians of Persia who worship Law as Fire, or the Hebrews who no longer have any land of their own and worship Law as a god with no face or form whatsoever. There is even a tiny sect of a Hebrew offshoot, who are said to worship Law in a human form.

chaos cults and heresy

Even in the time before the rise of the Church of the Unconquered Sun, most of the "heathen" human people despised chaos. They understood that it is ultimately antagonistic to all human life, in spite of any lure of power it may offer, and (perhaps more importantly to the ruling classes) that it led to quick decadence and the collapse of civil society. So for most of history most human cultures (like the ancient heathen Arcadians) worshiped a number of (presumably nonexistent) gods of natural forces, sometimes anthropomorphic, other times not. To this day, most barbarians, including the Scots Men, those Eirish tribes who do not follow the Unconquered Sun, the Northmen, or the remaining Baltic Slav tribes, continue to worship these harmless but largely unhelpful nature-gods (that would be of "neutral" alignment).

However, it has also been the case since the time of human liberation from Elfish bondage that small groups have fallen to the allure of Chaos-worship; usually secret sects, but these could gain ground and spread like a cancer over a whole tribe or civilization, until open worship of the same led to massive corruption. Such is the case with tribes among the Picts in the Scots Highlands, or some of the most degenerate Cymri tribes in the welsh mountains, as well as in other places on the Continent (and obviously, among those turncoat humans who willingly collaborate with the Frogmen in their kingdom, assisting them in oppressing the larger mass of humans who are kept in slavery). Such was also considered a prime cause in the collapse of the ancient Arcadian Empire, when various mad emperors created cults to dark gods or attempted to hold themselves up as living deities (and although the great emperor Diocletian purged Arcadia of many chaos cults, and his successor Constantinus elevated the Unconquered

Sun as the official religion, it was too late to save the empire from its eventual collapse at the hands of barbarian hordes).

There are some cults that grew to great stature in the time since then, often taking an outer form that mimicked the faith of the true church in acts of heresy; like those of the Cathari, a sect that operated in the region of what is now southern Frogland who appeared full of extreme piety but were at their heart deniers of the active superiority of Law in this world (teaching instead that this world was hopelessly corrupt and their adherents should not try to make the world a more lawful place), and thus seduced thousands to their empty promise. The sect was eventually violently suppressed but the kingdoms of the Frankish kings who ruled there were so weakened and infected with decadence that it became easy for the Frogmen to destroy them shortly after this.

For the most part, however, Chaos cults are very small. This is particularly true in Albion, where the people are generally pious (though not always good; the two not being the same thing). In these times of uncertainty there exists ever-rising numbers of chaos cults but they are mainly found in isolated communities, or very secretive groups operating in very closed quarters. There are also always lone individuals, usually singular magic-users who have made contact with demons through ancient rituals and succumbed to the temptations of power these offer.



It should be noted that the Cymri Travelers are almost never part of chaos cults, as they have a highly pragmatic (and thus cynical) perspective toward both magic and chaos entities. Occasionally, they are guilty of frauds and hucksterism, and in some cases they may not have qualms to assist with the sale of materials or information to actual cults; but in general, most often, they find themselves falsely accused of chaos sorcery while the real culprits (sometimes even the very accusers) take advantage of prejudice to divert suspicions away from themselves.

the non-human is chaotic and hostile

There are no friendly Elves, Dwarves, or Halflings; and the least said about Gnomes the better! In the Dark Albion setting the inhuman is, in the very best of circumstances, dangerous. In Dark Albion there are no Halflings at all; and Dwarves, what little is known of them, are said to be aggressive and greedy black-skinned creatures that generally live deep under the earth.



As for Elves, they are the Fae, and are generally understood to have been the creators of humanity (as well as creating goblinkind, and possibly even the frogmen). They ruled half the world long ago (Dragons ruled the other half), and did so for aeons in lengthy immortal dynasties, until they became decadent and addicted to the leaves of the violet lotus. They were masters of magic so advanced it allowed them to alter the very nature of reality and the building blocks of life itself. They were always Chaotic of alignment, but in the long slow decline into decadence, factions of the Elven kingdoms turned from the worship of Demons of Sorcery to the worship of the Lord of Death, triggering civil war and strife among elven factions. About 10000 years ago the human slaves of the Elves, the Cymri (whom the elves had relied on so much that they began to interbreed with them and teach them the secrets of magic), rebelled against their

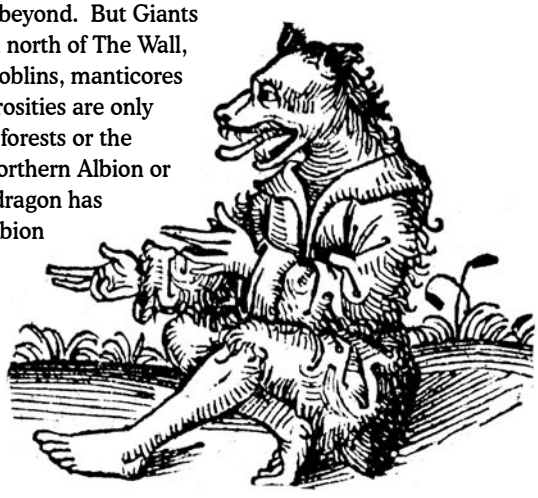
masters and overthrew them in a violent bloodbath. The Fae retreated from this world to another plane, although there are still places where the veil between the world of men and the world of the Fae is thin. Needless to say, few survive encounters with these immortal warrior-wizards, and those who do rarely survive unscathed.



most non-humans and monsters are found in lonely places

This is not a world where a city will be full of non-humans, visible magic, or where people will keep griffons as pets. Everyone knows that monsters exist, but very few people have had the misfortune of ever seeing one in their life, except for those who intentionally go out looking for them; or on those rare occasions where Chaos gains ground and expands into the civilized world. Such has been the case on The Continent for the last few centuries, as the Frogmen emerged from their swamplands and conquered a significant swath of the west (the area we would call France).

But in general, and in Albion itself, it is exceedingly rare to find monsters in areas of significant human population. The most common of these are the undead, which can emerge anytime that someone is not buried in accordance with the proper funerary rites of the Unconquered Sun, but particularly in times of violence and chaos. Incidences of the living dead have been on the increase as Albion's social stability declines. Second most common would be witchcraft and chaos-worship, which can lead to the summoning of demonic creatures from beyond. But Giants are only known north of The Wall, lycanthropes, goblins, manticores or other monstrosities are only found in lonely forests or the mountains of northern Albion or Wales; and no dragon has been seen in Albion in living memory (though everyone is sure dragons are still likely to exist in the mountainous regions).



differences between this world and our historical world

Aside from the differences in the existence of magic, monsters, and non-humans, and the different monotheistic religion, you will note that the names of most kingdoms or nations are different than those of our historical earth. Some other smaller details are also different: Hadrian's Wall, which in our earth was long since in ruins by the 15th century, is still an impressive and actively-manned fortification. The lands of Scots' Land, Eire, and to a lesser extent Wales (as well as the Northlands) are more primitive than they were by that time in our world. On the other hand, gunpowder technology is very slightly more advanced than it was in our world by this time. Kings in Albion are usually referred to by some kind of descriptor (William the Bastard, Richard Lionheart, John Lackland, Edward Longshanks, Henry (V) the Great, Henry (VI) the Mad King, etc.). There are many other small differences which may become obvious in reading the text, if you are a student of history.

In any case, a Game Master can feel free to make any changes and create any new "differences" he feels are appropriate for his campaign.


Map of Albion
by Dominique Crouzet
In the year 1453
of the Unconquered Sun
Pictish Highlands
Scots Land
Scottish Highlands
Scottish Lowlands
North Sea
Cairnpapple Hill
Edinburgh
Berwick
Lindisfarne
Tiddersdale
Ninestane Rig
Hermitage
Debateable Land
The Wall
Northumberland
Newcastle
Carlisle
Durham
Cumbria
Druid's Circle
Durham
Tees
Ulster
Beal Feirste
Douglas
Isle of Mann
Eire
North York
Whitby
Lancaster
Middleham
Ruidstone
Kells
Drogheda
Tara
Irish Sea
Lancaster
Yorkshire
East York
The Pale
Dublin
Beaumaris
Conwy
Pendleton
South York
York
Beverley
Hull
Anglesey
Liverpool
Mersey
Doncaster
Chester
Sheffield
Caernarvon
Chester
Manchester
Derby
Lincoln
The Wash
Principality of Wales
Bridestones
Arbor Low
Nottingham
Maen Dur Arddu
Harlech
Albion
Derby
Trent
Fotheringhay Castle
Seahenge
Powys
Shrewsbury
Severn
Warwick
Leicester
Rutland
Norfolk
Montgomery Castle
Coventry
Kenilworth Castle
Leicester
Yarmouth
Norwich
Cardigan
Pembroke
Carmarthen
Hereford
Worcester
Rollright Stones
Avon
Cambridge
Bury St.Edmund
Huntingdon
Suffolk
Glamorgan
Tewkesbury
Hertford
Pembroke
St.Albans
Ipswich
Newport
Gloucester
Gloucester
Aveburg
Oxford
Essex
Middlesex
Swansea
Cardiff
Bristol
Bath
Thames
London
Chelmsford
Wells
Devises
Wiltshire
Reading
Rochester
Stonehenge
Amesbury
Glastonbury
Exmoor
Somerset
Salisbury
Hampshire
Kent
Sandwich
Tintagel
Devon
Westbury
Winchester
Canterbury
Okehampton
Dorset
Portchester
Sussex
Dover
Calais
Dartmoor
Exeter
Southampton
Chichester
Cornwall
Merry Maidens
Weymouth
Hastings
Dunkirk
Strait of Dover
Carisbrooke Castle
Plymouth
Isle of Wights
Albion Channel
Distances in miles
0
24
48
Cherbourg
Dieppe
Rouen
Frogland
Bayeux

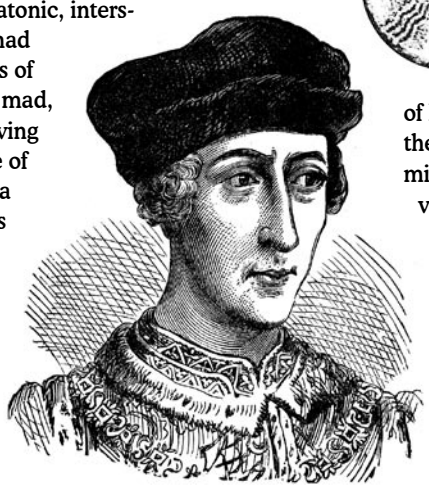
Gazetteer of Albion

Overview

Albion is basically gritty-dark fantasy England, around the middle of the 15th century. That means that Henry VI is on the throne and he's gone mad. His wife Queen Margaret is either «the scheming bitch who is controlling everything» or «the only hope of resisting the corrupt noble lords who plot to ruin the kingdom», depending on who you ask. The realm is caught up in a great conflict between the royal family (the Lancaster branch of the Plantagenet dynasty) and their cousins of the York branch; who's leader is the charismatic and powerful Richard of York. Consistently denied what he and his supporters felt was his rightful place of influence over the kingdom, Richard has now made the claim that he is the rightful King of Albion, , by virtue of being the product of various lines of royal descent, some of which did indeed have an arguably better claim to the throne than the Lancasters (who achieved the throne by usurpation only 50 years ago). Desperate negotiations are under way to attempt to avoid civil war, and desperate preparations on all sides are taking place in case it cannot be avoided.

1. the Government

Henry VI (in his early 30s) is the Mad King, who spends long periods of time catatonic, interspersed with brief periods of mad delirium, and very brief spates of lucidity. Even before he went mad, he was never a good king; having come to the throne at the age of one, and having been mostly a puppet of powerful aristocrats ever since. The real power behind the throne is Queen Margaret (in her early 20s), who has built up an alliance of noblemen to back her interests... oh, and those of the King, of course. The governance of the kingdom is done from the noble council known as the Star Chamber, but there is also a Parliament, which is called periodically and has certain powers (most notably the giving of titles and offices).



The commons, clergy and nobility all have representation of different kinds in the Parliament, and thus powerful men (like York) who are kept excluded from the Star Chamber (by the Queen), can still manipulate their way into great power when the Queen finds herself forced to summon Parliament. There are several factions of nobles in Albion, who are increasingly being lumped into one of two groups: the followers of the «Red Rose» of Lancaster, or of the «White Rose» of York. Among the most powerful and influential families are the Nevilles (including the Earl of Warwick, who is seeking an alliance with York), the Percys and the Beauforts (both supporters of the house of Lancaster and thus currently in power).

Aside from this, regions are divided into Counties and Duchies (as well as some Bishoprics ruled by the high clergy of the Church), ruled by aristocrats (though these must conform to the King's laws in their rule), and a few free or «chartered» cities, like London and York which are governed by a lord mayor and a council.

2. Religion



The dominant religion in Albion is the monotheistic Church of the Unconquered Sun. This faith, which took hold over the pagan gods of Arcadia almost 1500 years ago, dominates most of the known world, outside of Frogland and barbaric countries like Scots Land, Eire, or the faraway lands of the Northmen or the Rus. South of the middle sea, and in parts of Iberia, the civilized men there (of very distant exotic lands like Turk Land, Araby, or Saracen Land) follow another Lawful deity, the God of the Crescent Moon. But very little is known about that by the average Angleman.

The Church ultimately answers to the Pontifex in far-off Arcadia, but here in Albion it is the Arch-Bishop of Canterbury who is the ultimate spiritual authority; his power is not absolute, however, and the various bishoprics throughout the land exert great

authority. The common people participate in daily prayer to the Sun, weekly temple services on Sunday, and many feast days in honor of the different Saints of Law.

The average priest has no magical power; there are those priests, however, who at an early age develop miraculous gifts, magic from the Unconquered Sun. These are then given a special classification: they are Clerics, called upon to fight against evil however they will, as champions of the Unconquered Sun. The order of Clerics has significant power, but must respect the authority of the Bishops, and the head of the Clerical Order is answerable to the Archbishop. Even so, the fact that they alone have the power to work miracles gives them a great deal of influence and clout, both among the common people and in the church hierarchy.

The earlier faith of Albion was the tribal worship of the Old Gods, Neutral spirits of nature still worshiped in parts of Cambria, in remote places in the Pennine Mountains and the forest of Sherwood, and by some backwards rural communities in various areas (particularly Salisbury, which was the ancient center of power of this pagan faith). Likewise, both the Eiremen and the Scots Men still worship the Old Gods. There are no clerics of the Old Gods in Albion, though in Scots Land and Eire there may still be druids who have miraculous power from these nature deities.

There are also the Dark Gods, gods of Chaos who have many different (usually inhuman) forms and natures, that are worshiped by the Picts and some of the Cymri, as well as by secret cults in Albion. Worship of Chaos is strictly forbidden in Albion, and the penalty is death. These gods grant no miracles, though they can grant arcane power, either to magic-users or in the form of other dark gifts.



3. Magic

Spellcasting is a very rare art in Albion, but it is not without its adherents. Sorcery and witchcraft are prohibited on pain of death, but magic as such is not; if the magic-user is (at least on paper) a follower of the Unconquered Sun. Thus, the difference between what grants you a place on the pyre and what does not is often a matter of luck, class, and actions.

Wise men and women of the lower classes may know a little magic; and the Cymri Travelers are skilled magic-users, but open practice of their magic would risk being denounced as a witch, so they must be very cautious in how they use them. The gentry and nobility have also produced magic-users, who style themselves Conjurers or Natural Philosophers; they are often learned men who are likely to be trained as scholars in the prestigious university of Oxford or the slightly less prestigious university at Cambridge. They call their magic a science, and even the king and most nobles will have conjurers as advisers. But even then, there is a certain danger in their practice; their higher breeding and education permits them to study and practice in the open, but if they make political enemies with power, they might find themselves accused of consorting with demons or worshiping Chaos, and end up losing their heads. The Church is often hostile to those conjurers who do not give them sufficient respect or who cross them. Of course, many of these peasant wise-women or upper-class conjurers really ARE involved in Chaos Cults, which only complicates things further.

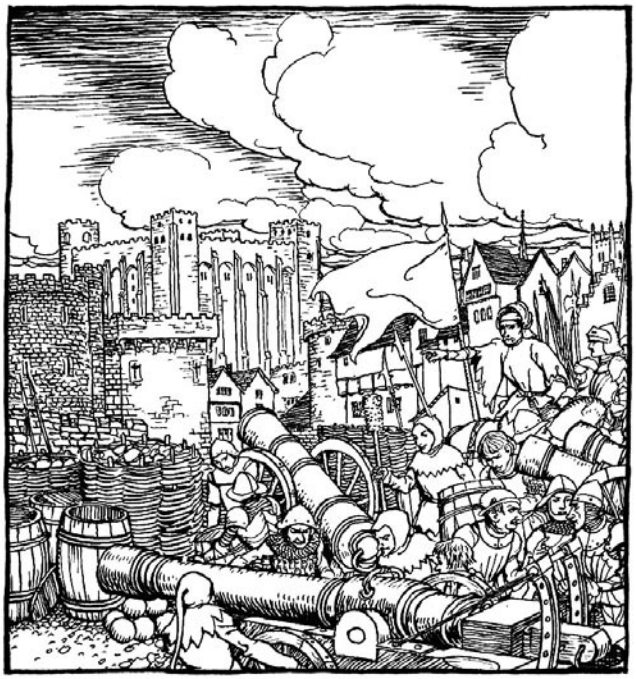


4. Minorities

There is only a limited amount of racial diversity in Albion; aside from the Anglemen who make up the bulk of the population, there are also some of the Cymri that continue to exist, either "civilized" in the Anglish manner or as barbarians in Cambria. But also some descendants of Cymri stock in Albion itself who refused to adopt the culture or ways of the Anglemen. These are known now as the Travelers, known for their colorful dress and migrant nature, they travel from place to place selling cheap wares, performing as entertainers, or living as thieves; alone or in small «tribes». They are known for being practitioners of sorcerous magic and are generally treated in a range from tolerance to open hostility; prone to be persecuted or blamed for any misfortune that may strike a community where they pass through, though likewise sometimes called upon for their expertise in either thuggery or magic. Likewise, some Scots men have traveled south, exiles from their clans for the most part, to work as mercenaries in Albion. They are seen as what they are, barbarians, but are often respected for their capacity for violence. In London as well the largest port cities (Bristol, Newcastle, Southampton or Chester) men from more exotic lands may be found. But for the most part, Albion is a pretty insular place.

5. technology / warfare

There is no standing army in Albion; each noble is responsible for raising up his own troops, the vast majority of which will be peasants, as well as mercenaries. Knights are the lowest class of nobility (though still far above the common man) and are the officers of these forces. The Knight is still the great powerhouse of warfare, on mighty steeds armed with lances and plate mail.



Black Powder is still in its infancy; the bombard (cannon) is a new and often unreliable technology, more common in parts of the Continent than on Albion; even so, forces on both the Lancastrian and Yorkist sides of the brewing conflict are purchasing bombards. The Hand Cannon or Arquebus is still practically unheard of here (much less the arquebus-pistol), though it exists on the Continent. Its acceptance in Albion has been severely slowed due to the pride the locals have for the long bow, which they feel was responsible for their victory over the Frogmen at the battle of Agincourt. Even so, a few of these quite expensive, unreliable weapons have begun trickling in.

6. Dangers / Adventure

There are still many parts of Albion that are wild and dangerous. Ruins abound from earlier peoples, be they barrows in Salisbury, in the depths of the great forest of Sherwood, the Pennine Mountains, the wild lands of Cambria, the swamps of the Wash, or the frontier brutality of the Northern Marches. Monsters of various sorts lurk in these dark uncivilized pockets. In the cities, cults of chaos plot, as well as more mundane thieves guilds. Bandits loot the countryside, some portraying themselves as «rebels» in these troubled times. Tales are told of treasure-hordes from ancient kingdoms before the time of the Anglemen, still waiting to be found in the depths of mountain caverns. Dragons and Giants exist, though they are dwindling and it has been centuries since either made themselves seen in the civilized regions.

The Fae, the inhuman beings who once ruled this isle, were eventually overthrown by the Cymri they held as slaves, after the Fae had bred with some of them and given them secrets of magic; but it is said the Fae were not extinguished, only forced away into some other world; and in some magical places the border between the realm of Fae and the world of men becomes tenuous. From these places, the Fae may seek to bring chaos to the world of men, either raiding themselves, or sending forth Changelings (creatures that can mimic the appearance of a man) to do their bidding.

Goblins too were once slaves of the Fae, and stories are told that the Goblins were not wiped out, but live on in vast underground cities deep beneath Albion.

Undead of all types are not uncommon. Those poor men who have not been given the proper burial rites may rise again as ghouls, zombies or skeletons; ancient pagan kings may haunt their barrows as Wraiths or Wights; and servants of the Dark Gods may be granted a foul mockery of eternal life, not united with the Eternal and Unconquered Sun, but in this physical realm as vampires or liches. Demons too, and more incomprehensible extra-planar beings, may be set free to roam in our world by evil or careless magicians.



Regions

Albion is divided into a variety of fiefdoms, some very small, others quite large. The largest landowners are the Church, the Crown (house of Lancaster), the house of York, then the house of Neville, the house of Beaufort, the house of Percy, and then various other nobles.

While there are no central regional administrations, the important areas of Albion can be divided into the following: London (p.15), Eastern Coast (p.22), South Ports (p.24), Devon, Cornwall, and Somerset (p.26), Wiltshire and Berkshire (p.30), Severn River and the Cotswolds (p.32), Lincoln, Leicester, and Rutland (p.35), Nottingham and Derby (p.36), County Palatine of Chester (p.38), County Palatine of Lancaster (p.41), Yorkshire (p.42), Bishopric of Durham and the Northern Marches (p.45), Isle of Mann (p.50), Pembroke and the Principality of Wales (p.52), Marches of Wales (p.54), Calais on the Continent (p.57), and the Border Regions (p.59).

[Otherwise see p.10 for a detailed map of Albion; and pages 21, 29, 39, 49, and 56 for regional maps.]


London
1453
THAMES
Spittle Fields
Moor Fields
Smith Fields
Farringdon
Barbican Lane
Cow Cross Street
Lovetoune Lane
Giltspur Street
Aldersgate
Wood Street
Basinghall Street
Coleman Street
Moorgate
Bishopsgate
St Mary Axe
Aldgate
Aldgate Street
Threadneedle Street
Cornhill
Lombard Street
Gracechurch Street
Leadenhall Street
Fenchurch Street
Mark Lane
Hart Lane
Seething Lane
Tower Street
East Cheap
Candlewick Street
Old Fish Street
Knightrider Street
Thames Street
Queenhithe
Dowgate
Ebgate
Billingsgate
Bridge Street
London Bridge
Love Street
Watling Street
Cordwainer Street
Bread Street
Friday Street
Ludgate
Saint Apollonius
Newgate
Holborn Street
Fleet Street
Fleet
Ditton's Lane
Chancellor Lane
Shoe Lane
Strand
Stews Side
The Close
Southwark
The Tower
Distances in feet
0
120
240
N

1. London

The city of London is the capital of Albion, and has been for most of its history, certainly since the unification of Albion under William the Bastard. The city's history is much older than that; it was a Cymri village originally, and was later chosen by the Arcadians as their capital in the time when Albion was a province of Arcadia; at that time the city was called «Londinium».

London is located on the Thames river in Middlesex, the region immediately surrounding London; a major center of commerce and agriculture, and an important region to control if you want to rule the country. Then, this area of Middlesex is littered with small towns and villages that are satellites to the city of London, making it by far the most urbanized area of the whole land.

London is the largest city of Albion, with a population of nearly 30,000 people. The only other city that even compares in size to this is York, which has a bit over 20,000. All of the other major cities of Albion: Newcastle, Coventry, Norwich, Bristol, and Salisbury, have over 10,000 but under 20,000 people. Most buildings in London are two or three storeys high. Those of the more modest population are made of timber and covered with clay; but the rich live in large stone mansions with courtyards and gardens. Along the major streets shown on the map, London is a maze of dark alleys and narrow passages, in which a stranger could easily become lost.

London is a vile large sprawling filthy den of infamy, for the most part. Filled with cut-throats, disease, mobs, fanatical movements of all stripes (political and religious), and dark cults; it is also where one must go to gain influence and power, or to find knowledge, rare artifacts, valuables in trade of all kind, training, or rich patrons.

LONDON MAP'S KEYNOTES

1. St. Apollonius Cathedral

The Cathedral of St. Apollonius is the largest of several temples of the Unconquered Sun in the city. Several kings have been crowned here, and more than a few are buried here as well. It is the seat of the Bishop of London, and mother church of the Diocese of London. Its dedication to St. Apollonius dates back to the original church on this site, founded in AS 604. The cathedral is a busy working church, with hourly prayer and daily services.

The current cathedral, of gothic style, is in fact the fourth church to have been erected on this site, and was built in 1240 (then enlarged through 1256 to 1314). The Cathedral is 585 feet (178 m) long, and 100 feet (30 m) wide; 290 feet (87 m) across the transepts and crossing). Its spire is 489 feet (149 m) high.

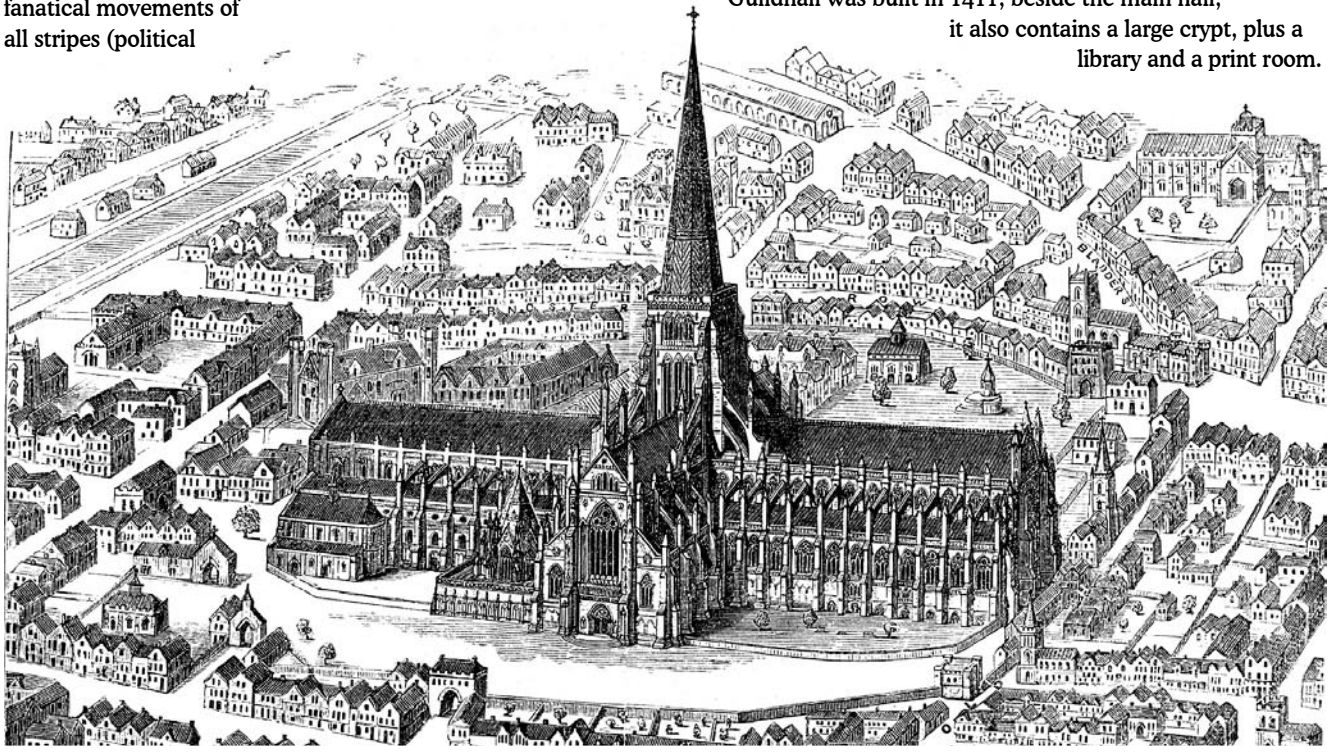
2. Clerical Priory of London

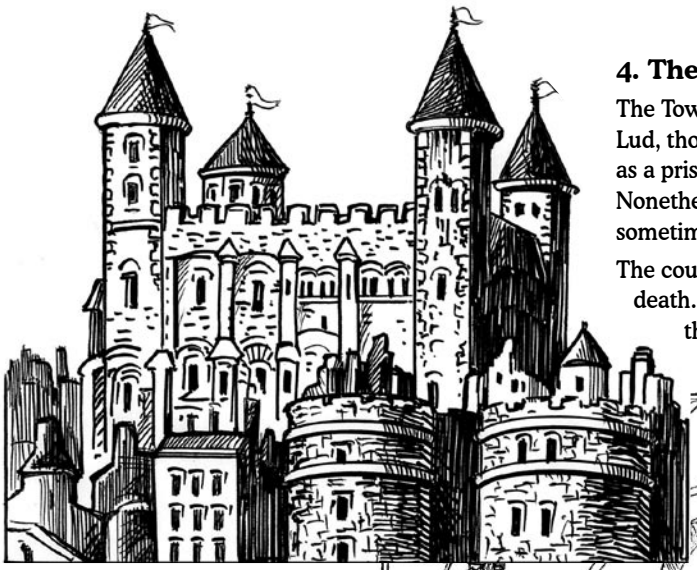
This is an important clerical priory, and often has many Clerics passing through, staying there as they visit the city; but it is not the largest in Albion.

3. City Hall



The Guildhall is the ceremonial and administrative center of the city. This is where the Livery Men of the various Guilds meet, to jointly elect the Mayor, Sheriff, and Alderman of London. Only full «livery men» (that is, full and free members of the guilds, as opposed to mere apprentices) can vote. The Guildhall was built in 1411; beside the main hall, it also contains a large crypt, plus a library and a print room.

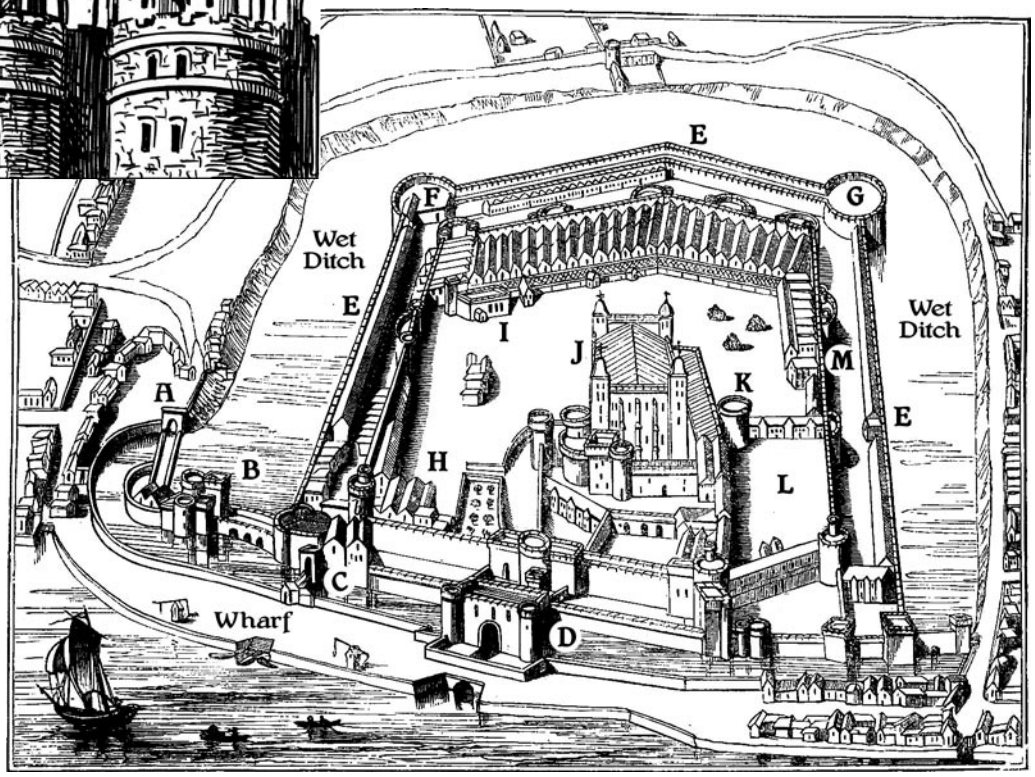




4. The Tower

The Tower of London was once a royal castle (first built by the Cymric king Lud, though wholly rebuilt several times after that) and is now primarily used as a prison for the most important (usually noble) prisoners awaiting trial. Nonetheless, it still has a functioning castle; important foreign dignitaries sometimes stay here, though not as prisoners but as guests.

The courtyard of the Tower is used to behead those prisoners sentenced to death. The garden of the tower is filled with ravens, and it is said that if the ravens ever leave the tower completely, then Albion will fall to conquest.



—A. Lion's Gate. It is named so because it is adjacent to the menagerie where are kept various exotic animals and monsters from distant parts of the world.

—B. Middle Tower's Gate. It is very well defended, with two heavy and almost unbreakable porticulises. Crossbowmen behind arrow slits carefully watch over those who enter.

—C. Byward Tower's Gate. As above, but rumors also pretend that sorcery unveil all those who would walk across the gate under a deceptive guise.

—D. Traitors Gate. This is a water gate through which small boats may enter. It got its name from a tradition of displaying the heads of decapitated traitors on spikes, so anyone passing through the gate would see them.

—E. Outer Wall. The wet ditch around the fortress is more than 15 feet deep, and according to some rumors, is filled with aquatic monsters usually fed with the corpses of deceased prisoners. The wall is 36 feet high, 20 feet thick, extremely sturdy, and with a relatively smooth surface (thus difficult to climb). Soldiers with wardogs are on watch night and day.

—F. Legge's Tower. This round tower serves as quarters for the watch and their war-dogs.

—G. Brass Tower. This semi-circular defensive tower also serves as an armoury, and holds a few of the latest bombards (which so far have seen very little use).

—H. Queen's House. This is the latest addition to the fortress, that Queen Margaret has had built for some unknown purpose.

—I. St. Apollonius Chapel. The original chapel existed well before the building of the White Tower. It has been rebuilt anew a few years ago, and is intended to become a burial place for the most famous Tower prisoners (i.e. higher ranking nobles executed in the fortress).

—J. The White Tower. This is in fact a three storeys Norman donjon (built by William the Bastard in the 11th century) flanked by four towers. It is 118x105 feet at the base, for a height of 90 feet, with luxurious accomodations and a chapel inside. Of course, rumors and legends abound about secret passages and chambers, and a supposed underground maze dating from the oldest of times.

—K. Wardrobe Tower. Built in the 12th century, this is a heavily fortified building in which is kept the royal treasure, including expensive clothes and jewelry (hence its name).

—L. Garden. In summer this is certainly the most pleasant place within the fortress (although the Queen's House probably comes to a close second).

—M. Outer Ward. It is said that some horrid creature(s) of the menagerie is(are) released in the outer ward at night.



5. Ancient Temple of Mithras

This is the location of a minor temple of the Unconquered Sun. It was built on the site of an ancient underground temple dedicated to Mithras, dating back from Arcadian times. If the underground temple still exists, it is certainly not open to visits. Then, far below under the ancient temple, rumors tell of buried catacombs that should better be left alone.

6. George & Vulture Tavern

There is more than fifty tavern-like places in London: Inns (usually coaching inns, with stables, but occasionally regular inns), that have rooms to sleep in; and Public Houses (which have booze and sometimes food but no room). Both are run by the Guild of Hostellers, and only guild-members can own or operate inns/public-houses in London.

The George & Vulture is probably the most recent tavern in London, located on Cornhill street. Its name comes from the live vulture tethered above the entrance. Its squawking and flapping tends to alarm the more impressionable clients, but has proved a great idea to make the tavern renown.

7. Public Bath

In the past there were several public baths —called Bagnios— across the city, the habit having been brought back by crusading knights a couple of centuries ago. However, by the 1450s the majority of those still remaining are in Southwark, as they are all brothels, degenerate places full of prostitution and sexual perversion, and sometimes rumored to be places where chaos cults meet. The fact that the last London's bagnios is near Love Street says it all. Bathing (especially public bathing) is considered dangerous and unhygienic as it can spread disease, and thus all bagnios havegot a terrible reputation.

8. London Bridge



The Bridge is a mighty construction which crosses the Thames, out of London and into the town of Southwark, on the southern shore of the river. London Bridge is covered by buildings that are built above the bridge itself, and has shops on either side of the bridge itself. In fact, one of the most famous markets of this time is the Borough Market, which is located at either end and on top of London Bridge. The market is on those shops (while above them are apartments) and it also spills over the north and south side of the bridge. The side to the south (in Southwark) is the bigger part of the market, both to catch the incoming trade and because Southwark is not under the control of the Guilds (so non-guild grocers, fishmongers, etc., can all sell their wares there, at cheaper prices but with much more dubious quality).

Note otherwise, that the heads of executed traitors are traditionally stuck on pikes on London Bridge.

9. White Hart Inn

The main street of Southwark is actually filled with pubs and inns; most of which are very cheap, dirty, and often dangerous, and are also not governed by the Hosteller Guild. Among them, the White Hart is one of the largest and provides better accommodations. It is also famous for less appealing reasons: it was where Jack Cade («Make Amends») based himself during his 1450 rebellion when the Kentishmen took Southwark but the London mob murdered him as he tried to cross London Bridge.



10. The Tabard Inn

When travelers reach Southwark from the south, the first inn they see is the Tabard. It is owned by the Bishop of London, with the justification that it is meant to be a resting place for pilgrims. The Tabard Inn is famous for being the setting of the start of Chaucer's Canterbury Tales (a famous work of poetic literature).

11. Bridewell Inn

Bridewell is the largest coaching inn (that is: an inn with large facilities for caravans) in the entire city. It is a high-end establishment with a very good reputation.

12. St. Clemens Well

Just before the invasion of William the Bastard, the Anglish Earl Siward defeated an invasion force of Northmen here, led by the Jarl Tosti. There was a small temple in this location that the heathen Northmen burned to the ground, preserving only the well. The temple was dedicated to Clemens, an Arcadian Levantine sailor who was one of Apollonius' disciples, and became the first Pontifex after Apollonius' apotheosis. Clemens was largely responsible for the establishment of the twin institutions of the office of Pontifex (and its bishops and priests) and the Clerical order. He had been a sailor by trade, and died a martyr's death when the crewmen a ship he was traveling on to preach the singular divinity of the Sun, rejecting the idea of there being but one god, drowned him by throwing him overboard with an anchor tied around his neck.

The jarl destroyed the church in Clemens' honor but the well of the church survived, and William the Bastard later built a new church beside the well. It has become a place of superstitious good luck, as sailor take well-water with them (at the cost of a donation of 1p to the church) before going on a sea voyage in the belief that the water is blessed to pull their ship back home. The church does not acknowledge any miraculous qualities of the well-water but also does not deny it.

13. Gray's Inn

There are no theaters at this time in London (or anywhere else in Albion). Plays are performed in the courtyards of inns or the Inns-of-Court (which are large blocks of apartments, halls and a temple where young lawyers live and work; places of both learning, high society, and known debauchery). One of the most important of the latter, and the oldest Inn-of-Court is Gray's Inn, a huge complex in Holburn street just outside the city walls, which has not only apartments, two halls, and a chapel, but also a large courtyard for plays and other ceremonial events, and notable gardens.

14. Bell Savage Inn

It was only recently built (in 1420, by William Savage), and is an important coaching inn as well as a place of bawdy theater.



15. Cattle Market Field

In Smithfields there is a market of live cattle, right by the Butchers' Guildhall, and it is also notable as the place where heretics and chaos cultists are burnt at the stake (traditionally, for at least the last 500 years or so; it is believed that this is so that they are not executed within the city walls).

16. St. Mary Spital

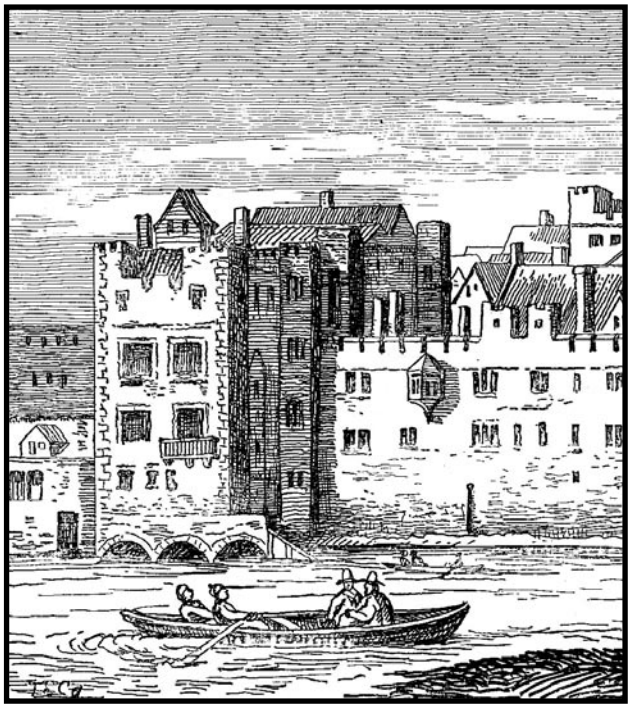
This is a hospital, located outside the city walls to prevent the spread of disease. Those who are sent to St. Mary Spital often never return, dying from other diseases they catch there if they recovered from the one that brought them here in the first place.

17. Cleric Charterhouse Priory

The Cleric Charterhouse Priory is found outside the city wall (i.e. north to the map's northern boundary), and some of the surrounding farmland belongs to the Clerical Order for their benefit; the Charterhouse has 25 clerics stationed there permanently (though there could be room for up to 200 clerics staying there at any given time). The Priory features an impressive clerical temple, as well as a hospital first built 100 years ago in the time of the Black Death; the clerics here treat those suffering from maladies or injuries that they find worthy of their care (others are sent to St. Mary Spital).

18. The Savoy

Also outside the city walls (i.e. west to the map's western boundary) is the Savoy, a private palace belonging not to the crown but to the house of Lancaster. It is where the Mad King and the royal family usually reside when they are in the



London area. The grounds of the Savoy feature a village and a small hospital which is run as a charity from the queen's personal treasury.

Both the Savoy and the Charterhouse are outside the legal authority of the Mayoralty of London; thus the forces of the London Sheriff may not enter there. This has occasionally led to criminals wanted by the Sheriff's office escaping the city walls and hiding or taking sanctuary in either the Charterhouse or the Savoy, though of course there they would be subject to the justice of the Clerical Order or the house of Lancaster.

LONDON'S POLITICAL ORGANIZATION

The ruler of London is, in theory, the Lord Mayor. This is a relatively minor title from the point of view of the kingdom as a whole, but it is one that the lower gentry will sometimes kill each other for the chance of obtaining. The current Lord Mayor of London is Stephen Forster. Since the time of King John Lackland, the mayor has been chosen not by royal appointment but by election, held by the powerful Livery Companies (or trade guilds) of the city. By law, the Lord Mayor must have previously served at least one term as city Sheriff, and be a present or past Alderman of the city (member of the city council). Elections are held every year in the great Guildhall on the day of the Saint-Celestial Mikael (29th of September). Voting is by show of hands, but any liveryman present may demand that a second vote, by ballot, be held a fortnight later. This often ends up happening as a political maneuver. There is a great deal of scheming and occasional violence that takes place in the struggle to win the mayoralty. The day after the election is finally ratified, the Lord Mayor proceeds in a parade to the royal courts of justice to swear allegiance to the King; this is

known as the «Lord Mayor's Show», and is a great procession and feast with much pomp; mayors often try to outdo the prior holders of the office in terms of how much is spent on pomp and pageantry for the event.

In spite of the grandeur of the office, there are at least two groups that hold more power than the Mayor in the city: the Livery Companies, and the London Mob.

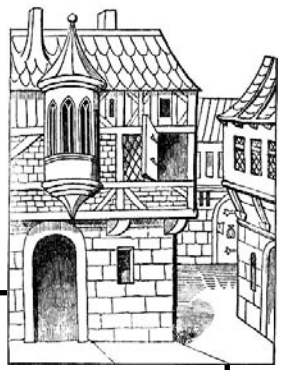
The Livery companies are the trade guilds of the city, they control monopolies on the trade relevant to their company. Anyone wishing to participate in a given trade must first join the company as a «freeman» of the company. You can attain to that position by virtue of inheritance (if your father or grandfather were members), or by servitude (after serving a period of 7 years as an apprentice to the company). Some companies also allow members to enter by «redemption», which is the paying of a substantial fee to skip the period of apprenticeship. Companies often grant honorary membership to people of note, usually those people have no training in the trade involved and are not expected to work in that trade. After serving for a certain minimum period of time as freemen (usually either 3, 5, or 7 years), a freeman can ascend to the rank of «liveryman» by vote of the company liverymen. Each livery company has its own «livery hall», where the members meet regularly to conduct business. The liverymen of all the different companies unite in the Guildhall, in order to exercise their traditional right to elect the sheriffs and mayor of London.

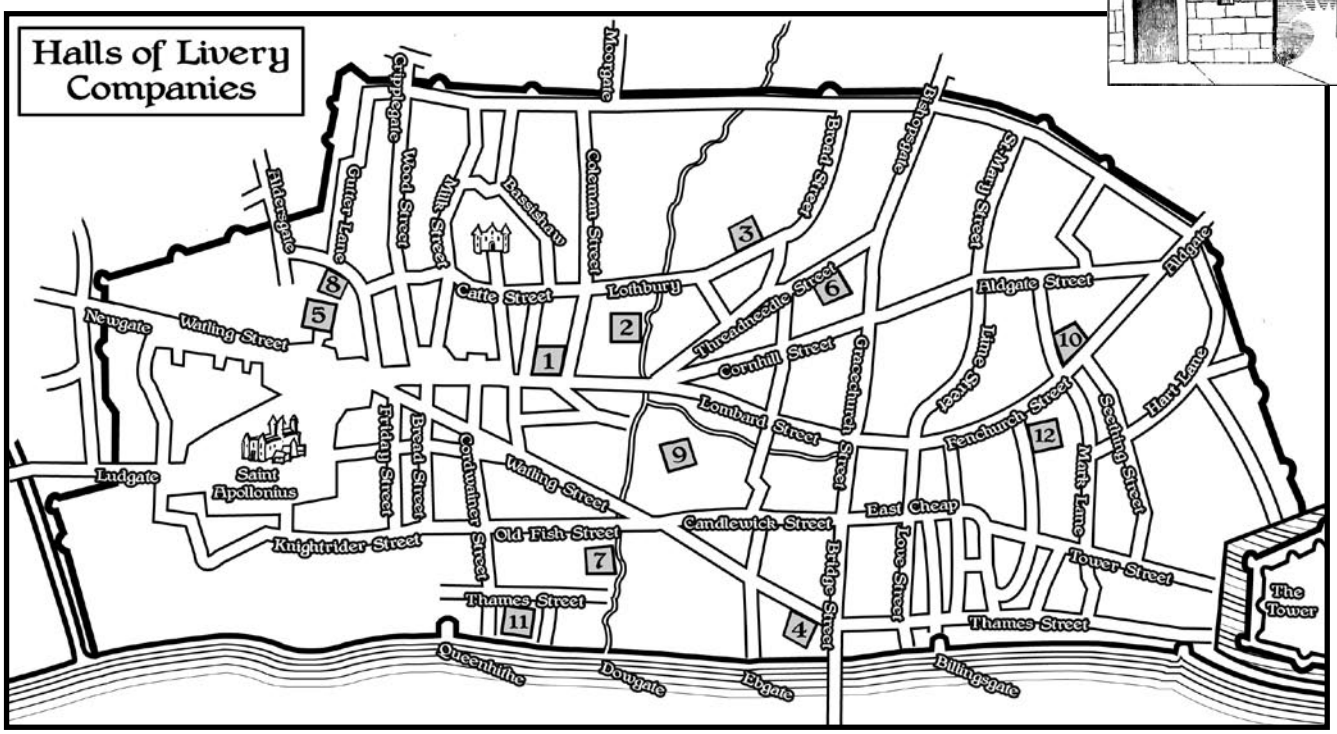
There are 48 officially warranted Livery Companies (that is, companies that have a charter and a right therefore to exclude any others from practicing their trade) in London, more than in any other city, though most cities have a good number of equivalent trade guilds. The first 12 companies are known as the «great twelve» and are the most powerful companies of the city:

1. The Worshipful Company of Mercers (merchants)
2. The Worshipful Company of Grocers
3. The Worshipful Company of Drapers (wool and cloth)
4. The Worshipful Company of Fishmongers
5. The Worshipful Company of Goldsmiths
6. The Worshipful Company of Merchant Taylors
7. The Worshipful Company of Skinners (fur traders)
8. The Worshipful Company of Haberdashers
9. The Worshipful Company of Salters
10. The Worshipful Company of Ironmongers
11. The Worshipful Company of Vintners (wine)
12. The Worshipful Company of Clothworkers

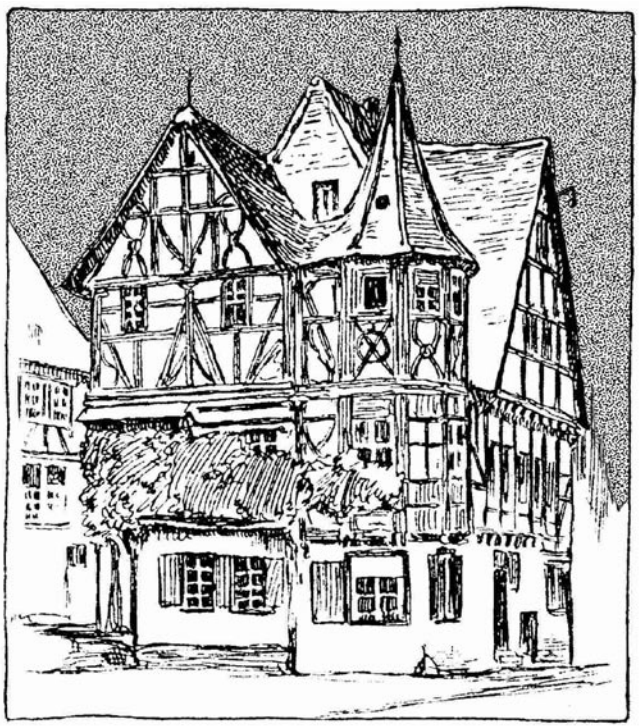
After the great 12, in order of antiquity, you have: The Worshipful Companies of Dyers, Brewers, Leathersellers, Pewterers, Barbers (Barbers, surgeons, and dentists), Cutlers, Bakers, Wax Chandlers, Tallow Chandlers, Armourers and Brasiers (Armour makers and brass







workers), Girdlers (Sword-belt and dress-belt makers), Butchers, Saddlers, Carpenters, Cordwainers (Fine leather workers), Painter-Stainers, Curriers (Tanned leather dressers), Masons, Plumbers, Innholders, Founders (Metalworkers), Poulters, Cooks, Coopers (Barrel makers), Tylers and Bricklayers, Bowyers (Longbow makers), Fletchers (Arrow makers), Blacksmiths, Joiners and Ceilers (Wood craftsmen), Weavers, Woolmen, Scriveners (Court document writers and notaries public), Fruiterers, Plaisterers (Plasterers), Stationers (paper makers) and Broderers (Embroiders).

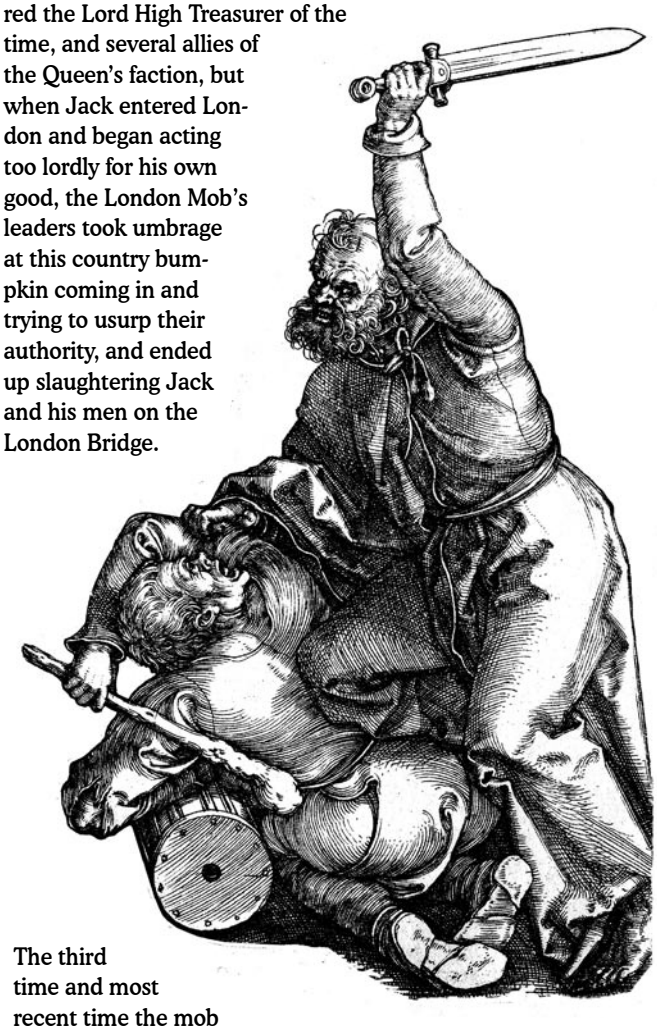


There is considerable dispute between the Company of Taylors and Skinners as to which is the older company, to the point that the members of the two companies will often engage in violent brawls against each other, and that they have over the years maneuvered at one time or another to have their order of precedence switched. The feud has no sign of abating.

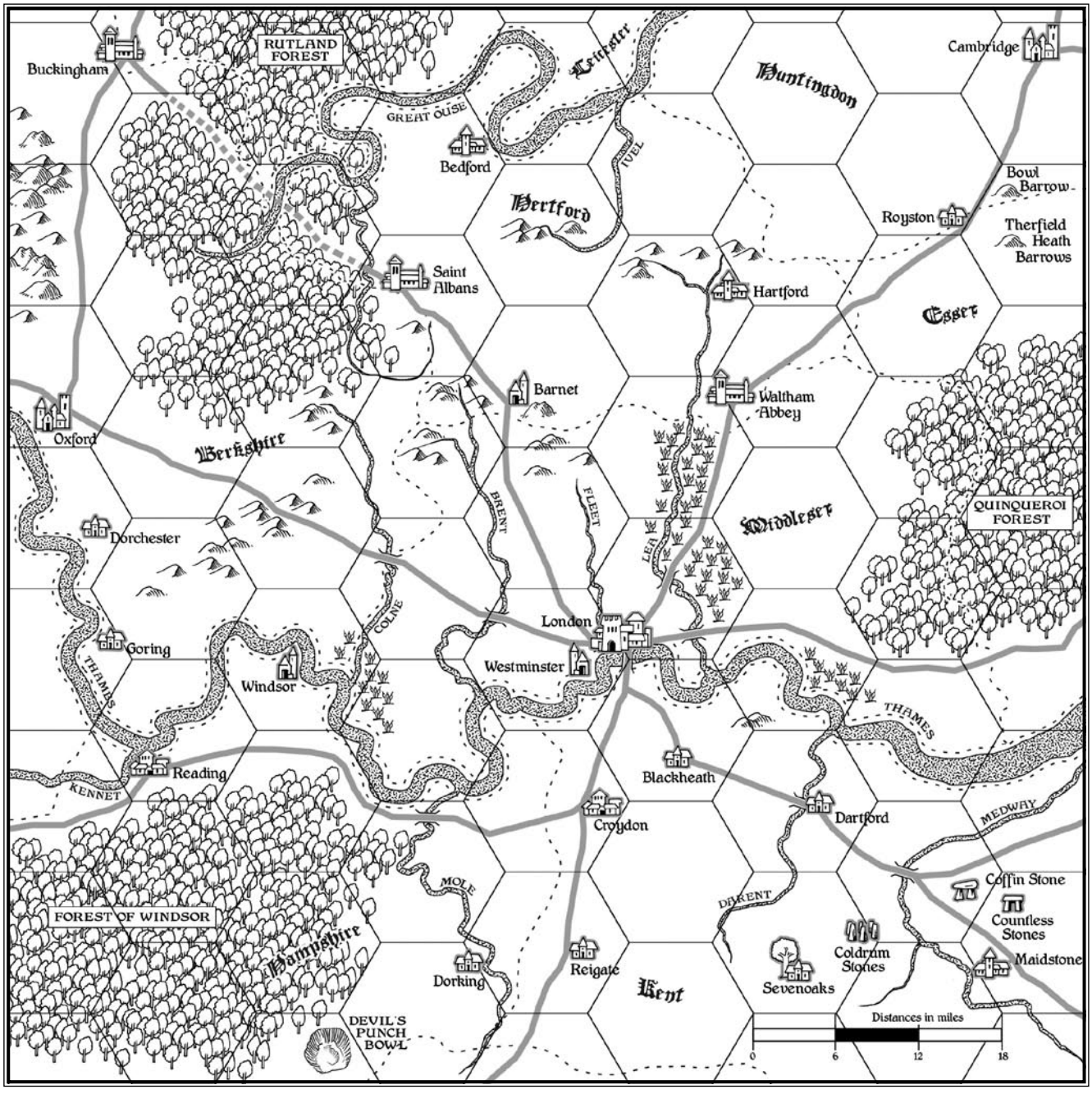
All of these powerful guilds have to a considerable extent defined the city of London as it currently exists, many of them have entire neighbourhoods of the city dedicated to their trade, giving origin to street names like «cordwainer street», «old fish street» (where the Fishmongers are based), «Bread street», «goldsmith's row», etc.

But perhaps even more powerful than the Livery Companies is the Mob. London's underclass survives largely by begging or by crime, as well as the occasional day-labour. The livery companies have a stake in all three pursuits, and street gangs are often financed on the sly by the local company, to provide security of sorts to the neighbourhood and its business, and sometimes to act as strongmen in conflicts with other companies or rival groups in the city. These street gangs, often associated to the Livery Companies, accordingly tend to operate in similar ways to the companies themselves, and refer to themselves in fanciful titles like «The Worshipful Company of Free-gentlemen of London» or «The Antient Company of Stranglers». Of course, these various «thieves' guilds» have no official recognition whatsoever.

But oftentimes, charismatic gang leaders can end up becoming powerful agitators of the population of the city as a whole, and the famous «mob» forms, a mass of barely-controlled city folk that seems to act with a mind of its own to commit violence or destruction in the name of some cause or another. Most recently, the mob has been raised on three occasions: first, in a series of riots in protest against the corrupt chancellors of the Mad King. Second, ironically, to fight off the revolt raised in the countryside by the rebel leader known as Jack Cade (also known as «Jack Make-Amends»). Despite the fact that Make-Amends sought much the same goals as the mob itself had in their earlier riots, when Jack and his ragtag army of rebels entered into the city, the mob of London turned against him. He had managed to raise up an important part of the south in rebellion, murdered the Lord High Treasurer of the time, and several allies of the Queen's faction, but when Jack entered London and began acting too lordly for his own good, the London Mob's leaders took umbrage at this country bumpkin coming in and trying to usurp their authority, and ended up slaughtering Jack and his men on the London Bridge.



The third time and most recent time the mob rose up of late was to declare itself in support of Richard of York, committing violence against a number of Lancastrian supporters and plunging the city into lawlessness until the Star Chamber was forced to submit to the mob's will and call Parliament; the Parliament, where the Yorkists have greater influence, was only too glad to order Richard of York's return to Albion from exile in Eire.



• **Barnet:** Small town (800); two taverns but no inn. Purchase limit: 40£ (i.e. one cannot sell or buy something more expensive).

• **Buckingham:** Small town (1200); fortified; holy site: *St. Rumbold's Well*; one inn (*Black Horse*) and two taverns. Purchase limit: 50£.

• **Cambridge:** Large town (6000); great university; three inns (*Fiddler's Green*, *Sun & Crown*, and *Old Oak*) plus several taverns. The town is prosperous; purchase limit: 250£.

• **London:** Capital city (30,000); heavily fortified, with suburbs outside the walls; main holy sites: *St. Apollonius Cathedral* and *Clerical Priory*. There is a dozen inns and more than fifty taverns. The city is prosperous; purchase limit: 1000£.

• **Oxford:** Large town (7000); great university; three inns (*Eagle & Child*, *Red Lion*, and *Golden Scroll*) plus several taverns. The town is prosperous; purchase limit: 300£.

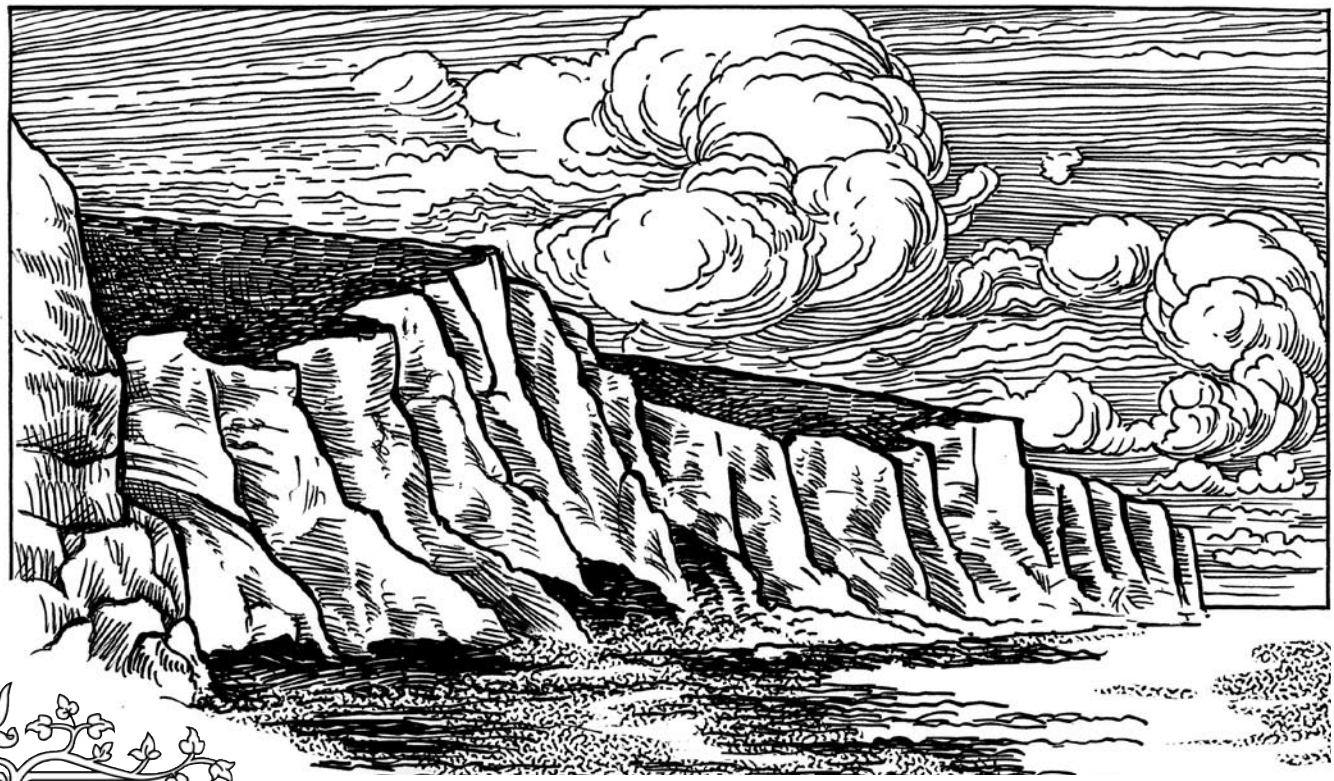
• **St. Albans:** Small town (1100); old derelict Arcadian fortifications; pilgrimage site: the abbey; one inn (*Magna Carta*) and three taverns. Purchase limit: 50£.

• **Waltham Abbey:** Small town (1000); pilgrimage site: the abbey; one inn (*Rising Sun*) and two taverns. Purchase limit: 50£.

• **Westminster:** Small town (800); royal palace and abbey of Westminster; two taverns but no inn. Purchase limit: 40£.

• **Windsor:** Large town (3000); royal castle; pilgrimage site: royal chapel with several holy relics; *Fraternity of the Holy Sun* merchants' guild; two inns (*George & Dragon*, and *Royal Cusp*) plus a few taverns. The town is wealthy; purchase limit: 200£.

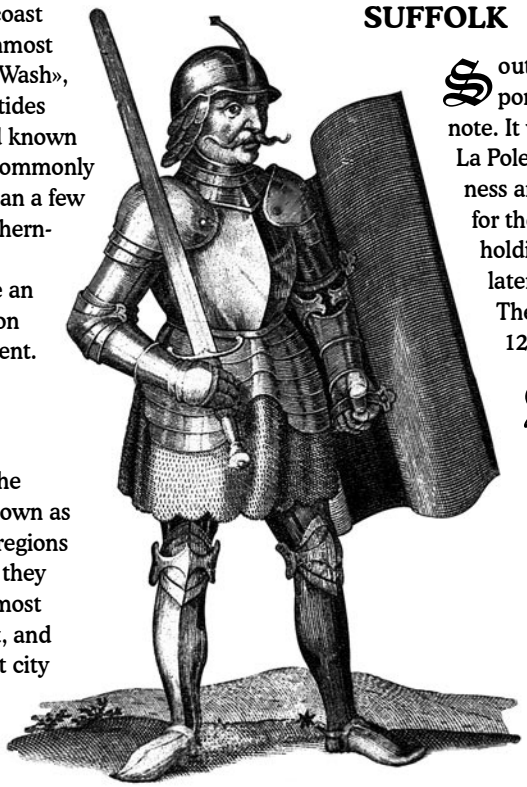
The other locations on the map are villages of 200-500 people. They aren't walled, usually have one tavern but no inn, and have a purchase limit of 20-50£. There also exist many thorps and hamlets of less than 200 inhabitants not indicated on the map.



2. the eastern coast

The eastern coast is a region consisting of the counties of Norfolk, Suffolk, Essex and Kent; the southern half of Albion's eastern coastline. It was where the Anglemen first arrived on the island over a thousand years ago, and is full of places of historical and religious significance, as well as modern economic and strategic import.

The limits of the eastern coast region are at its northernmost point the bay known as «The Wash», an estuary region with tricky tides and bordered by swampland known as «The Fens» (a wild area, commonly inhabited by bandits and more than a few swamp creatures); and at its southernmost point the White Cliffs, huge natural cliffs of chalk that provide an excellent natural defensive position against invasion from The Continent.



NORFOLK

The northernmost county of the eastern coast, historically known as Angleland, it was one of the first regions occupied by the Anglemen when they arrived in Albion. Today it is the most populous county in the east coast, and holds the populous and important city of Norwich, as well as the important port of Yarmouth. Caister Castle overlooks Yarmouth, and is the manor of the legendary knight Sir John Falstaff, hero of Agincourt. This portly knight fought alongside Henry the Great (father of the Mad King), and later used his plunder from Frogland to build this mighty keep. He is now 76 years old, though still an imposing figure, and he favors the claim of Richard of York. The Duke of Norfolk, John Mowbray, likewise supports York.

SUFFOLK

South of Norfolk, this smaller county features the port town of Ipswich and a few historical sites of note. It was ruled by the Duke of Suffolk (William De La Pole, also known as «Jackanape» for his foolishness and incompetence), who was largely blamed for the recent disastrous losses of most of Albion's holdings in Frogland. He was imprisoned and later murdered by Yorkists en route to exile on The Continent. His son John De La Pole is only 12 years old, and has been disinherited.

Aside from Ipswich, Suffolk also features the pilgrimage site of Bury St.Edmund, where the Angleman king Edmund was buried alive by Cymri barbarians after being defeated in battle; Edmund is considered a martyr of the church of the Unconquered Sun. Not far from Ipswich there is also the site known as Sutton Howe, the burial mound of Raedwald, first king of the Anglemen to invade Albion, and founder of Ipswich, his ancient capital. The area has of late become a haunted place, through dark sorceries or as an omen of the current trou-

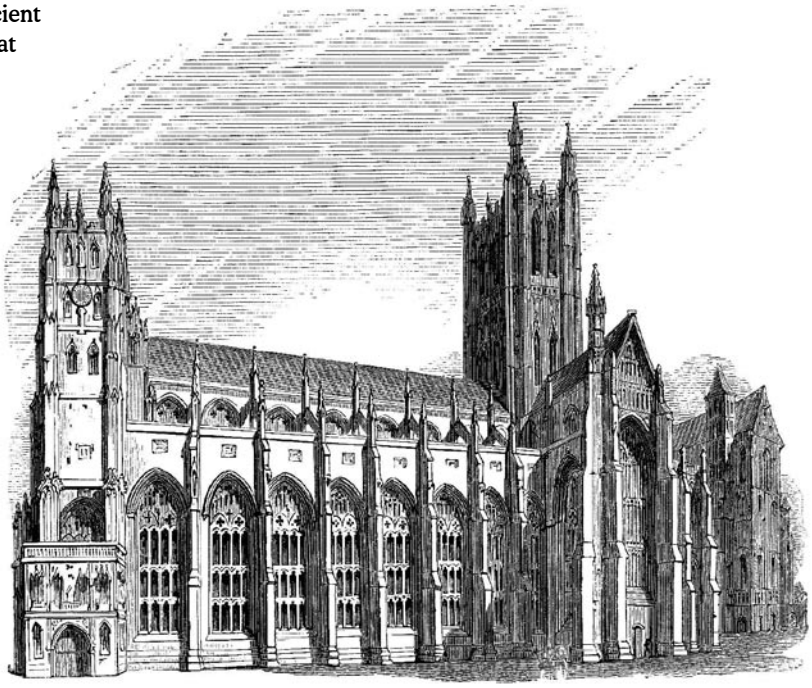
bles of the kingdom. It is said that ghosts or ghouls of ancient Anglish raiders with axes and horned helms can be seen at night, stalking the area.

ESSEX

The third county in the eastern coast, Essex contains the peaceful Quinqueroi forest, and the town of Chelmsford. It is ruled by the 50-year-old Earl of Essex, Henry Bourchier; a Yorkist married to Isabella, one of Richard of York's daughters. His brother, Thomas Bourchier, is the Bishop of Ely; and Henry is campaigning strongly on his brother's behalf to have him succeed the «Cursed Cardinal» Kemp as Archbishop of Canterbury on the latter's seemingly inevitable demise from the magical wasting disease he has long suffered.

HUNTINGDON AND HERTFORD

Further inland, the regions of Huntingdon and Hertford are governed by the knightly Devereux family, also Yorkists. Huntington is the site of Cambridge Collegium, the second and lesser of the universities of Albion, which has nevertheless produced many a noble Magister, using magecraft for the service of law (and of course, a few chaos-worshipping heretics and evil sorcerers). Hertford has the town of St.Albans, an important pilgrimage site featuring the tomb of Albinus, the first great saint of the Unconquered Sun in Albion.



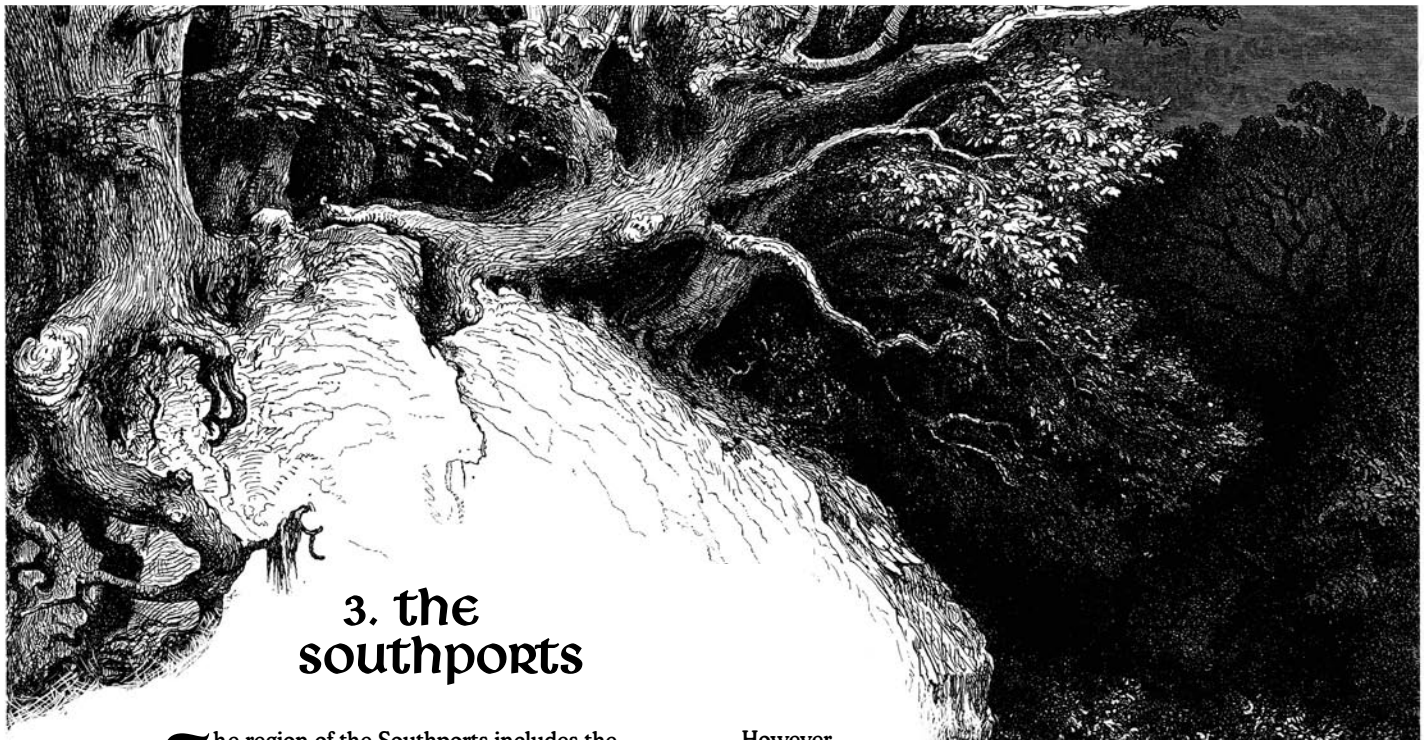
The current Archbishop of Canteruby is the ailing 74 year old John Kemp, known as the Cursed Cardinal. A lancastrian, he was a deeply political and corrupt clergyman who profited greatly in the past 16 years of his holding the see; in the last two years he has been suffering from a horrific wasting disease that most agree is of a supernatural nature. His allies claim it is a sorcerous curse brought about by Yorkists, his enemies claim that it is the Unconquered Sun punishing him for his wickedness. The «Cursed Cardinal» has sought desperately for some cure, but to no avail, and is has been the last several months lingering in his deathbed, his body already looking like a rotting corpse.



KENT

The southernmost county of the eastern coast, this is the site of the White Cliffs, and the important «Cinque Ports», five port cities which receive the largest amount of trade from the Continent, as well as one of the most important bases of the Anglish fleet. The title of Warden of the Cinque Ports is a very important office in the land, currently held by the Duke of Buckingham, Humphrey Stafford, a strong supporter of the Mad King. The two most important ports in Kent are Dover (right on the White Cliffs) and Sandwich. These form the supply lifeline to the fortified city of Calais, the last of Albion's holdings on The Continent.

Kent is also where the town of Canterbury can be found. This is the seat of the Archbishop of Canterbury, the highest ranking priest of the Unconquered Sun in all of Albion, in direct line of episcopal descent from Augustine of Canterbury, the first Bishop of the Unconquered Sun in Albion. This town of about 7500 inhabitants features the incredible Canterbury Cathedral, which has been engaged in a constant process of construction for the last 400 years. It is a sprawling massive temple to the glory of the Unconquered Sun, and it is finally nearing completion (it is thought that the Great Bell Tower will finally be complete in another 50 years or so). It also features an abbey, a nunnery, and a clerical temple and priory.



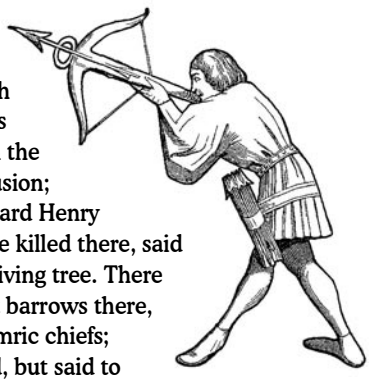
3. the southports

The region of the Southports includes the counties of Sussex, Hampshire, and Dorset, as well as the Isle of Wights. This is an important and wealthy region of Albion with a long history; it was a powerful center of the Cymri tribes that once ruled the island, then a major center for the Arcadians when the island was one of their farthest-flung provinces, and eventually a center of power for the Anglemen once they had conquered it in turn.

The region features two important forests: the tame Forest of Windsor (which is in this territory as well as Berkshire county), which is a property of the King, and used as his hunting grounds as well as to provide timber for the Fortress of Windsor in Berkshire; and the wild «New Forest» in Hampshire. The latter was in fact an old forest (the Arcadians considered it a cursed place, and named it the «Forest of Spinoii»); later, during the reign of the legendary king Arthur (or Arctur), it was known as the Forest Camelot, as it was near his capital city of Winchester, then named Camelot. It was during this period that much of the forest was cut down by druids and warriors, who cleared it of much of its monsters.



However, some four centuries ago William the Bastard wished to restore that area as a hunting ground, and evicted no less than 36 villages from that land to reforest it (hence «New Forest»). Peasant magic-users among the villagers took their revenge by awakening ancient evils within the forest, and today it is considered a cursed place again. No less than three of William's royal descendants died in the forest: his son and then heir Prince Richard died killed by a monstrous creature of mist within the forest; 20 years later Richard's younger brother King William II «Redface» died in the forest while on an adventure there, shot through the lung by an arrow from his close friend Lord Tyrell when the latter was deceived by an illusion; and William's grandson Richard Henry «Shortstockings» was likewise killed there, said to have been strangled by a living tree. There are no less than 250 different barrows there, burial grounds of ancient Cymric chiefs; dangerous places of the dead, but said to still be filled with treasure.

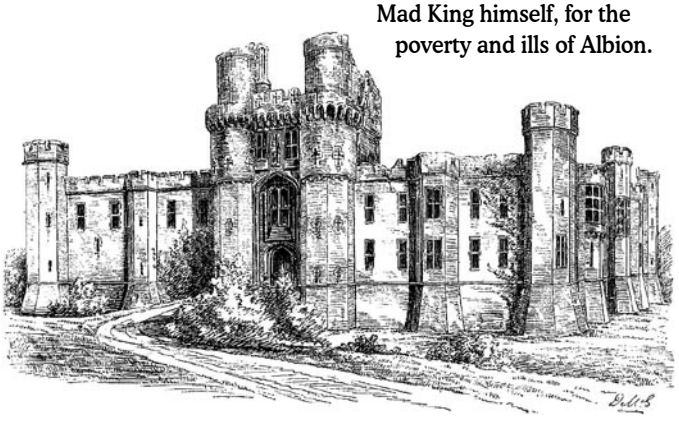


SUSSEX

One of the old Anglemen kingdoms, and at one time the most powerful of these, the area of the town of Hastings in Sussex was the site where William the Bastard invaded from Normandie (today part of Frogland), and defeated Harald the Unready, uniting all of Albion under his

rule and establishing the Plantagenet dynasty. Today the site is commemorated by the Battle Abbey.

This county is mostly a peaceful place these days, but it was recently the site where the rebellion of Jack Make-Amends began, and the local peasantry are still in a state of vicious unrest against what they see as corrupt and despotic noblemen. They generally blame the nobility, and not the Mad King himself, for the poverty and ills of Albion.



Sussex is governed by the Earl of Arundel, William FitzAllan, who is married to one of the daughters of the Earl of Salisbury, and is a supporter of the Yorkist cause.

Saint Leonards forest is an ancient and foreboding place with many ill-fated rumours surrounding it. About halfway between Horsham and Pease Pottage are the Lily Beds, an area of the forest carpeted in Lily-of-the-valley. The plants grow where St. Leonard's blood spilled during his battle with the Dragon of St. Leonards forest in the 6th century. Reports of serpents persist to this day, and they are curious in that their approach can often be predicted by an offensive smell. Tales also tell of the ghost of Squire Paulus, whose headless ghost leaps up behind riders, gripping them fast around the waist until they leave the forest edge. Deep within the forest is Mick Mill's run –a half-mile track on the forest floor where plants and trees alike will not grow. The legend states that a woodsman met the Devil in the forest and ran for his life, the fiend close on his heels. Where the Devil's feet touched the earth, plants refuse to grow. A crumbled tower now overgrown was said to be the abode of the St. Leonard's vampire. A sad creature with a rotted nose and maudlin manner. Brave souls who venture into the heart of the forest report strange lights coming from the crumbling edifice but refuse to investigate. The previous Sherrif lost both his own life and those of his two mastiffs whilst near this place.

HAMPSHIRE

This region is part of the County of Sussex, and includes the port towns of Chichester and Portchester, as well as the major port town of Southampton. It is also the location of the town of Winchester, which was once known as Camelot and was the capital of the kingdom of Logrys during the reign of the legendary Cymri King Arctur, who of all the Cymri came closest to unifying the whole of Albion under his rule. Today the town of Winchester is only a shadow of its former glory, and almost nothing remains of its legendary history; it is however the site of Winchester Cathedral, one of the largest and most impressive cathedrals to the Unconquered Sun. The most important nobleman in this region is possibly Sir John Howard, a brother in law of the Duke of Norfolk and staunch supporter of the Yorkist cause.

DORSET



This county is the territory of Edmund Beaufort, the Duke of Sommerset, Constable of Albion, a descendant of John of Gaunt and thus cousin to the royal family, and the stalwart ally of Queen Margaret and the Lancastrian cause. Somerset was deeply impoverished at the time of his ascension and has managed to work his way up to tremendous wealth, mostly through political maneuvering. He is one of the chief causes of the complaints against the Mad King's counselors, accused of severe corruption. He has a personal feud with the Neville family, and particularly the young but brilliant Earl of Warwick, with whom he has had multiple disputes at court. It was Somerset who replaced Richard of York as commander of the forces in Normandie, and instead of capitalizing on Richard's successes there, he led a string of defeats that culminated in the loss of all of Albion's possessions on the Continent except for Calais, making him one of the most hated men in the land. What's more, he enriched himself at this time to the gargantuan sum of over twenty thousand pounds. When Parliament was convened and named York as Lord Protector, York managed to have Somerset imprisoned, but he was freed earlier this year when the King seemingly regained some lucidity and ordered York's protectorate overturned. The Mad King and Queen Margaret's support of Somerset has been one of the chief causes leading to the increased hostilities and the likely outbreak of civil war.

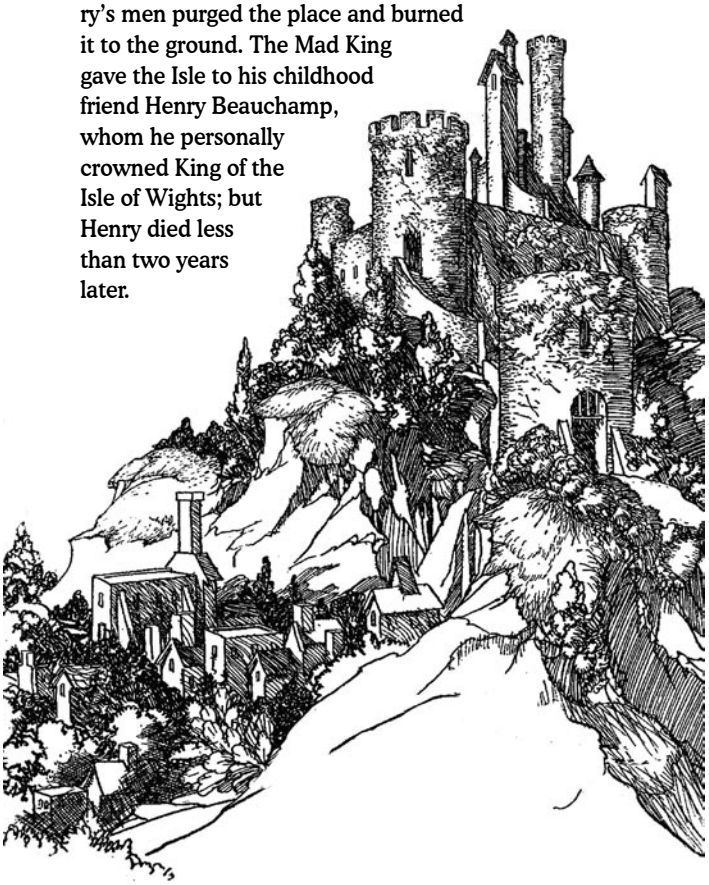
The largest (and darkest) part of the New Forest is found in Dorset. Aside from that, its only significant town is the port of Weymouth.

THE ISLE OF WIGHTS

This cursed and haunted isle was feared by the Cymri as a place where the veil between the worlds was particularly weak. The Arcadian legions, unaware of this, established a fort there. They were eventually besieged and slaughtered by dark monstrosities, and the isle remained unpopulated by humans until the time of William the Bastard, when that king attempted to purge the island of its evil. He established the

Castle of Carisbrooke in the northern end of the Isle, in a relatively peaceful area known as the Fair Valley.

Though the castle and surrounding village have remained populated since then, it has passed from one noble family to another, all meeting grisly ends to their dynasties over the centuries. Some 70 years ago it was invaded by Frogmen, but they were held off by the castle's inhabitants, and the monstrosities on the rest of the island eventually forced them off. Some 40 years ago, in the time of King Henry the Great, the local Abbey was discovered to have been entirely subverted to the worship of Chaos; Henry's men purged the place and burned it to the ground. The Mad King gave the Isle to his childhood friend Henry Beauchamp, whom he personally crowned King of the Isle of Wights; but Henry died less than two years later.



Now a Crown Property of Albion again, and administered by a castellan, the village of Carisbrook has recently been disturbed by a spate of disappearances and very recently by the discovery of a series of tunnels underneath the village and castle, as well as signs that some of the local population have taken to dark witchcraft; this is all believed to be connected and that a cult of witches have been kidnapping men, women and children to torture or sacrifice for dark rituals. The rest of the island aside from the castle and village is mostly wild, the inland parts of the isle being exceedingly dangerous. Its name makes it clear that there are obviously undead on the isle, as well as creatures of chaos, and it is said that there may also be temporary or permanent gateways to other planes here. There are also many rumours of great treasures and objects of power hidden away in the forests of the isle, tempting the incredibly brave or foolish.

4. Devon, Cornwall, and Somerset

Devon and Cornwall have always been their own special part of Albion, that for a long time resisted being incorporated to the customs and ways of others. The men of this region are neither Cymri nor Anglemen of descent, but Gallic, the peoples who occupied Normandie before the Anglemen. It is not the most hospitable of territory, much of the inland areas consisting of hilly moors most notable for fog and damp. The Dartmoor in Cornwall is the largest of these, and the Exmoor in Devon comes close thereafter.

DARTMOOR

Dartmoor is a vast untamed region of central Cornwall of high cold hills, with very acidic soil, making it difficult for anything to grow. Even up until just 400 years ago, these moors were crawling with goblins, who had long since driven out humans who were there before them. But around the time of William the Bastard, Cornishmen decided to take back the moors, slowly encroaching on goblin territory and killing the foul creatures where-ever they were found. Today, much of the moors is in human hands, though goblins are still seen in the least hospitable areas, ready to slaughter anyone



they come across. The humans here may not be much better; these fiercely independent men live almost like barbarians, in small villages composed of longhouses where they have no chief and share resources, they recognize no lord and mostly want to be left alone; though if a winter is particularly difficult, it is not

unheard of for a desperate band of dartmoor men to go raiding some of the more civilized areas outside the moors.

Aside from the Goblins and the Dartmoor men, the Fae are often found in these hills, pixies in particular, as well as ghosts of different varieties. The church attempted to erect a series of stone crosses to mark the routes through the moors and offer some protection to travelers, but unfortunately many of these, while still useful as landmarks, have themselves become haunted, enchanted by Fae, or used as a place of ambush for bandits.



EXMOOR

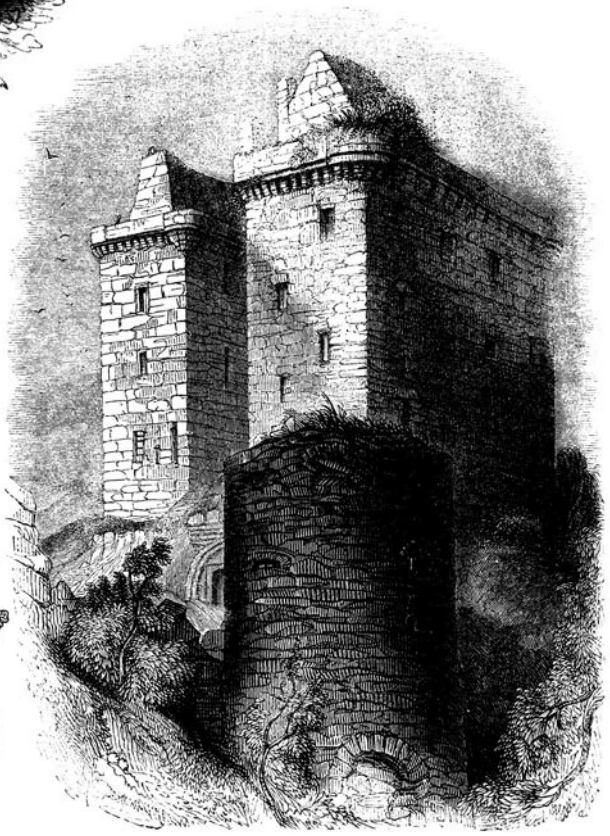
The Exmoor is a coastal moor that the crown reserves a right to as hunting territory. It is much less rugged than the Dartmoor, featuring an important castle and a number of pleasant towns whose population earns their livelihood by sheep farming. The lonelier parts of this rather vast natural territory feature old ruins, of ancient settlements of almost all the people who ever lived in Albion; ancient bridges of stone that still stand, even a few stone circles, places of druid magic. The most notable legend, however, is that of the Beast of Exmoor, a monstrous creature that is said to have the body of a huge cat with black fur that may or may not have any of the following: wings, a scorpion's tale, tentacles, two or three heads, fiery breath, an eagle's head, a man's head, horns, a serpent's head, etc. Whatever this creature is, it certainly seems to be real, having killed many sheep from the time men dared to settle in Exmoor. There may even be more than one of it.

CORNWALL

In the far southwestern tip of Albion, according to legend, Cornwall was once a powerful kingdom in its own right, of Galic men who ruled both Cornwall and the part of Normandie known as Bretonie. Cornishmen have always been fiercely different, fighting historically with both the Cymri and the Anglemen at different moments, though they favored the Anglemen who were of the same blood as them. When William the Bastard conquered all of Albion, he deposed the last Cornish king, Cadoc, but made him Earl of Cornwall as compensation. That line has since died out, and Cornwall is now a Crown Duchy, traditionally given to the eldest son of the king. Currently, the one-year-old Crown Prince Edward is the Duke of Cornwall. Apart from a few smaller port towns, the most important port town in the Duchy is Plymouth, often an important port for the royal fleet.

DEVON

This divided Duchy is a scene of much conflict in this troubled time. The highest lord of the region is Henry De Holand, Duke of Exeter; a nephew of the Mad King through his mother's side. Henry Holland is known to be savage, cruel, unpredictable in temperament, and fanatically Lancastrian. He despises Richard of York, in spite of (or more likely because of) having married York's daughter some 7 years ago. The relationship is not a good one. So famous is Henry Holland for his cruelty that the popular torture device known as the rack has been recently nicknamed «The Duke of Exeter's Daugther». He controls the important port town of Exeter.



After him comes Thomas Courtenay, the Earl of Devon (based in the town of Okehampton), also Lancastrian but someone far more caught up in local problems. The Courtenays have a long-running feud with the Bonville family of Devonshire knights, who have struggled to wrest power over the Devon countryside away from the Duke by political means. Since Courtenay has failed to one-up the Bonvilles, who are Yorkists and aided by Richard, the Courtenay family has taken to open violence instead. Thus Devon has a micro-version of the same bloodshed being seen now in the north between Percy and Neville. Finally, the

Bonnville family themselves are new nobility, the current Baron Bonville obtained his minor title from a mere knighthood because of his heroics on the Continent. The Bonville family have allied themselves to the Yorkist cause, hoping to take advantage of chaos to rise to new social heights, and displace their hated betters, the Courtenays.

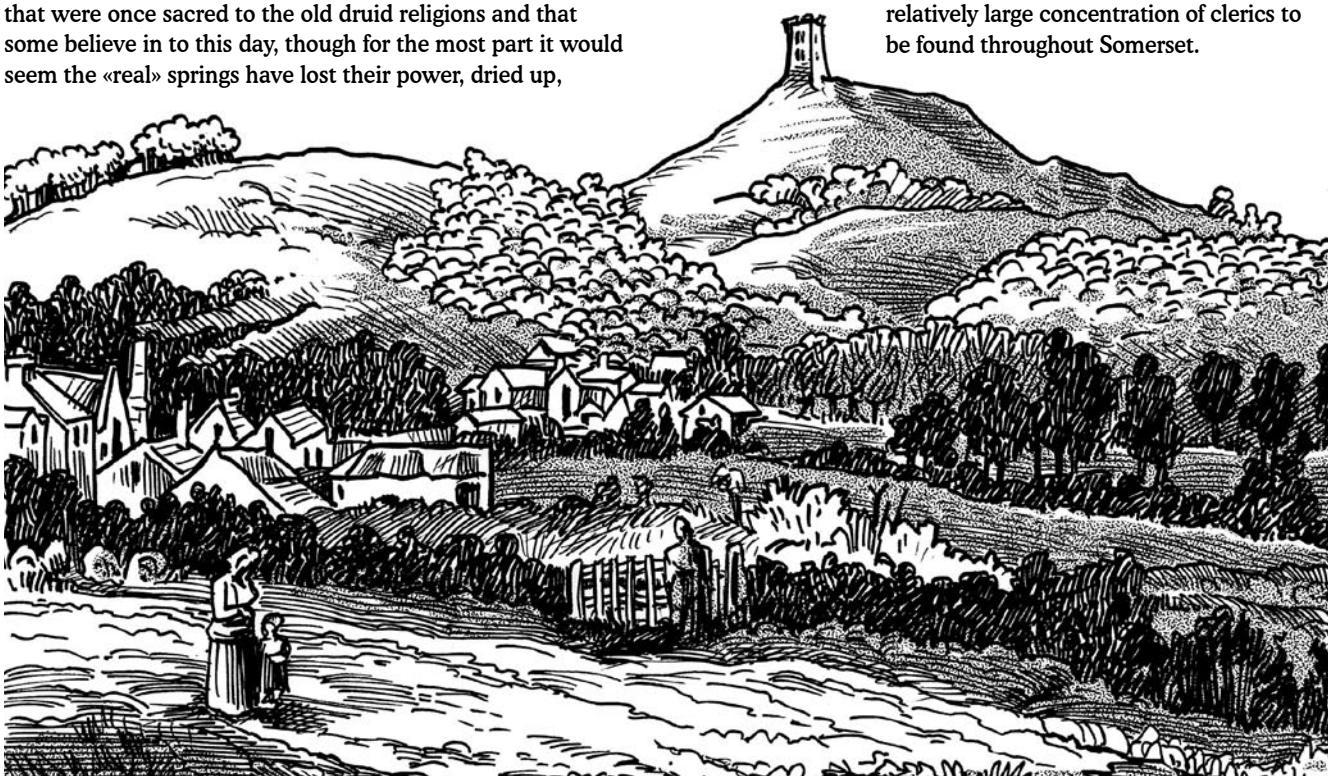
SOMERSET

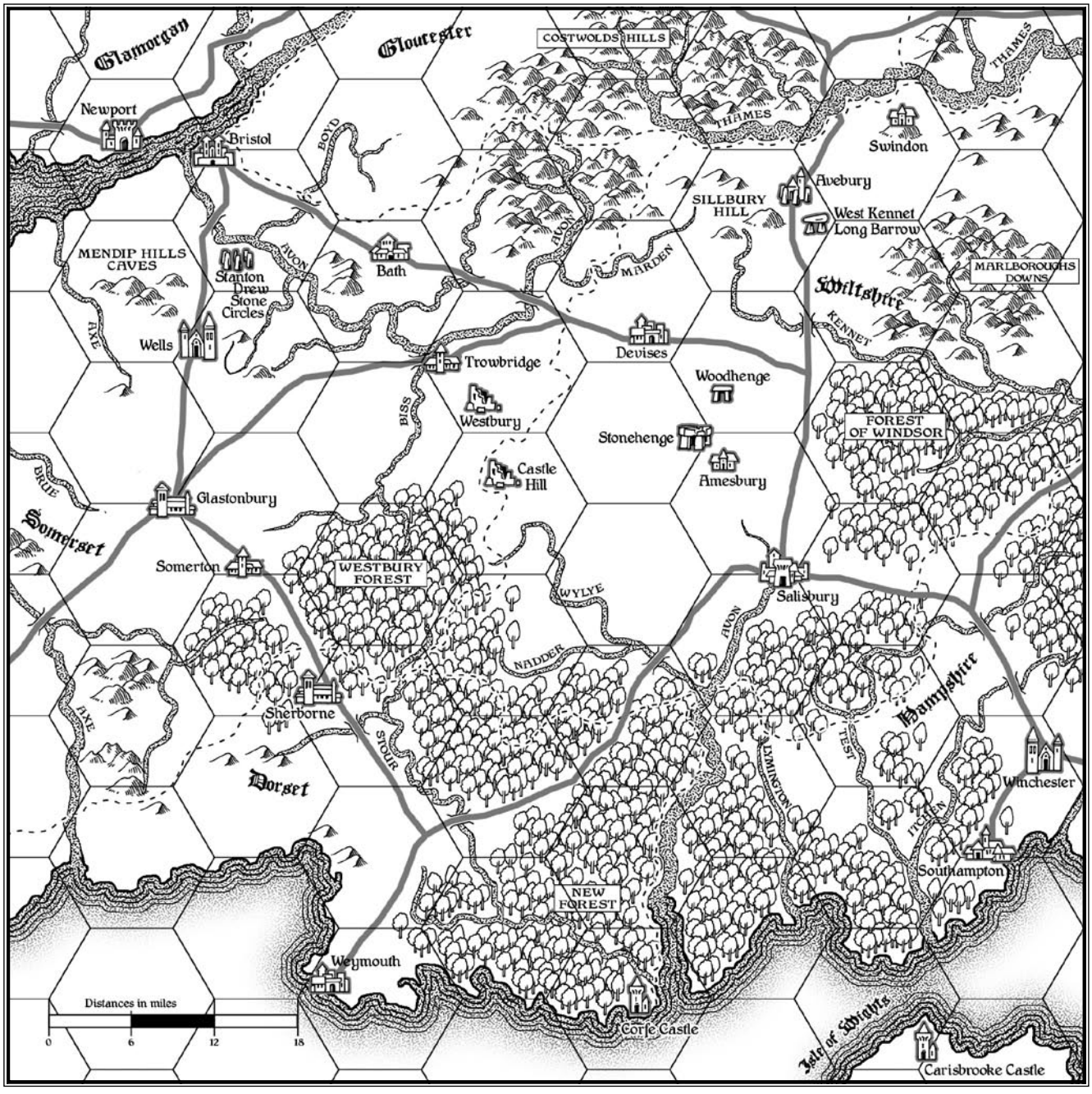
In Somerset, you have hill country and forest, as well as considerable swampland all over the coast of the Bristol channel. In the latter, you will often find bandits and other lawless men hiding out. The Minedeep hills are limestone hills in the center of the region, that have been excavated and tunneled since time immemorial. There are ancient and abandoned mines from Cymri times (and perhaps even farther before), Arcadian mines of lead and silver, and of course, modern mining continues, under the control of various Abbeys in the region who have been granted mining rights by the crown. From time to time, they attempt to re-open old mines, needing brave men to venture in and secure them. Aside from that, there are countless barrows and natural caves in these hills as well. Finally, the forest of Westbury is an extension of the Forest Camelot, but far less dangerous.

Like Dorset, this territory is ruled by Edmund Beaufort, the powerful (and incredibly corrupt) Duke of Somerset. The most notable features of this county are the pilgrimage towns of Bath and Wells, and the abbey of Glastonbury. The latter is a mystical site of great antiquity, and now a Cleric's Abbey for those clerics who seek out retirement from the world's affairs. Wells features a number of healing springs that were once sacred to the old druid religions and that some believe in to this day, though for the most part it would seem the «real» springs have lost their power, dried up, or been misplaced. On the other hand, Bath features the great Aqua Sulis, the waters of healing, a place sacred to the Cymri, Arcadians, and later sanctified by the Church of the Unconquered Sun alike.



The old baths have been built over by a massive Cleric Temple, and the clerics control access to the baths. It is said that to this day, those who are gravely ill, injured, cursed, blind or lame, and receive the cleric's permission to bathe in the waters, will either be purified (if so chosen by the Unconquered Sun) or they will be released into a quick death. Bath is the headquarters of the Clerical Order in Albion, and its High Commander Thomas Beckynton can be found here, when not at Calais fighting the Frogs; and there is always a relatively large concentration of clerics to be found throughout Somerset.





• **Bath:** Large town (2400); holy pilgrimage sites: *Aqua Sulis* and the *Clerical Order's Headquarter*; one inn (*Lance & Sun*) and six taverns. Purchase limit: 100£.

• **Bristol:** Large city (18,000); fortified; great port; holy site: cathedral; nine inns (*Dolphin*, *Green Clam*, *Unicorn*, etc.) and many taverns. Purchase limit: 650£.

• **Devises:** Large town (2500); one inn (*White Bear*) and six taverns. Purchase limit: 100£.

• **Glastonbury:** Small town (1400); holy site: the abbey; one inn (*Lamb & Flag*) and three taverns. Purchase limit: 50£.

• **Newport:** Small town (1800); port; one inn (*Water Horse*) and four taverns. Purchase limit: 50£.

• **Salisbury:** Large city (10,500); heavily fortified; holy site: great temple; five inns (*Blue Keg*, *Golden Lion*, *Three Suns*, etc.) and several taverns. Purchase limit: 350£.

• **Southampton:** Small city (7000); port; four inns (*White Hull*, *Sea Witch*, etc.) and several taverns. Purchase limit: 50£.

• **Wells:** Small town (1400); pilgrimage site: healing springs; one inn (*Sun & Stone*) and two taverns. Purchase limit: 50£.

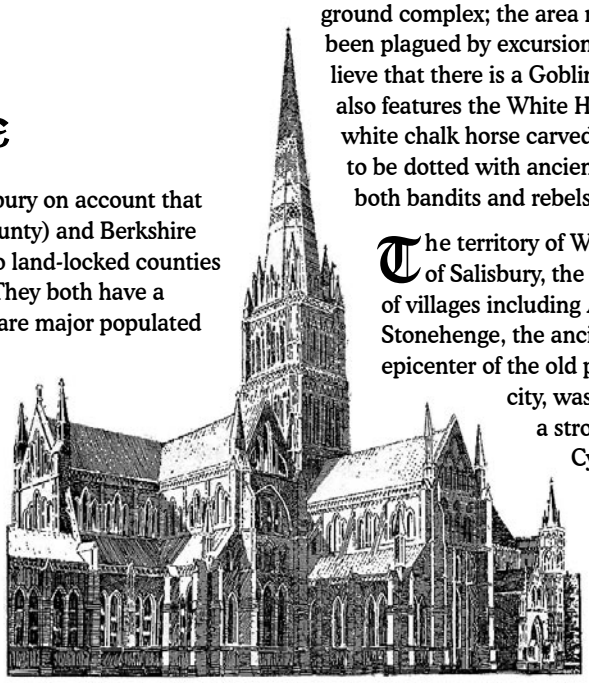
• **Weymouth:** Small town (1600); port; one inn (*Ugly Mermaid*) and four taverns. Purchase limit: 50£.

• **Winchester:** Large town (4300) - forerly known as Camelot; old fortifications and Arctur's castle; holy site: great cathedral; two inns (*Arctur's Cusp*, and *Blazing Shield*) plus a dozen taverns. Purchase limit: 150£.

The other locations on the map are villages of 200-500 people. They aren't walled, usually have one tavern but no inn, and have a purchase limit of 20-50£. There also exist many thorps and hamlets of less than 200 inhabitants not indicated on the map (they have no inns nor taverns, and a purchase limit under 10£).

5. Wiltshire and Berkshire

Wiltshire (often called Salisbury on account that this city dominates the county) and Berkshire (sometimes called Oxford) are two land-locked counties in the southern center of Albion. They both have a long history of influence and are major populated areas. That doesn't mean that they aren't without their places of adventure. Much of the New Forest and some of the Windsor Forest spill over into Salisbury, and the southern tip of the Rutland Forest (once known as «The Savage Forest») spills over into Oxford.



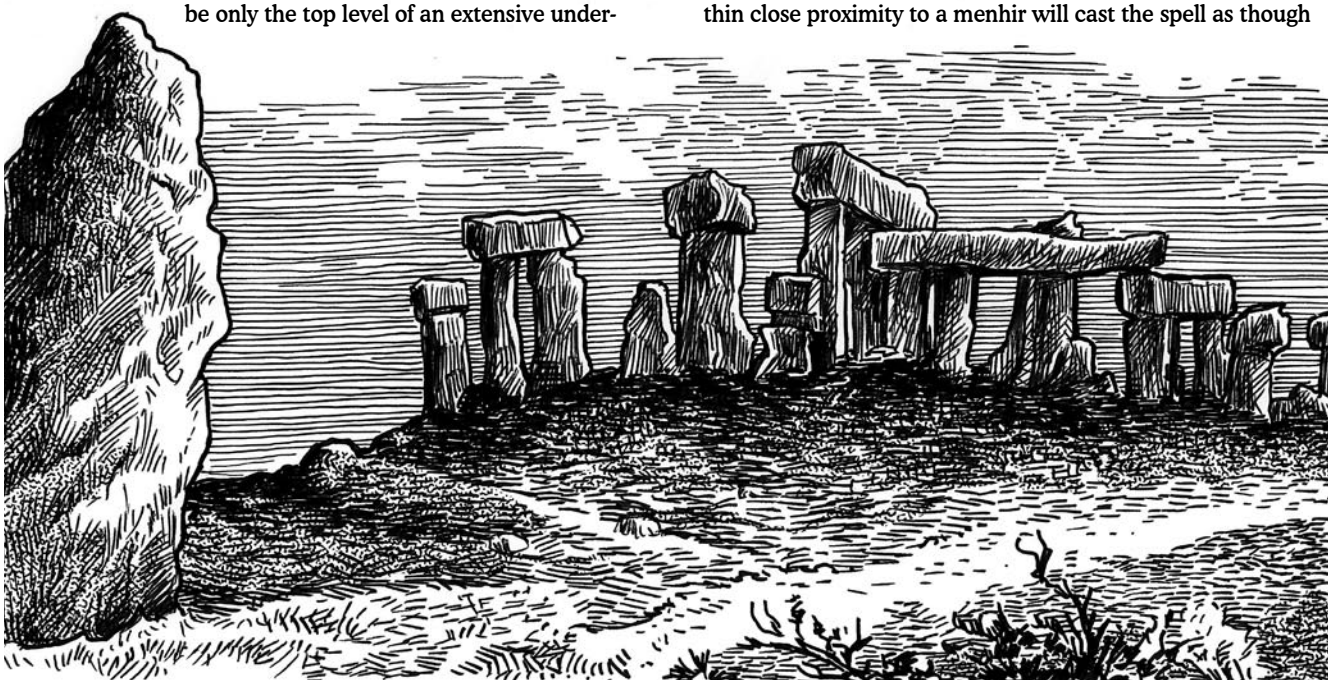
WILTSHIRE

The area of Wiltshire was once the central spiritual capital of the religion of the old Gods, the Neutral nature gods, and many unusual centers of spiritual power can be found there. There are considerable old Cymri barrows in the region, including the massive Silbury Hill, the largest burial mound in Albion (130 ft tall), located near the town of Avebury. This is said to have been the burial place of King Sil, a legendary Cymric king said to have ruled the entire south 4000 years ago. It is apparently protected by ancient pagan magic; and all attempts to tunnel into the hill have met with disaster; with those entering in never coming out, and the tunnels they dug seeming to disappear overnight.

Salisbury also features the White Barrow, the longest barrow in Albion, 240 ft long at the surface, but believed to be only the top level of an extensive underground complex; the area near White Barrow has periodically been plagued by excursions of Goblins, leading some to believe that there is a Goblin city under that barrow. Berkshire also features the White Horse Hills, notable for the immense white chalk horse carved into one hillside; which are said to be dotted with ancient tombs; and are certainly home to both bandits and rebels as well as supernatural dangers.

The territory of Wiltshire includes the major city of Salisbury, the town of Devises, and a variety of villages including Avebury. It is also the site of the Stonehenge, the ancient circle of menhirs that was the epicenter of the old pagan religions. Salisbury, a major city, was once known as Sarum, and was a stronghold of one of the last major Cymri kingdoms east of Wales. It was in Wiltshire that the last major battle between Anglemen and Cymri was fought, 800 years ago, for dominance of the area. The city is still divided into two parts called Old Sarum, which is on the Sarum hill, and New Sarum, which is the richer area around which the Salisbury Temple is located. This temple was built in the reign of King Henry of Winchester (Henry III), during a period in which the town experienced massive growth and became one of the major cities of Albion. The only other significant center of population (that is, with more than 2000 people) is the town of Devises, which is renowned for its fine ales; but Salisbury is also dotted with huge numbers of villages, as it is one of the most populous farming regions of Albion.

The area having once been a major center of the old religion, all of Wiltshire (and to a lesser extent, the counties that border it) is dotted with menhirs, large magical stones that were essential to the magic of the pagan Druids, now extinct. Even now, any arcane magic-user casting a spell within close proximity to a menhir will cast the spell as though



he were 1 level higher in power. Most of these menhirs stand solitary in fields or forests, but there were some that were arranged into complex circles; in most cases those are now mostly rubble (and grant no additional bonuses), but there are two that are noteworthy. The first is the Stonehenge, the circle of stones most holy to the old Cymri pagans.

No one knows how old it is, but Cymri lore states that the Stonehenge was made by the Fae, in the time when the Cymri were but brutish slaves of this immortal and terrifying race. Lore has it that the Fae used the henge as a portal from which they could travel to anywhere in the world or in the Fae realms. The knowledge of how to do this, if it is even still possible, has long since been lost.

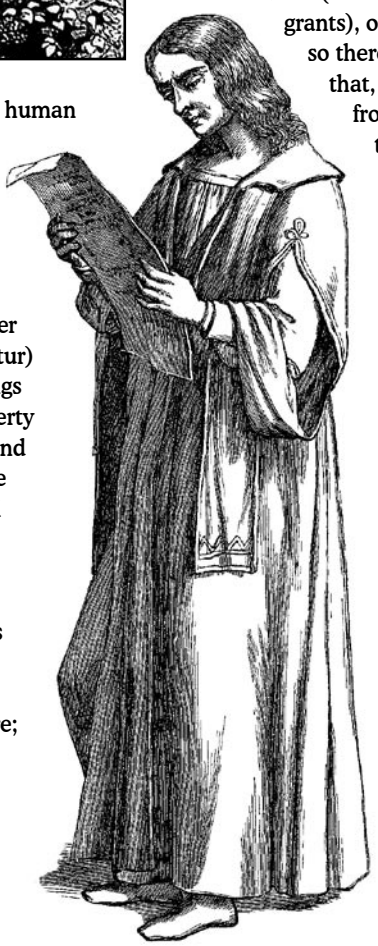


In the time of the Druids, the site was used for human sacrifice in the solstices and equinoxes, and to power mighty sorceries. The Druid order as a true organization was destroyed by the Arcadians when they held the isle; and after the Arcadians left, the remnants of the Druid religion used Stonehenge primarily as a burial place for kings. According to legend the King Uther Pendragon (father of the greatest Cymric king, Artur) is buried here, as well as several other Cymric kings of note. The Stonehenge today is part of the property of the Amesbury Abbey, and the monks actively and violently discourage anyone from approaching the site; from time to time powerful wizards have still attempted to access it and make use of its power, thus the Abbey usually has a handful of Clerics stationed there to guard against such an incident. For summoning purposes, Stonehenge still acts as a thaumaturgic circle that grants a +10 bonus to summoning checks, and grants double the usual bonus for sacrifices if any sacrifices are made there; as well as treating any other spell cast within the circle (arcane or clerical!) as being cast by a character three levels higher than the caster.

The other major circle is perhaps even more unusual. It is quite a bit larger than Stonehenge, so large in fact that an entire village rests WITHIN the circle, the village of Avebury. The Avebury henge consists of a huge outer circle, with two inner circles contained therein. The village is within the whole of the outer circle. According to legend, Avebury was the oldest village of free Cymri, and the circle around Avebury, though probably constructed by the Fae, was used to make it impossible for the Fae to attack the village. On account of this the local villagers, though all apparently faithful adherents of the Unconquered Sun, were reluctant to do any harm to the stones.

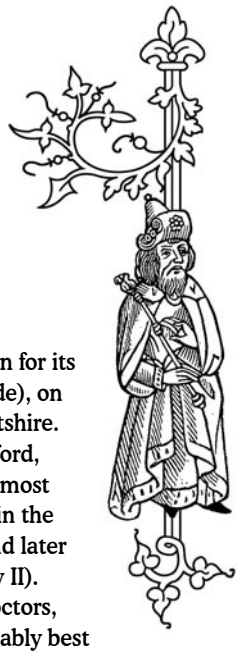
In the time of King Edward III, a particularly zealous cleric named John de Hoby convinced the local lord and the peasantry that the stones were blasphemous, and began an effort to tear down the stones and bury them; but at the start of this venture there were a series of accidents, and later horrific deaths that seemed to happen in the night (de Hoby himself disappeared one night, the parish house where he was staying showing signs of a terrible supernatural attack the next morning, and the local priest found completely insane and incoherent), sightings of Fae, and finally, Salisbury became one of the first regions of Albion struck with the Black Death. On account of this, the King himself ordered that the stones be restored and no further means be taken to harm them.

Unlike Stonehenge, the stones of Avebury do not seem to be of any major use to human magic-users (aside from the usual bonus a menhir grants), or at least not any known special use, so there have been few problems related to that, though there will often be Magisters from Oxford or Cambridge present in the village, studying the stones.



Richard Neville (senior), the powerful Yorkist leader and Earl of Salisbury, is the theoretical ruler of this region; however, he is by ancestral ties based in the north (having obtained the Earldom of Salisbury through marriage, the last of the old earl's line being Neville's wife Alice). As such, the Earl does not spend much time in this region. In order to counterbalance the influence of the Nevilles in this county, the Mad King (or more accurately, Queen Margaret) granted the competing title of Earl of Wiltshire to James Butler, called «The Eireman»; a semi-barbarian chief of the Ormond tribe of Eire who has shown great loyalty to Albion and the King in helping to maintain Albion's power in Eire. Butler happily abandoned his native land and the life of a powerful savage chief in order to live the much more comfortable life of an Anglish noble, bringing along his younger brother John (who is, incredibly, training as a magister in Oxford!), leaving the rulership of the Ormonds in Eire to his

youngest brother Thomas. James is fiercely and fanatically loyal to the Lancastrians, and generally resented by the locals, who are mostly Yorkist. The city of Salisbury's council of aldermen are entirely Yorkist in their sympathies.

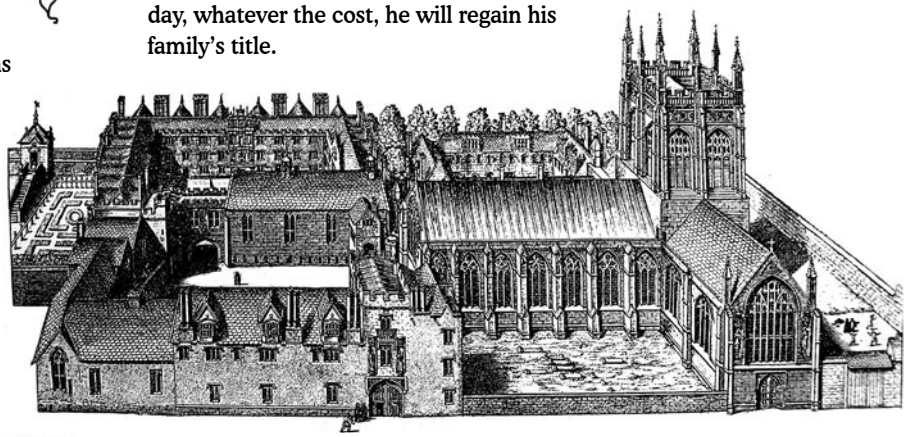


BERKSHIRE

This is a mostly rural county (well known for its farming as well as a booming wool trade), on the other side of the Thames river from Wiltshire. It is notable only for the college town of Oxford, the oldest university in Albion, and still the most prestigious. Oxford university was founded in the town by King William Rufus (William II), and later expanded by King Henry Curtmantle (Henry II). It produces the greatest lawyers, scribes, doctors, and theologians of the kingdom, but is probably best known for its school of Magisters, developed as a means to train and at the same time establish certain levels of qualifications and state controls over the practice of magic among the upper classes. At any time there are hundreds of students of magic in the town.

The current Magister Chancellor of Oxford is George Neville, who is a powerful though very young magician at only 21 years of age. He was discovered to be gifted at a very young age, and has quickly outstripped his contemporaries in both knowledge and ability at magic; though certainly his ascent to the Chancellarium at such a young age is in part a political act based on the influence of his powerful family.

Berkshire was historically part of the territory dominated by the powerful De La Pole family; the Dukes of Suffolk, but this lineage has been disinherited by bill of attainder after William De La Pole, also known as «Jackanape» for his foolishness and incompetence, was largely held to blame for the recent disastrous losses of Albion on The Continent. The Star Chamber had ordered his arrest and he had been sentenced to banishment, but he was murdered while still on the ship crossing the channel of Albion. His young son John De La Pole would be his heir; only 12 years old, John already hates the memory of the father he barely knew, for the humiliations and suffering he's been made to endure; and he hates the King who he holds responsible for his father's death (when others were at least as responsible for the losses on the Continent as his father was). The young lad is determined that one day, whatever the cost, he will regain his family's title.





6. the severn river and the cotswolds

The area around the Severn river includes three counties of note: Gloucester, Hereford, and Worcester (often called Warwick). It is a region dominated by the port city of Bristol, one of the most important cities of the kingdom. A second major city is found in Worcester, the city of Coventry. There are likewise several major towns: Gloucester (in Gloucester, obviously), Worcester and Kenilworth castle in Worcester, and the towns of Hereford and Shrewsbury in Hereford. There are a great deal of villages as well; as a whole, this area is rich in commerce and population and is sometimes called «The Heart of Anglia». North of where the Severn river meets there can be found a region of low rolling hills known as «the Cotswolds».

The Cotswolds are rich in a particular type of yellow stone just under the soil, and many villages in the region are full of houses built of this material. The hills themselves are quite peaceful and heavily populated, with a strong church presence and a conservative attitude; but those digging in the stone quarries have found a great number of huge bones, mostly of dragons, suggesting that at least at one time long this region was part of a kingdom of Dragons, though none has been seen in the hills in at least two or three centuries.

HEREFORD

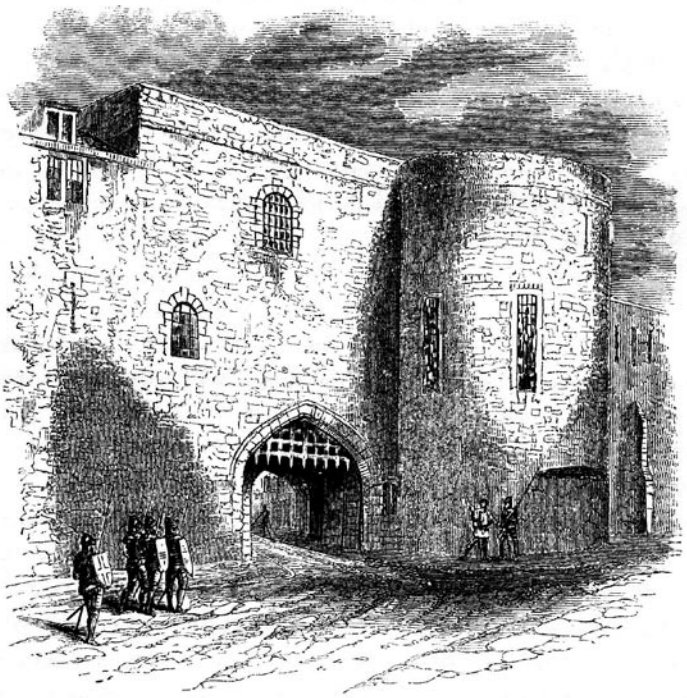
This county is the most rural and least populated of the «heartland counties», party dominated by the forest of dean, and bordering the Welsh Cambrian mountains. It is sometimes victimized by monsters, giants, or barbaric Cymri tribes attacking from those mountains. The Mortimers, the descendents of Prince Lionel, a younger son of Edward III, were based in Hereford; this is the family of the mother of Richard of York. As such, this county is very firmly Yorkist. Despite this, the other important family in the region, the Talbots (earls of Shrewsbury) are Lancastrian.

Hereford has a rich forested area known as the Forest of Dean, believed to be one of the oldest forests in the land. It is a crown forest, used as a hunting ground for the king (the forest has a great number of particularly large and ferocious wild boars). The Forest of Dean area is rich in coal and iron mines, as well as limestone quarries. These are worked by the Brotherhood of Free Miners, a company granted the exclusive right to mine here by the great King Edward Longshanks (Edward I), when the men of Hereford proved of great valour in his wars against the Scots Men.

One of the largest mining complexes is known as the Clearwell caves, a series of natural caves with several underground lakes that run deep into the earth; and the higher levels of which have been extensively used for mining iron as well as ochre; the lower depths of the cave are unknown, and the miners fear to go too deep, having sometimes had mysterious disappearances and heard terrible noises from the depths of the caves' lower regions.

The forest itself is full of huge trees, dark and deep areas of vegetation where few humans go; ancient barrows can be found in the depths of the forest. It is said that somewhere deep in the center of the forest is a sacred spring where the Arcadians, when they ruled this land, built a huge temple to the old Arcadian god Nodens (one of several deities they worshiped before turning to the faith of the Unconquered Sun). Abandoned when the Arcadians became followers of the light of the Unconquered Sun alone, the ruins of the temple may still be filled with unknown riches.





WARWICK

This county, also called Worcester, is truly found in the heart of Albion, and is a vital region of trade. Its primary local industry is wool and textiles, and Coventry grew from being an important market town for these products to becoming one of the major cities of Albion. It is the newest of the major cities, and was only granted a charter as a free city in the time of Edward III. The city is famous for its perfect blue cloth, and the term «true blue» is used to describe cloth that has been authentically made in Coventry, as opposed to a counterfeit. The city also features massive (10 foot thick and 15 foot high) walls, with 32 towers and 12 gatehouses, making it the best-defended city outside London. The city of Coventry is dominated by Lancastrian influence, and would serve as a safer base of operations for the Lancastrians than London.

The rest of Warwick is under the rule of Richard Neville (junior), the Earl of Warwick. The eldest son of the Earl of Salisbury, he is only 25 years old, having inherited the earldom at the age of 6. He has spent considerable time in Warwick since his teen years, as a way to gain a name for himself outside of his family. He is already well known not only for his personal power and wealth, and his family connections, but for being famed to be one of the most brilliant young nobles of the land. He has been quite politically active, and has become a hated enemy of the corrupt Duke of Somerset, using his intelligence to try to oppose the man at every turn; this has put him in direct conflict with Queen Margaret, and has made

him (and all the Nevilles) the staunch ally of Richard of York. It is suspected that Warwick will be every bit as intelligent in battle as he is at politics, though he has not had the opportunity to have this put to the test as of yet. With the conflicts between Yorkists and Lancastrians growing worse daily, the Earl of Warwick has been raising a large army in the name of Richard of York in Worcester.



The area of Warwick also has a large forest, the Feckenham Forest. The crown has hunting rights here, and the forest is rich with deer, and wild boars (though not as large as those of the Dean forest), and some huge wild cats are said to hunt in the depths of the forest. The most problematic creatures in this forest are the wolves, however, which exist in great numbers and show considerable ferocity and intelligence. Since the time of Edward Longshanks, a bounty has been paid to hunters in the town of Worcester of 3 shillings for each wolf's head they bring back from the forest. The Clerical order suspects that some evil forces (possibly Werewolves) may be behind the presence and power of the wolf population, and have tried at times to investigate this. While the local population has certain forestry rights, the hunting of deer is strictly prohibited without the King's express consent; the forest Keeper (usually some prominent local knight, currently a member of the prominent Talbot family) is charged with preventing poaching, and the penalty for anyone caught poaching is 500 pounds or execution!



Also in Warwick there is a complex of stone circles, known as the Rollright Stones; these were said to be the petrified remains of an old Cymric king and his knights, turned to stone by a witch when the king sought to conquer all of Albion. The local peasantry still believe the place is a holy site, believing that touching the King Stone on the Summer Solstice brings protection, and warn visitors off from the area; attempts to destroy the stones has resulted in curses and misfortune. Legend has it that once in a generation, the stone king and stone knights come back to life for one night, slaughtering any they can find before returning to their place.

GLOUCESTER

This county is the beneficiary of the majority of the trade coming into and from Bristol, as well as being a center point in the borders between southern Anglia, central Anglia, and Wales. In old Cymric and Arcadian times, the capital of this region was Cirenster, which today is barely a village; by the time of William the Bastard, the most important city in the region was Gloucester, after which the county is named, but since then its influence has steadily declined in favor of the port of Bristol, which has now grown to be one of the major cities of Albion.

Bristol's prominence is due to its being the most important port city for trade in the western coast of Albion, and almost all the trade with Eire is done through Bristol. The city also receives a great deal of trade from The Continent, and its not uncommon for Iberian wines or swords made of fine Moorish Steel to be found in the markets here. Bristol is a free city with its own governing council of aldermen and mayor (the current mayor is the powerful merchant William Canynge, who owns no less than 10 merchant ships, the largest private fleet in the kingdom, and is a Lancastrian favorite of the queen), and at about 18000 inhabitants it is the third largest city in the kingdom (after London and York). A significant part of Gloucester is crown land, and the most powerful noble family here is the relatively minor house of Lord Berkeley. The current lord, 60-year old Sir James Berkeley, is known as «James the Just» and is well liked by the people, though his eldest son William (age 29), known as «William Wassail», is well known to be a drunk and something of a scoundrel. His younger son, Maurice «the Lawyer» (who studied law at Oxford) is known to be a far more responsible and serious person, and some have hopes that he will inherit the family title somehow. The Berkeleys are nominally Lancastrian, and the city of Bristol is mostly Lancastrian, but most of the rest of the countryside of Gloucester favors the cause of Richard of York.

7. Lincoln, Leicester, and Rutland

The area around Lincoln has long been dominated by its both favorable and unfavorable qualities of being directly between London and York. Indeed, in the present conflict, the various important noble houses of the area are starkly divided between Yorkist and Lancastrian factions, and while none of the major players in the conflict are here, it is ominously suspected by many that if a full-blown war erupts, many of the battles could be fought in this region.

The other thing that dominates the region is the terrain: the fairly inhospitable bay known as The Wash, and the swampland known as «The Fens» that surrounds most of it, are right in the border between Lincoln and Rutland. The Rutland Forest (once known as the «Forest Savage»), once the greatest, darkest, and most magic-infested forest of Albion, is now only a shadow of its former self thanks to centuries of industry and civilizing crusades, and it is currently being deforested at a rapid pace, its periphery being safe of all but a few wolves, but it still covers considerable parts of Leicester and Rutland, and its deepest recesses still hold much danger.

The Fens contain a number of amphibious monsters; and at one time contained some primitive tribes of savage Cymri who had fled to lives of banditry in these swamplands as they were displaced by the Anglemen, though these tribes are believed now to be extinct. They also contain a considerable number of holy men, Clerics or simple hermits who have gone to live out their days in isolation and contemplation in the deeper parts of the Fens, and sometimes to struggle against any malefic forces that may yet exist there.

LINCOLN

In ancient times, this county was an important kingdom of the Cymri, known as the Kingdom of Lindsey. Eventually overrun by the early Anglemen invasions, it became part of the Anglish kingdom of Mercia. Some two centuries before the time of William the Bastard, this region was conquered by invading Northmen (Danesmen), under the rule of Ivar Ragnarson, and its people to this day have both physical and cultural traits surviving from that period. Like the rest of Albion, it was conquered by William the Bastard some 400 years ago, and many of its lands were given over to the Church of the Unconquered Sun to help propagate the faith in this land of heathen Northmen. As such, today the county of Lincoln has more temples and abbeys of the faith than any other region of Albion. It is today a less important area than York, but it is still very prosperous thanks to the wool trade; it also features rich farmland in the area around The Wash; the only significant port town in all of the Wash is Boston, which is nevertheless unable to handle larger ships and so is limited in its capacity for trade.

The city of Lincoln, once the ancient capital of Lindsey, is the largest settlement in the county. It was once, long ago, the third largest city in the land; but today has suffered centuries of decline. Parts of Lincoln suffer from periodic flooding of the River Witham, the city has been a frequent victim of plagues, and it is no longer a major market center. All of this gives the people of the area a general attitude of pessimism, which frequently manifests as discontent against anyone who they can blame for their misfortunes; there have been frequent revolts based in Lincoln, and Cymri Travelers have often been persecuted here, including frequent public executions on (usually baseless) charges of witchcraft. There is considerable Lancastrian land in Lincoln, including considerable estates owned by the Queen; and the most powerful noble family here, the Viscounts of Beaumont, are Lancastrian.



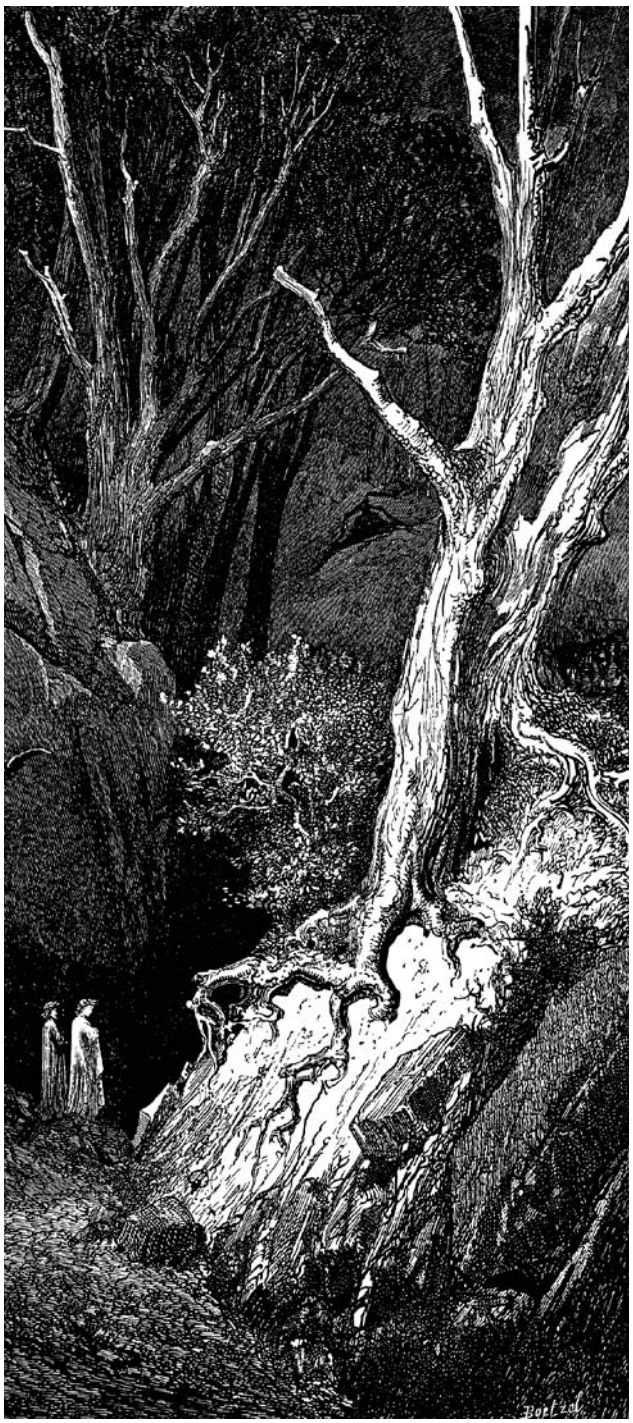
LEICESTER



Leicester is a landlocked county south of the River Trent. About a third of the county is still taken up by the Rutland forest, though much of it is being cut down for farmland and with each generation the forest decreases. Occasionally, some terrible discovery or creature is encountered in this process, and so Leicester has of late had more need for adventurers than this centralized county would usually require. The county has no major cities and Leicester is its only significant town, but it has important trade in livestock, agriculture, and knitted goods.

There are several important families based in Leicester; the most prominent of these are the Roos family, led by Baron Thomas Roos. He owns lands north of Leicester town, and is a stalwart Lancastrian. His main rival is William Hastings, a prominent son of a knightly family who has become a close ally of the Earl of Salisbury, and as such is a Yorkist. Hastings has been recently appointed Sheriff of Lei-

cester, a position that gives him great authority to uphold, or abuse, the King's law. Another important nobleman of Leicester is Richard Wydeville, Baron Rivers. Wydeville is now 50 years old, but he was known in his youth as the «Handsomest man in Albion»; he is one of the youngest survivors of the battle of Agincourt, having served there as a mere boy, as the personal squire to King Henry the Great; and was knighted after the battle, making him one of the youngest knights in the history of Albion. He is nominally Lancastrian, but is not very fierce in his allegiance; his 18 year old daughter Elizabeth is known as the «most beautiful in Albion»; and she was married at 15 to Sir John Grey, another powerful knight of the region. She has one son by him, Thomas.



RUTLAND

Rutland is a very small county located in a patch of very fertile land pinned between the worst of The Fens on one side, and the thickest of the Rutland Forest on the other. Its a fairly backwards place, though its people are quite proud. There are no cities, or even large towns here, only very small towns and villages; the most prominent center of population in Rutland is Fotheringhay Castle, which belongs to Richard of York. Richard's youngest son, also named Richard (Richard "Crookback" on account of having been born hunchback and lame), was born here three years ago. It is thus unsurprising that the local peasantry have Yorkist sympathies as they have been well treated by that family.



The other important family in Rutland are the Tiptofts; though the current sole male member of that family is almost never in residence. The previous Baron Tiptoft died some 13 years ago, and his son, John Tiptoft (made Earl of Worcester some six years ago) has had a sterling career mostly outside of Rutland; he showed talent for learning and magical aptitude in his youth and convinced his father to let him study for the Magisterium at Oxford, which he did with great honors. He allied himself to the Queen's party and was appointed treasurer of Albion and later a member of the Star Chamber. He has taken care to appear for the moment to be a fair and objective player in the game of politics, and expects that should Richard of York take power, his good relations will allow him to continue on his career; even so, he is at the same time planning for an extended journey to the Holy Lands of the Sun, where he hopes to investigate some ancient and arcane secrets, and expects that by his return the political situation will have become clear enough that he can strategically place himself on the side of whoever has secured power.

8. nottingham and derby

NOTTINGHAM

Nottingham is the name for the region also known as Derby; the region north of the river Trent, east of Chester, and south of York. It is most notable for being the site of the Sherwood Forest, one of the larger forests remaining south of the mountains (with a total size of about 75000 acres). The Sherwood Forest occupies the whole area north of the town of Nottingham, bordered south and east by the river Trent, and it north end spills over slightly into South York. It is dense along the river, and thins out somewhat becoming more cultivated along the middle,

around Sheffield, then becomes dense again as it reaches the foothills of the Pennine Mountains. As such in these days the forest is sometimes considered in two parts, Sherwood and «East Sherwood».



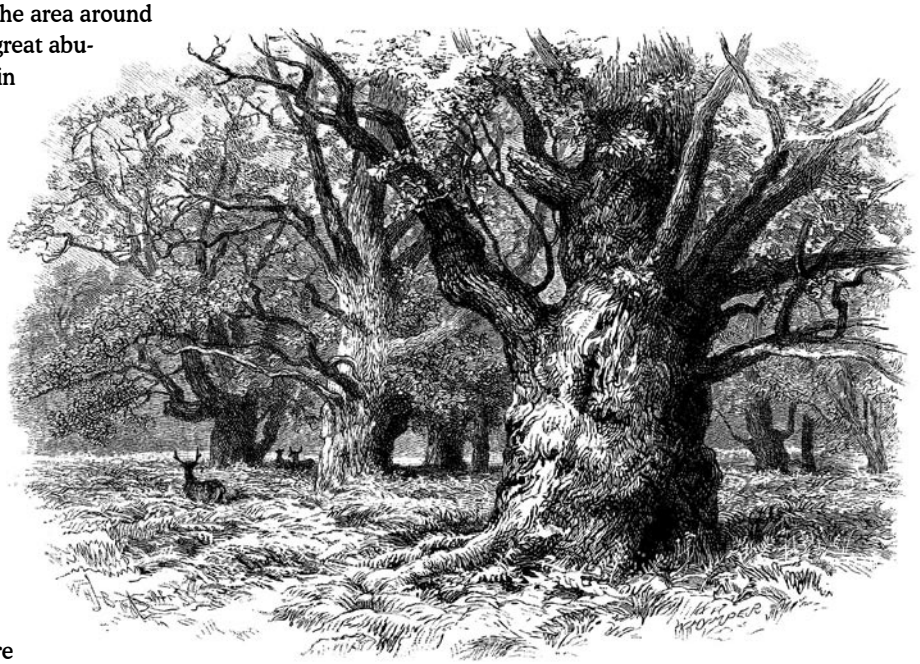
This forest is believed to have been part of the farthest extent of the "Danesmen" (a tribe of Northmen) conquerors of this region in the time before William the Bastard, and legend has it that brave Danesmen adventurers slew most of the monsters that the forest held, explaining why since that time it has largely held few of the terrible creatures other forests of this size are known to hold.

From at least the time of William the Bastard, it was a favored hunting ground of Anglish kings, until the time of King Richard Lionheart. The Lionheart spent most of his decade of rule away from Albion, fighting in crusades against the Saracen followers of the Crescent Moon to retake the holy city of Heliopolis and the Holy Lands of the Sun; while away he left his brother, the future King John Lackland, as his regent. John Lackland was deeply unpopular, and in the area around Nottingham the local Sheriff of the time took great abuses in both taxation and the removing of certain traditional hunting rights that local citizenry had within the forest. The result was that a band of rebels took up arms against the Sheriff, led by a charismatic bandit known as Robin Hood, said to be famed in archery. He named his band the Merry Men, and these outlaws made it impossible for the agents of the King to operate safely in Sherwood forest, essentially turning it into their free domain.

The original Robin Hood eventually died, only to be replaced by another «Robin Hood». In all, it is believed there were at least ten men who took that title; though each was less beloved by the people than the last, as the ideals of the original concept were whittled away. Finally, the last one was so godawfully bad that he killed the franchise, at least for now. The Merry Men, however, were never fully removed; and continue to operate in the area of East Sherwood, their numbers going through periods of being reduced by successful campaigns against them from the local constabulary only to be replenished regularly through outlaws and other desperate men joining their ranks. Today, in these increasingly lawless times, the numbers of the Merry Men have swelled yet again, so much so that it is dangerous for anyone to cross East Sherwood who might look worth robbing. The current Merry Men have also taken up something of a political slant once again, declaring that they are fighting against the corruption that is rampant in the land, but they have not declared sympathy for either side of the conflict between the White and Red Rose; instead, they are more like anarchists; out to steal from the rich, of any colour.

The western Sherwood also has its share of bandits, smaller in numbers and far less famous; but its more real dangers are to be found at the foothills of the Pennine Mountains; from these hills there are occasional incursions of monsters, goblins, and the like. The hills in this area feature many ancient burial mounds, with all the potential treasures and dangers that can entail; there are also a few ancient monoliths and one large stone circle, Arbor Low, which is mostly ruined (and offers no magical benefit in its present state).

There are a number of caves, some natural and many artificial (ancient mines) that can be found in both sides of the Sherwood and in some areas outside the forest; most of these are uninhabited; some in the Sherwood are used as hideouts for bandits, and in the «West» Sherwood can sometimes have dangerous creatures.



DERBY

There are no large cities in Derby, and only two sizable towns: Nottingham and Derby. Most of the county is under the rule of the House of Lancaster; and is governed by a Sheriff, who was originally based in Nottingham but in the last century the title moved to Derby. The position of High Sheriff of Nottingham and Derbyshire is one of the most honorable and powerful titles attainable by non-nobility, given by Crown appointment. The current High Sheriff is John Stanhope.

Since the county seat was moved from Nottingham to Derby, the former town has experienced a slow but notable decline, and the latter has grown considerably in size, wealth and importance. Naturally, Derby and its environs tends to be Lancastrian, while Nottingham and its surroundings favors the house of York who they hope will return them to their rightful place of importance in the county. In addition, there are territories in the south of the county that belong to the powerful Hastings family of knights; who are staunch Yorkists and seek to build up support for Richard of York's cause in that region.

9. the county palatine of chester

CHESTER

Chester is a small fertile region that finds itself nestled between the forbidding Pennine Mountains in the north, and the Cambrian Mountains in the south. It is on the border between Albion and north Wales, between the Mersey and Dee rivers, and north of the Severn. Some of the eastern Sherwood spills over into this county. It was established as a County Palatine, a special region, by King William the Bastard; it has its own special parliament which operates independently from the regular parliament and consists of the local nobility. In practice, it is effectively crown land, since the Earldom of Chester has been a title of the royal family since the time of King Edward Longshanks. Other than the Lancastrians, the second-largest property holder in Chester is the Duke of Buckingham.

Chester is notable as being the place where King Henry Bolingbroke forced King Richard II to abdicate in his favor (Richard II later dying of mysterious circumstances). This usurpation was directly responsible for the conflicting claim to the throne from the house of York (Richard of York being a descendant of two of the other descendants of Edward III, and the Mad King being the descendant of the Bolingbroke line with less legal claim to the throne, but that took the crown by force).



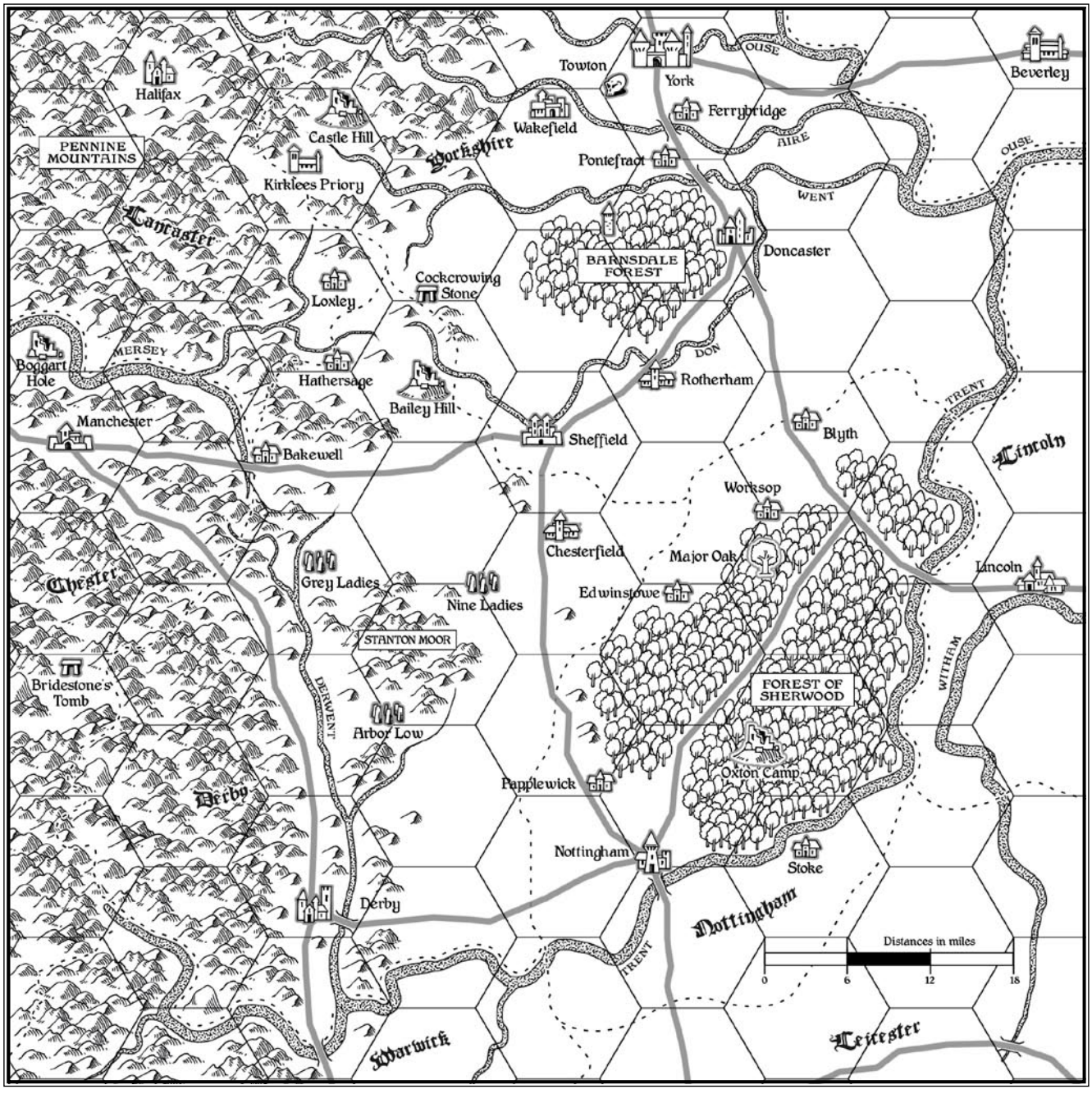
The land in Chester is not the most fertile, though it is good for the production of dairy, and the county is famous for a good trade in a particular kind of «Cheshire» cheese. Hunting also provides a very prosperous fur trade, exported to all parts of Albion and the continent from the port of Chester town. Part of the territory is quite rich in salt deposits and salt mining is a major industry. Chester is a relatively peaceful region though it sometimes suffers incursions of banditry or monsters from either of the mountain ranges it borders.



In the foothills of the Pennines, where the Eastern Sherwood begins, there is a particular monument of note: the Bridestones. This is a stone circle, partially destroyed (and thus holding no special magical benefit to spellcasters), within which there is the entrance to a three-chambered cairn, 100ft long by 100ft wide. It is believed to be the ancient tomb of a Cymric prince and princess, and was clearly a site of religious importance to the old pagans. Whatever was once contained therein was long since ransacked, but rumours continue to abound that there may be a further, deeper complex of ancient chambers nearby, possibly accessible from the Bridestones by some secret means.

The area of the Pennine Mountains that is found in Chester is referred to as «The Roaches», and from its highest peaks (on a clear day) one could see the entirety of Chester and beyond, to the distant peaks of the Cambrian mountains. Somewhere in these mountain ranges there is said to be a pond known as the Mermaid's Pool, which is believed to connect to an underground series of pools and subterranean lakes and rivers that lead all the way to the Ocean; yet the Mermaid's pool itself is poisonous if drunk and has no fish. Legend has it that once a year at midnight on the eve of the Spring Equinox, the Mermaid herself appears in the water of the pool. She is said to be a creature of chaos of enchanting beauty; who will grant the secret of immortality to those who know the secret way to approach her; but to all others she uses her power of enchantment to drag them deep within the depths of the pool, presumably to their deaths.

Chester has no cities, but it does have two notable towns within its boundaries: the port town of Chester, and the town of Manchester in the foothills of the Pennine Mountains.



• **Beverley:** Large town (4800); pilgrimage site: cathedral with saint's relics; three inns (*Copper Kettle*, *Shining Sun*, and *Hare & Hounds*) and a dozen taverns. Purchase limit: 250£.

• **Derby:** Large town (4600); fortifications; two inns (*Olde Cheese*, and *Fighting Cocks*) and a dozen taverns. Purchase limit: 150£.

• **Doncaster:** Large town (2000); one inn (*Three Golden Coins*) and five taverns. The town is prosperous; purchase limit: 150£.

• **Halifax:** Small town (1500); one inn (*Malt Shovel*) and three taverns. Purchase limit: 50£.

• **Lincoln:** Large city (11,500); holy site: cathedral; six inns (*Plough & Harrow*, *Cat In The Pot*, *Dirty Rabbit*, etc.) and several taverns. Purchase limit: 400£.

• **Manchester:** Small town (1700); holy sites: old temple and clerical seminary; one inn (*Cock & Bottle*) and four taverns. Purchase limit: 50£.

• **Nottingham:** Large town (4300); fortified; two inns (*Friar Tuck*, and *Red Boot*) and a dozen taverns. Purchase limit: 150£.

• **Sheffield:** Large town (2000); one inn (*Blue Boar*) and four taverns. Purchase limit: 100£.

• **Wakefield:** Small town (1300); one inn (*Three Goat's Head*) and three taverns. Purchase limit: 50£.

• **York:** Large city (21,000); pilgrimage site: great cathedral; nine inns (*Green Dragon*, *Pig & Whistle*, *Quiet Maiden*, etc.) and many taverns. The city is wealthy; purchase limit: 750£.

The other locations on the map are villages of 200-500 people. They aren't walled, usually have one tavern but no inn, and have a purchase limit of 20-50£. There also exist many thorps and hamlets of less than 200 inhabitants not indicated on the map (they have no inns nor taverns, and a purchase limit under 10£).

Town of Chester

Chester was founded as a fort settlement by the Arcadians during their rule of the isle, during the reign of the great warrior-emperor Vespasian, who years earlier had participated in the Arcadian conquest of Albion.

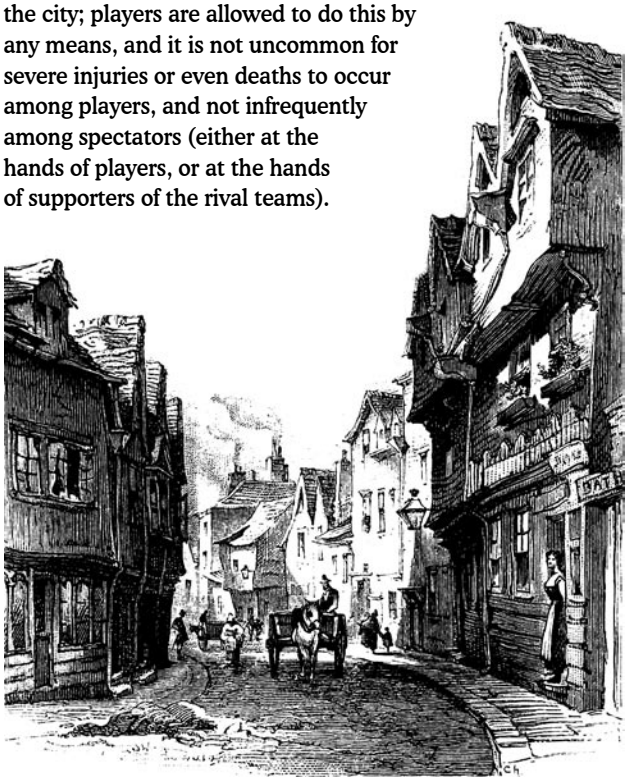
During the invasion of William the Bastard, Chester was one of the last of the old Angleman towns to resist his new regime; and after defeating them he established a castle by the town to govern over the Cheshire folk, and pacified Chester county by putting it under special rule as a county Palatine. It is notable for its port market being a state-of-the-art two-floor covered «gallery» building, and for the unique black-and-white checkered pattern on most of its buildings. It features very prominent and sturdy city-style walls, unusual for a town of its size; the wall was constructed for defensive purposes in centuries past when Irish and Scots piracy-raiding was a common threat in the area.



City of Manchester

Manchester is a somewhat smaller but still significant town located in the foothills of the Pennine Mountains. It too was first founded by the Arcadians. According to legend, some of the earliest temples to the Unconquered Sun were built there by Arcadian legionnaires. It is also known that in Arcadian times Manchester was a center for magical study in the isles, including (according to legend) being the home-base of a number of relatively sinister cults, who may also have had secret meeting places in caverns and catacombs near or under the town. It has always been a small market town, and for a long time was known as a rough and tumble peripheral settlement, but has recently started to grow in fortune, particularly as in the past century a number of refugees from the Anglemen holdings in the Continent (conquered by the Frogmen) emigrated to the town; most notably skilled weavers who have considerably increased the town's trade. A local nobleman who had taken the priesthood, Thomas De Ware, received permission to begin construction of a seminary in the town for the training of priests of the Unconquered Sun, the only one in this area of Albion; though 30 years later construction is not yet finished, the seminary has already begun operating and has started to increase the stature of the town as well.

Manchester is also notable for a particular and bloody festival that is held 40 days before the Spring Equinox, on a feast day traditionally known as Shrovetide, marking the start of the last 40 days of the winter. Every Shrovetide the town of Manchester engages in a sport they call «shrovetide foot-ball», where two rival teams (the city team and the team of the «united» parishes surrounding the city) engaged in a ritualized all-out brawl to try to get a roughly foot-long ball made from an inflated pig's bladder from the center of town to one of either marker or «goal» points at the two ends of the city; players are allowed to do this by any means, and it is not uncommon for severe injuries or even deaths to occur among players, and not infrequently among spectators (either at the hands of players, or at the hands of supporters of the rival teams).



Manchester is not the only town in Albion with this kind of tradition, though its version is particularly large and lawless, and there's no doubt that it is the most famous in the land for its level of brutal «football fanatics». The Crown has officially banned the practice, since the time of King Edward III, under pain of imprisonment, but at least in Manchester this has not deterred the games from happening and the ban has never been enforced in the town.

10. County Palatine of Lancaster

County Palatine of Lancaster is another area directly controlled by the King, in his quality as Duke of Lancaster. It includes within its border a significant part of the Pennine Mountains (it is bordered by the mountains on the north and east; and by the Mersey river to the south), and the towns of Lancaster, Lathom, and Liverpool. Only the valleys in the coastal areas have any significant population, while the Pennine mountains are very sparsely populated, at least by humans.

Though not as dangerous perhaps as the Welsh Cambrian mountains, the Pennine mountains are still what could be considered an uncivilized region. There are no barbarians like the Cymri savages found in the former, but the Pennines do have their share of bandit encampments, who prey on merchants doing the difficult crossing from York to Carlisle.

More dangerous, however, are the nonhuman dangers found in the depths of the mountains, (fortunately) usually far from the mountain crossings used in regular commerce. In these deeper areas of the Pennines a variety of magical creatures are known to exist, including griffons, dragons and giants (though not in as many numbers, it would appear, as there are in the Cambrian mountains), but more importantly there are considerable populations of goblins in the Pennines. They live in cave complexes and, it is even rumoured, in huge underground cities, some say within entire mountains, possibly even connected to other goblin cities by deep underground roads. Much of this is rumour, but enough encounters with goblins have occurred to give weight to these possibilities (which have increased recently with the chaos and conflict in the north caused by the feud between the Percys and the Nevilles). There are even stranger creatures in the mountains, inconceivable monstrosities that were perhaps the product of dark wizardry or the ancient experimentation of the Fae.

Even the «safer» areas on the edges of the Pennines have their dangers. Pendle Hill, a very tall (1800ft) hill in the foothill region of the Pennines, is just one good example. The people of Pendleton village at the base of the hill have reported strange visitations and hauntings for many years now; and there are consistent rumours that dark witchcraft abounds in secret covens hidden among the population.



On the other hand, the major forest in the region, the Forest of Denness outside Lancaster, is thoroughly pacified. It is a hunting forest for the King; though a number of families in the Lancaster region also have special hunting rights; these men are known as Bowbearers, and all descend from ten families selected by King William Rufus when the Denness became a royal forest; originally, they were meant to «carry the king's bow» when he hunted, but this evolved into a set of legal rights by which only Bowholders are allowed to carry bows within the forest boundaries, a right they enforce with extreme vigour.



Aside from the royal family, the other noble family with major holdings in Lancaster is the Stanley family, the Kings of the Isle of Mann. They are direct rulers of the small town of Lathom, and the majority landowners of the slightly larger township of Liverpool. The region of Lancaster is governed in the King's name by the High Sheriff of Lancaster, a position usually given to a prominent member of a knightly family; the current High Sheriff is Nicholas Byron, who inherited the position from his father, Sir John Byron. Byron is of course a loyal Lancastrian, as are the majority of the people of this county.

The county capital is Lancaster, the only population center in the county with slightly more than 2000 people. It features Lancaster castle and a prominent market. The High Sheriff governs from here, and the strictness with which law

and order is applied in the region has given the town of Lancaster the nickname of the «hanging town». Neither crime, nor dark sorcery, nor rebellion of any kind is tolerated here, or even the suspicion of any of the above.

Lathom is a very small town, only technically considered a town due to legal status, though in fact under any other circumstances it would be a village, having slightly less than 500 people. It is notable as being the traditional manor of the Stanley family, their place of origin before becoming the Kings of the Impenetrable Isle of Mann.

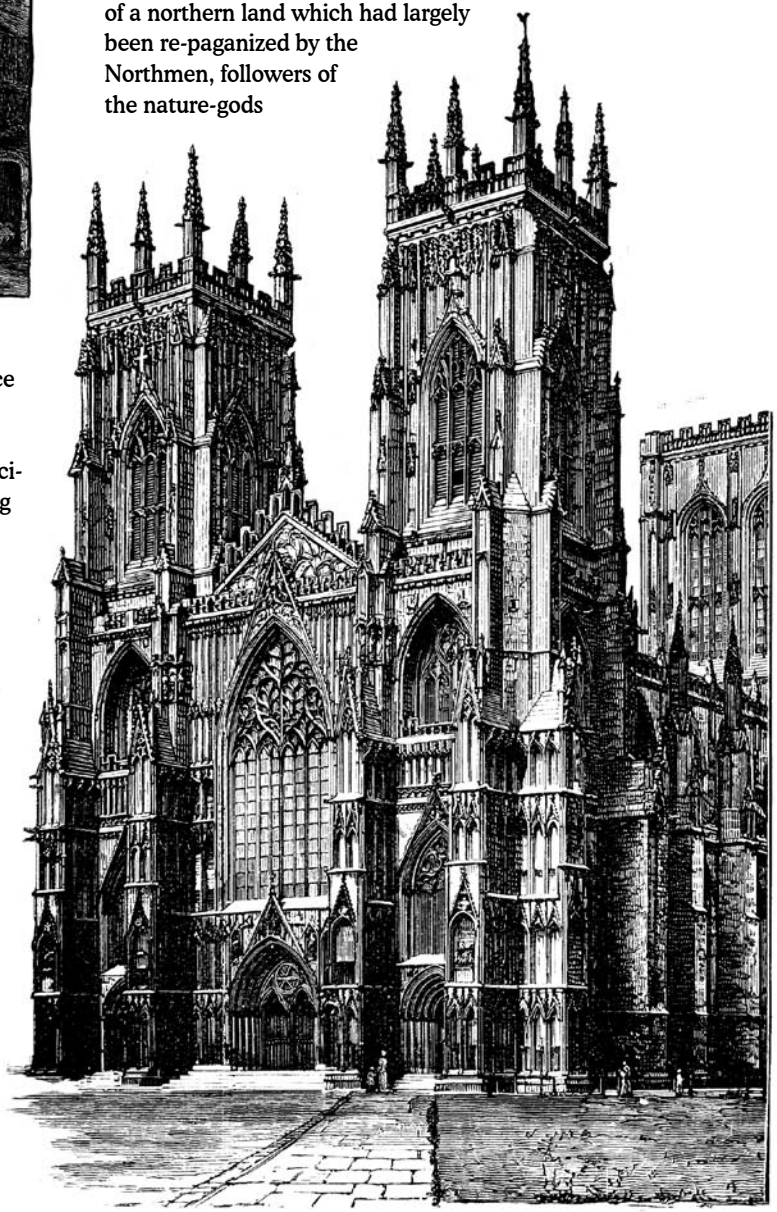


Liverpool is another very small town on the shore of the Merseyside bay. It features a small port, which was once more prosperous than it is today; the town having declined considerably over the last two centuries, being overshadowed by the major port of Chester to the south. Its port facilities do not allow for ships larger than medium-sized fishing boats, and the bay is full of eels, and occasionally giant eels or other sea serpents have been known to attack ships. It is a town due to its historical size, but its population has declined by half over the last two hundred years, currently hovering around 600-700 people. It is known mainly for its fishing trade (particularly eels), and for the artistic qualities of its citizenry; the poverty and misfortune of the town for some reason tending to produce fine balladeers.

11. Yorkshire

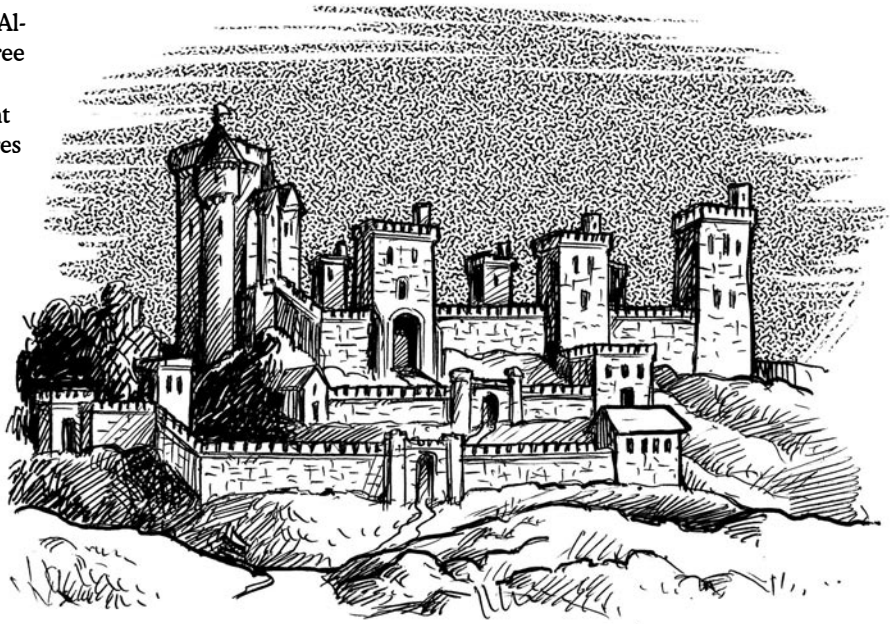
Yorkshire was extensively settled in the time of the Arcadian Empire; the city of York having originally been the Arcadian city of Eburacum, founded in the time of the great emperor Vespasian; he had earlier, as a soldier, done many heroic acts in Albion as part of the Arcadian legions who conquered it for the emperor Claudius.

Some time after the fall of Arcadia, the region was conquered by the early Angles, and then again by the Northmen, who invaded from across the North sea in great longships. The city of Eburacum itself was conquered by the Northmen under their great King Ivar the Boneless, who slew the Angleman King Edmund Martyr. The Northmen altered the name of Eburacum to the northmen name of «Jorvik», which later came to be called «York» by the Anglish. The Northmen ruled York and the counties of the north for nearly 200 years, until the Northman king Harald Hardrada was slain in battle by the Anglish king Harold the Unready; who in turn was killed in battle very shortly afterward by William the Bastard, invading from the Anglish lands on the Continent to eventually conquer and become the first King of all Albion. It took five years for William the Bastard to fully conquer the north, during which time he was obliged to commit great acts of brutality in his conquest, and later repressed the local population severely to prevent uprisings; the generally poor relations between the north and south of Albion to this day are in no small part a consequence of this. William the Bastard found himself king of a northern land which had largely been re-paganized by the Northmen, followers of the nature-gods



of thunder and storm rather than the Unconquered Sun; to remedy this he sponsored many great cathedrals and abbeys in the region, and created the Archbishopric of York, second only to the Archbishopric of Canterbury in importance in the Anglish church.

Collectively, Yorkshire is the largest region in Albion, though it is in practice divided into three administrative counties: North Yorks, East Yorks, and South Yorks. It is perhaps the most important region in Albion outside of Middlesex, and features the second-largest city in Albion: York, which is sometimes deemed the «capitol of the north». It is the titular base of the House of York, of which the claimant to the throne, Richard of York, is the current head. However in practice Richard and his family have relatively little to do with the region; they rarely spend any time here, and the city of York has Lancastrian sympathies, perhaps out of the feeling that Richard has done little for them as Duke of York and would be unlikely to do more for them as King of Albion.



Yorkshire as a whole is bordered on the north by the River Tees (marking the dividing line between Yorkshire and the «true North»), on the east by the North Sea, on the west by the Pennine Mountains, and on the south by the Humber and Trent rivers and Derbyshire. East Yorks and South Yorks are divided by the Ouse River, which flows into the Humber. The coastal area is mostly composed of steep cliffs, the only part of Yorkshire useful as a major port is the mouth of the Humber where the port town of Hull is found. South Yorks consists of mostly marshy land prone to flooding, with a dry central area known as the «Vale of York»; this is where the best farmland in Yorkshire is found, and it is also where the city of York is located. The vale's geographical conditions allow it to enjoy generally milder weather than would be typical of the rest of the north, though southern Anglemen visiting York still complain.

north yorks

North Yorks is more mountainous. The region where North Yorks contacts the Pennine Mountains is known as the «Yorkshire Dales»; a series of river valleys with tall hills surrounding. The Dales are used as pasture land primarily, as the region is poorly suited to farming, its vast valleys accentuated by limestone hills giving the whole area somewhat barren and bleak look.

The hills around the dales are full of cave systems, many of them featuring a variety of dangerous creatures. One of these, «Gaping Gill», is a crater with a hole in its center, dropping 350ft straight down into an underground river. Locals believe the river connects to the vast networks of caverns used by goblins and other dark creatures. Indeed, if there's any truth to these stories, the Yorkshire dales seem to be surest evidence. The Mossdale Caverns are known to extend deep and wide throughout the region; one intrepid band of adventurers having managed to explore about 10km inside before being forced to turn back through a heavy goblin attack; less than half of that party made it back to the surface.

In some areas of the Dales cavern entrances seem to emerge out of deep gashes in the Earth; while on occasion new sinkholes open up without warning, to some deep underground entrance, sometimes killing sheep or some poor shepherd. The «East Gill» cave, found close to «gaping gill» but seemingly unconnected, is an apparently small cavern system that seems to be completely covered in deadly Green Slime.

There are of course other caverns that have been tamed, as well as man-made mines, to mine for lead and iron which are both found in abundance in the Dales. From time to time, the miners accidentally dig into another cave system, sometimes with deadly results as the mines are discovered and attacked by Goblins or some other new monstrosity.

North Yorks is the least populated of the three counties of Yorkshire, the only sizable town found therein is Middleham, which was founded by William the Bastard's nephew Alan Rufus; it is presently the site of Middleham Castle, owned by the Earl of Warwick. The town of Middleham is a bustling market town featuring a particularly large swine market.

The two great noble families of influence in North Yorks are the Nevilles, the family of the Earl of Warwick, who are key supporters of the Yorkist cause, and the Cliffords, who are firm Lancastrians and despise the house of York (a hatred that will only increase to fanatical revenge-seeking after the death of the elder Lord Clifford at the first battle of St.Albans; the younger Clifford is a favorite of Queen Margaret and will swear that he will not rest until every last member of Richard of York's family is dead).

south yorks

South Yorks is the county that holds the great city of York. It is a great walled «fortress city», the seat of the Archbishop of York, featuring «York Minster», the single largest cathedral in Albion (still under construction, after 230 years, and due to be completed in another 12!), and an important market city second only to London. Behind its thick gargantuan walls the majority of the town is full of what the locals call «snickleways»: labyrinthine winding narrow streets that a non-local would find almost impossible to navigate. It is known as a city filled with «churches and taverns» (over 20 of the former, and unknown hordes of the latter), and the characteristics of the typical patrons of both are common in this city. As previously mentioned, the city is Lancastrian in allegiance.

The other two towns of importance in South Yorks are Doncaster and Sheffield. Doncaster was chartered as a town by King Richard Lionheart, and currently has about 2000 people, about one-tenth the size of York. However, its a significantly wealthy town, thanks to a thriving grain market. Doncastrians are looked upon with serious resentment by almost everyone else in the county, who claim that even the lowliest Doncastrian thinks himself an earl and puts on airs, and that the men of that town are all effeminates; jokes about the conceit or proclivities of Doncastrians are rampant.

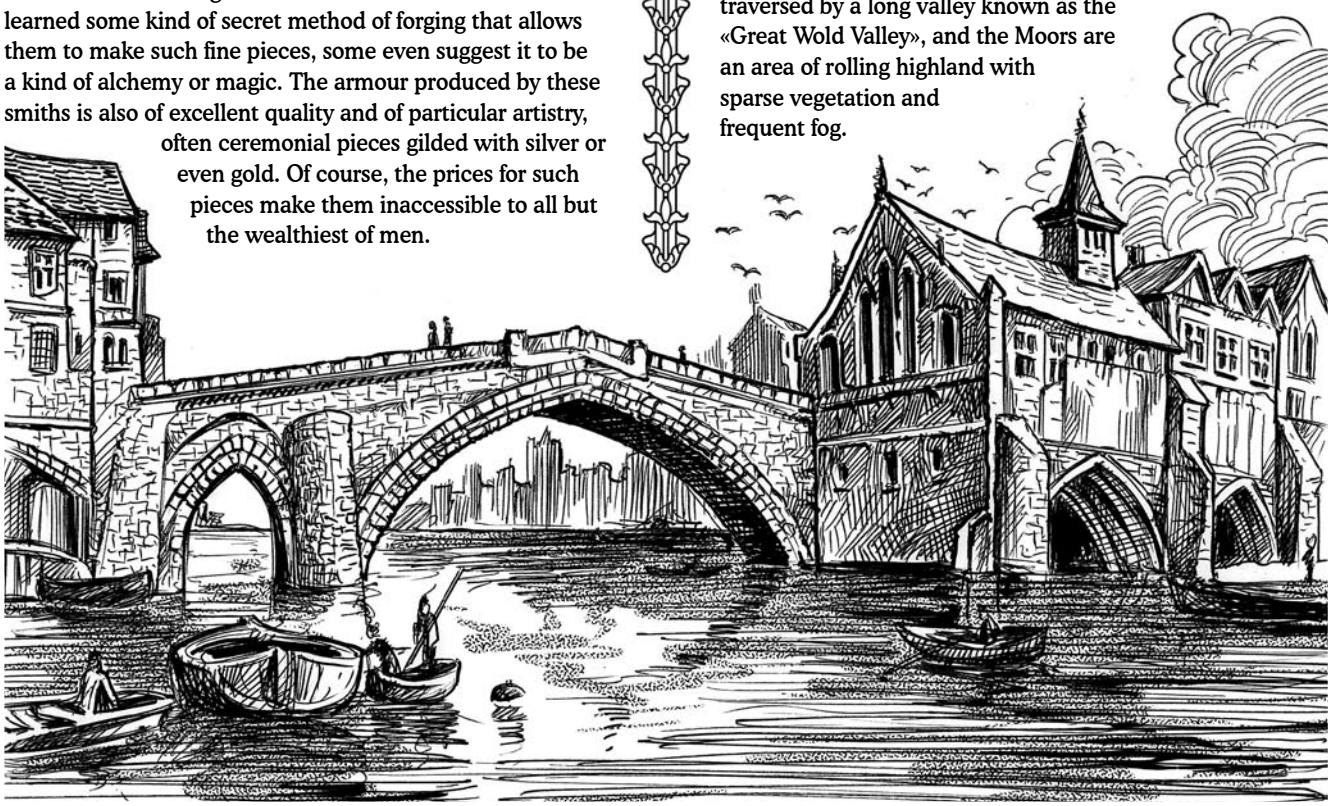
Sheffield, the third significant town in the county, has almost the opposite reputation. A small market town it is famous throughout Albion for the skill of its bladesmiths, who are said to produce the finest knives and swords in Albion, comparable only to the finest of steel blades of the Continent. It has long been rumoured that the smiths have learned some kind of secret method of forging that allows them to make such fine pieces, some even suggest it to be a kind of alchemy or magic. The armour produced by these smiths is also of excellent quality and of particular artistry, often ceremonial pieces gilded with silver or even gold. Of course, the prices for such pieces make them inaccessible to all but the wealthiest of men.



The major political powers and landholders in South Yorks are the Archbishop of York, the house of York, the crown (at this time the house of Lancaster), and the Earl of Shrewsbury. The latter, John Talbot, is a loyal Lancastrian and currently the Lord Treasurer of Albion.

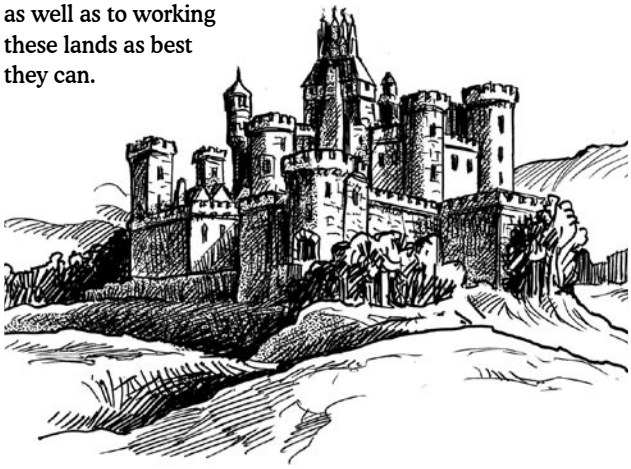
east yorks

East Yorks, in turn, features the Yorkshire Wolds and the Yorkshire Moors. The Wolds are a region of low hills, traversed by a long valley known as the «Great Wold Valley», and the Moors are an area of rolling highland with sparse vegetation and frequent fog.



The Wolds are largely a settled region, having been populated regularly at least since the time of the Northmen invasions prior to the conquest of William the Bastard; though clearly prior to that there were waves of Cymri settlement here, and areas of the Wolds feature the typical Barrow Mounds and Henges of that culture, though in less prominence than in the south of Albion. Since they are less well known, however, some of the Barrows may yet have been undisturbed since the time that the ancient Cymri chieftains were buried in them, with all their treasures. This region also features the Rudstone, which at 25ft tall is the largest menhir in all of Albion. It is assumed to have been set up by the Cymri, but its use is unknown, it demonstrates no known magical properties.

The Moors are a far less hospitable area of wet hills, damp bogs, limestone belts and occasional religious settlements. Some legends have it that some of the earliest free humans to have escaped from slavery, when the isle of Albion was still ruled by the Fae, hid and settled in the moors. If so, little evidence has been found of this as of yet. There are a few scattered abbeys found in the moors, the largest of which is Byland Abbey; these are places of solitude and refuge, and the monks are given charge to keep watch over the moors against lawlessness or danger, not to mention the spirits or other chaotic influences often found in such bleak places, as well as to working these lands as best they can.



East Yorks is more populated, featuring the port town of Hull at the mouth of the Humber river. A relatively new town, it was founded by King Edward Longshanks and its full name is «King's Town upon Hull». It is a chartered town with its own council, and was used by Longshanks as his home base during his lengthy campaigns against the Scots Men.

The town of Whitby is a smaller and much older port, incapable of operating as a major port and thus remaining relatively poor and provincial compared to Hull. It is governed by a nearby abbey, and is mainly a fishing village though it also has a trade in boat-building. Whitby features some unusual laws established by the abbots, including the fact that convicted poachers are spared from punishment if they can build a «penny hedge», a small wooden hedge that must be made using only a knife of a single penny's cost, and that must be capable of withstanding three tides.

The only other town of note in East Yorks is Beverley, a pilgrimage and market town founded by the saint John



of Beverley. A stunning cathedral has been built here to house his bones and pilgrims regularly gather to venerate him.

Large areas of East Yorks are controlled by the church of the Unconquered Sun through abbeys, but there are several important noble houses that have influence here as well. Most notably, the Nevilles hold properties here, as well as their hated enemies the Percy family. The former are Yorkists and the latter Lancastrian, but their feud goes beyond the present conflict and is deeply personal.

Both branches of the Neville family, the branch belonging to the Earl of Salisbury and the branch belonging to the Earl of Westmoreland, have influence in this region. The latter are less devoted to the Yorkist cause than the former, and have strategically maneuvered their allegiance as they see fit between Lancaster and York. The major holder for that branch in East Yorks is William de Neville, the younger brother of the Earl of Westmoreland (who will be the keeper of the Mad King when he is imprisoned in Windsor Castle after the battle of St. Albans, although as a consequences of the Westmorelands' shifting allegiances will later make a deal with Queen Margaret to allow the King to escape custody).

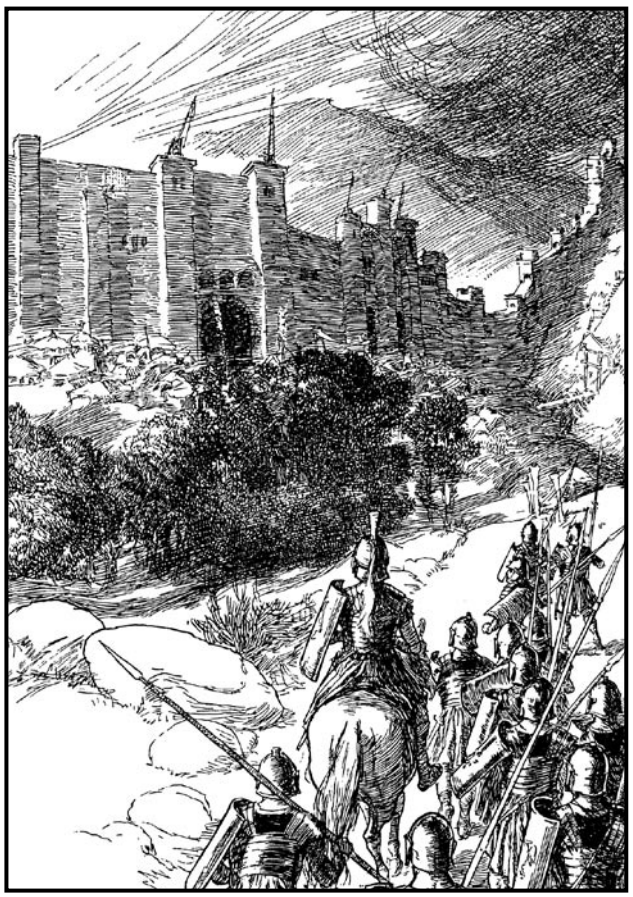
12. The Bishopric of Durham and the Northern Marches

The far north, north of York, is traditionally divided into the «Eastern» and «Western Marches» along the Wall, plus the Bishopric of Durham in the northeast. At this time, different members of the Percy family control both marches, so more than ever they are referred to as the «Northern Marches». The one great challenge to the Percys' power in the North are the

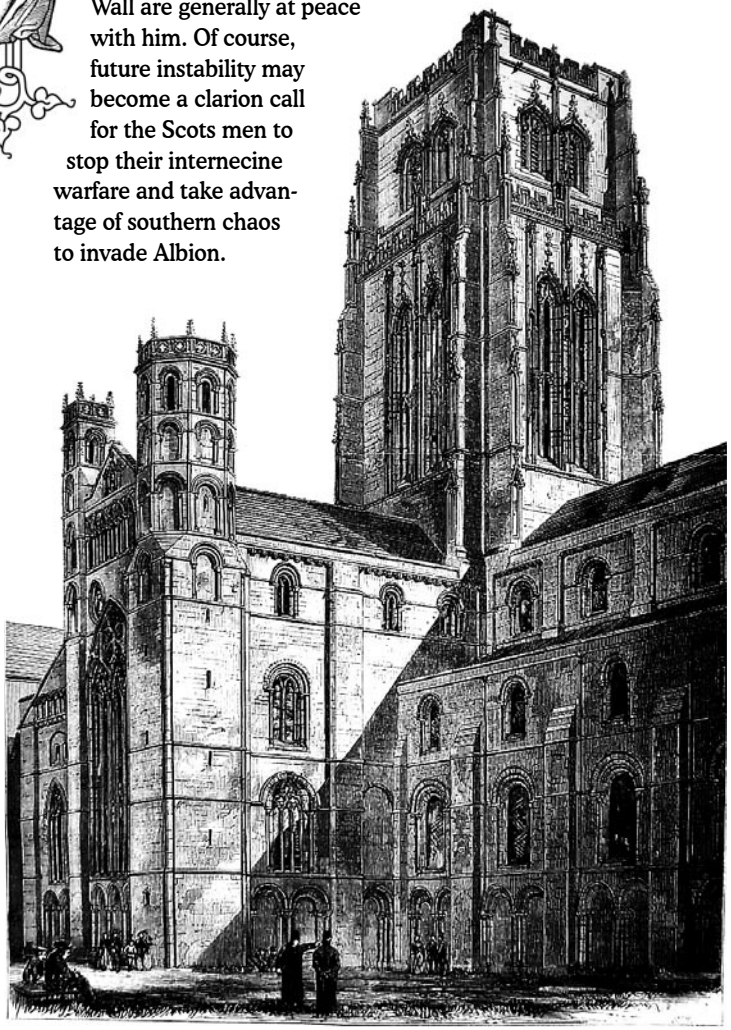
Nevilles of Westmoreland. This powerful family are keen to take the north from the Percys, and both sides have brought the politics of the yorkist/lancastrian conflict into the mix, threatening to turn their feud into the spark which will light all of Albion ablaze with war.

The northern marches are split in half by the inhospitable Pennine mountains in the middle. These mountains have routes and passes between them that are relatively peaceful, but move away from these civilized places and you will still find great wildness in the mountains and hills of the north. Even encounters with Goblins are not uncommon, and with great monstrous creatures. Only rarely do these things come out of the mountains and into the settled areas, but it is not unheard of.

The southern border of the Bishopric of Durham is the River Tees, which is where the «far north» begins. The northern border of the marches is of course Hadrian's Wall, a massive wall (ranging from 10-15ft thick and 40-60ft tall along its length) with a series of forts and stations every mile, 80 in total. These are mostly small forts, able to hold a couple of dozen men or so, to act as an alarm should Scots raiders try to pass, but 14 of these are larger forts, most holding 500 troops, but the head fort holding 1000 men . It was built by the Arcadian Emperor Hadrian to defend his territory from the Scots Men, and has been considered useful for this ever since; it was repaired by a few of the Arcadian Emperors, and later again in the time of Harold the Unready, and then again under William the Bastard and Edward Longshanks. Today, parts of the wall are not in full repair and not all of the forts are manned, as the incredible expense of maintaining the wall falls to the Warden of the Northern Marches, currently held by Henry «hotspurs» Percy, the Earl of Northumberland.



Still, at this time there are enough forces on the wall to keep Albion safe, as for the moment the Scots Tribes are busy butchering each other, the Bruce and Douglas clans fighting over who gets to be high chief. Last year James Bruce foully murdered William «The Black» Douglas during a peace parley, and the Scots have been butchering one another without fail ever since. «Hotspurs» has always known how to handle the Scots, and all the tribes and small villages north of Hadrian's Wall are generally at peace with him. Of course, future instability may become a clarion call for the Scots men to stop their internecine warfare and take advantage of southern chaos to invade Albion.



the Bishopric of Durham

The largest bishopric in Albion, the Bishop of Durham holds a high rank in the ecclesiastical hierarchy, but is even greater in temporal power, being the richest and strongest bishopric (in terms of political authority, though subservient to Canterbury in the religious hierarchy) in the land. The Bishop is styled a «prince-bishop» and has direct control over his territory. The current Prince-Bishop of Durham is Robert Neville of the Neville family. Durham is the Westmoreland Nevilles' strong base in the north.



northern marches (east)

This region of the northern marches includes the important port and fortress city of Newcastle, the northernmost city of Albion. Since the time of King Henry Bolingbroke some 50 years back, this city has been independent of the county of Northumbria, and is governed by its own mayor and sheriff. The people of the city are staunchly Lancastrian. Newcastle features massive fortress walls, paid for by a «wall tax» on those who travel to the city; as the city is the first main point of defense should the Scots cross the Wall (which they have, and attacked Newcastle, on at least three occasions). Aside from this, it is notable for having more abbeys than any other city. Traditionally, the King stays at the Austinfriars Abbey whenever he visits Newcastle.

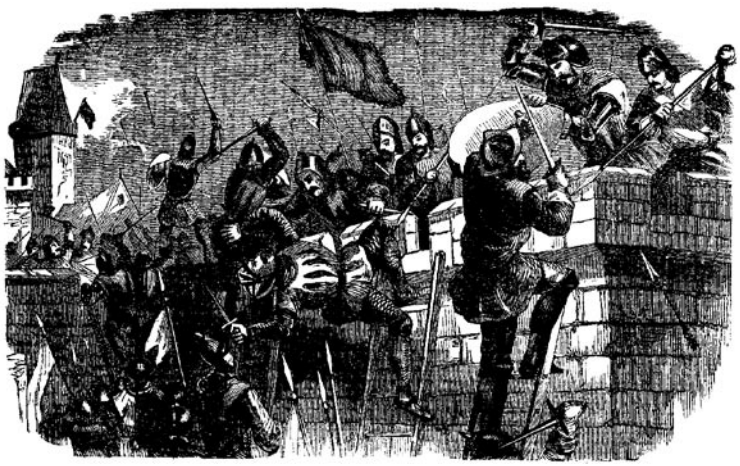
northern marches (west)

The western marches of the north occupy the bulk of the mountains, and considerable forest land around those mountains, and is a fairly wild place outside of the coastline or the area around the wall. Its largest town is Carlisle. Aside from the governing Percys, the Clifford family is quite influential here; like the Percy's they are Lancastrians, and young Sir Jon Clifford (son of the current Lord Clifford) is said to be a favorite of the queen.

tribulations of the northern marches

The Northern Marches are considerably less civilized as a region than central Albion, and become increasingly more lawless the further north you get, with a slight reprieve in the populated areas near Hadrian's wall, most notably on the Easternmost and Westernmost coastal regions of the marches. In the west, the area around Carlisle and Cockermouth castle is the stronghold of the Percy family and is highly lawful, while in the east, the Anglishmen have long since taken territory north of the Wall, in order to secure the less-developed fortifications on that side. The first such expedition was undertaken by King John Lackland, who razed the area of all clan-holdings after the clans north of the wall in that area refused to pay proper tributes. Some time later, King Edward Longshanks (also known as «The Hammer of the Scots») marched with his army and took over the region, and established a frontier fort/town he named Berwick.

After Edward Longshank's conquest, Berwick gradually became a deeply valued trading post over the course of the next 20 years, where Anglishmen could exchange goods and resources from the Scots men in exchange for all variety of goods that the Scots would not normally have access to. But as Longshank's successor, King Edward Caernarvon, proved himself to be a weak and incompetent king, this became a cause for the unification of the Scots clans to attempt to retake the town and plunder it of its riches. They did not succeed in this until 1318; after which they held the lands for 15 years, until Caernarvon's successor Edward III (who proved far more competent than his father and ruled for over fifty years) retook the territory.



Since that time Berwick and the buffer region around it has served once again as a zone of control to prevent Scots men incursions into northern Albion; and as a place to trade with those Scots clans which are mostly peaceable. However, the chaos that is soon to come (particularly following the death of Henry «Hotspurs» Percy at the battle of St.Albans) will certainly embolden the Scots clans and they may attempt to reconquer Berwick yet again.

The border regions between the western and eastern ends of the Wall are far less stable. In these areas, through which pass the Pennine Mountains and many heavily-forested regions, it is much harder to hold the peace. At one time, when the Wall was fully manned, it was not uncommon for merchant caravans to travel all along the length of the Wall (along the southern side of it, of course) to get from Carlisle to the Berwick region. But in recent generations this has become far more difficult, as even the Percy family can ill-afford the huge costs of both gold and manpower to fully man the Wall's forts, so many stand unoccupied or with only a token force.



What's worse, in some of these areas unscrupulous wardens may accept bribes from bands of Scots men to be allowed to go through the wall, in order to raid in Anglish territory. These raiders, some of which have gained great fortune in these practices, are known as Reivers. Of course, during his several decades in charge of the Wall, Henry «Hotspurs» Percy had severely punished such corruption, and hung, drawn and quartered more than a few provably corrupt (or even suspected-to-be corrupt) wardens. Yet even then the practice didn't halt completely, and after Hotspurs' death it may be even harder for his heir to prevent.

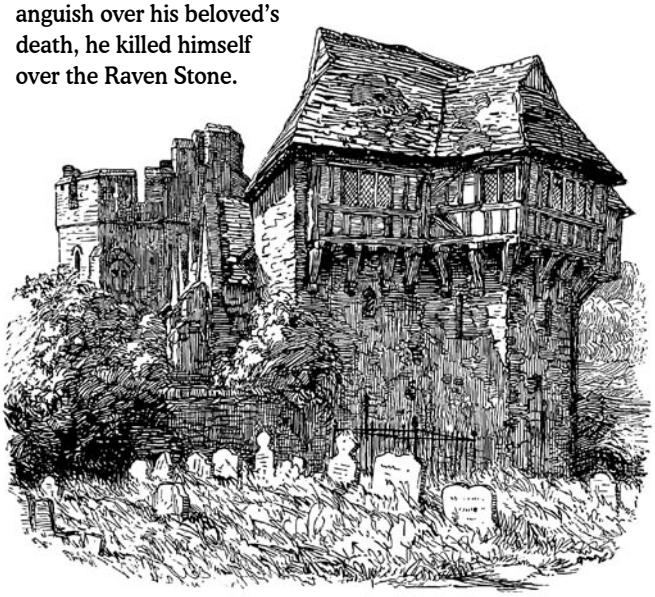
The Neville family have used these problems against the Percys, frequently promising that should they take control of the wall, they would make use of their immense family wealth to fully secure it from Scots incursions, and put an end to the Reivers once and for all.

Additional defense against bands of Reivers falls to small knightly holdings along the lonely and isolated border regions; Towers, halls, and small keeps in isolated areas, where a single knight or family of very low nobility can rule as absolute despots over an isolated and ignorant village of commoners. These men are a law unto themselves, and sometimes feud and struggle with one another, or act as near-outlaws in their disregard for convention or the laws of the King. They have their own set of rules nonetheless, these petty northern lords, and support and fortify their influences through alliance and intermarriage, at least among those who are not feuding.

One of the most powerful exemplars of these petty northern lords would be the Featherstonehaugh family, located nearly in the mid-point between one end of the Wall and the other. They hold a large stone tower and a common manor hall, and rule over a handful of tiny villages in the Pennine region. The current lord of the manor is Matthew Featherstonehaugh, though he is governing in absentia from his farmhold not too far off, in terror of what Featherstone Manor holds. The ruler prior to Matthew, Sir Thomas Featherstonehaugh, was responsible for a tragedy of epic proportions and dire connotations.

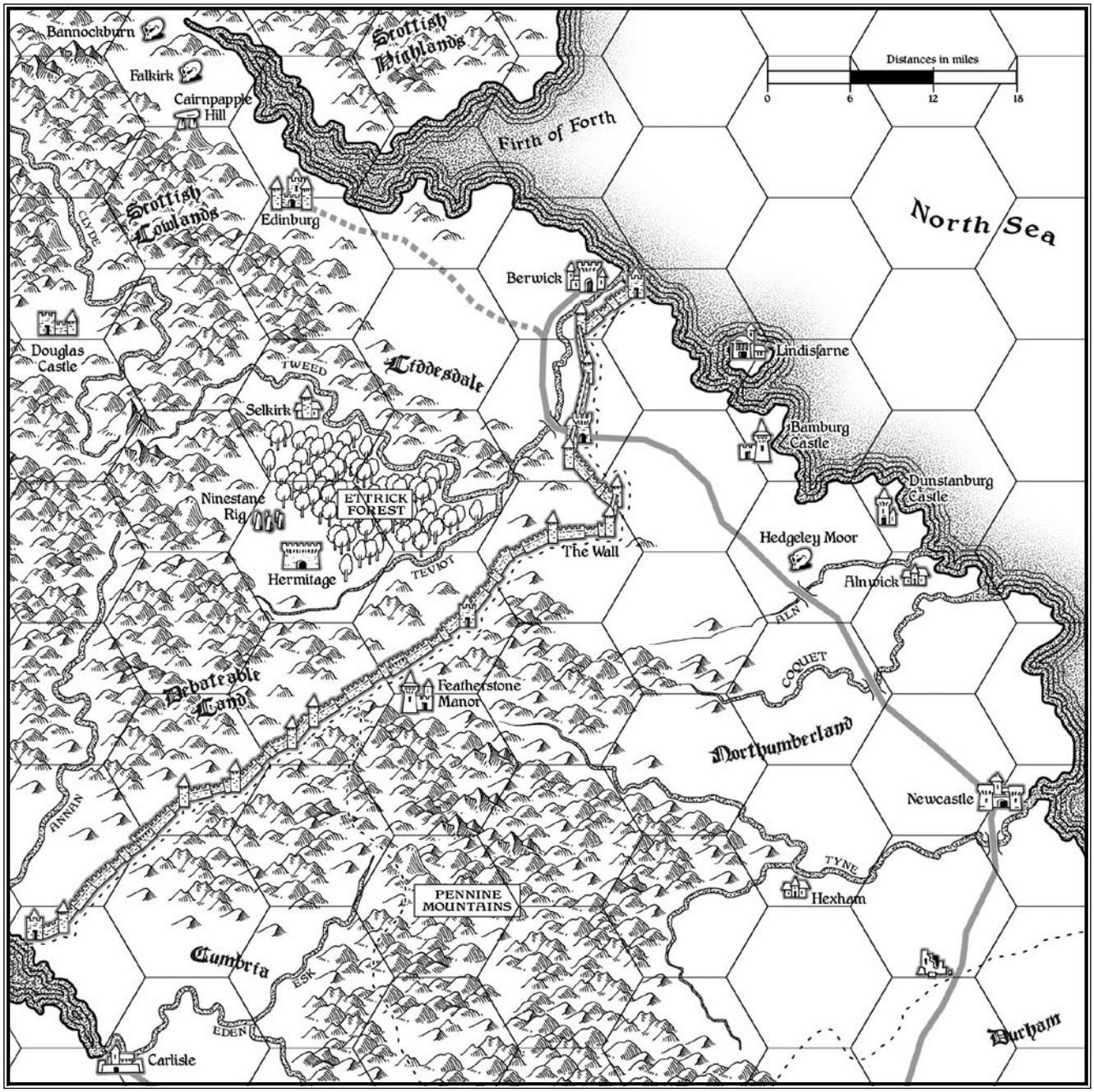
Having no male heir, he had arranged for the marriage of his only daughter, Cecily, with her cousin Timothy Featherstonehaugh (Matthew's older brother). Cecily, however, did not wish for this union, as she had fallen in love with Richard Ridley, also known as «Hardriding Dick», a flamboyant son of another petty noble family that had long had a rivalry with the Featherstonehaugh family. Knowing that their love was forbidden, the two met and consummated their love, swearing adoration to one another eternally, at the site of an ancient druid grove, the «Raven Stone», so named from an odd-shaped possibly sacrificial stone found therein. Sir Thomas would not accept any such heathenry, of course, and after beating his daughter he forced her to marry Timothy and held large celebrations in honor of the event.

Dick Ridley would not give up so easily, and he arranged for Cecily to ask her young groom if she could accompany him on a hunting trip to the nearby woods. She was to lead him to the Raven Stone, where Dick and his brother William and cousin Hugh would ambush the couple and steal Cecily away so they could run off together. Unfortunately, Timothy took his cousin Nicolas along, and when they were ambushed the men all fought amongst each other. Nicolas managed to kill Hugh and William Ridley before succumbing to his own wounds; and when Timothy was about to run Dick through with his sword, Cecily got in the way and was fatally stabbed. Dick killed Timothy immediately afterwards, and in anguish over his beloved's death, he killed himself over the Raven Stone.



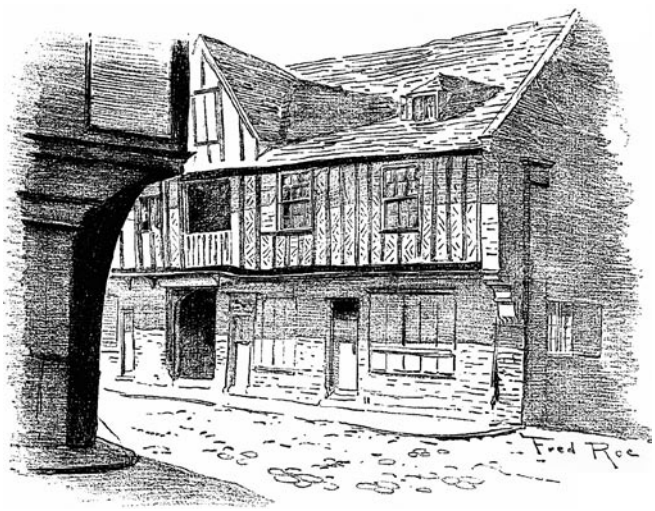
The result of all this carnage in this place of powerful and ancient magic had terrible consequences; Dick's blood spilled as sacrifice over the stone led to the stone's power trapping the souls of all of those involved in the fight to continue to exist as ghosts; this was discovered the night after the gruesome battle, when together all six ghosts fell upon Featherstone manor on the night of the bridal feast, and caused Sir Thomas to die in terror.

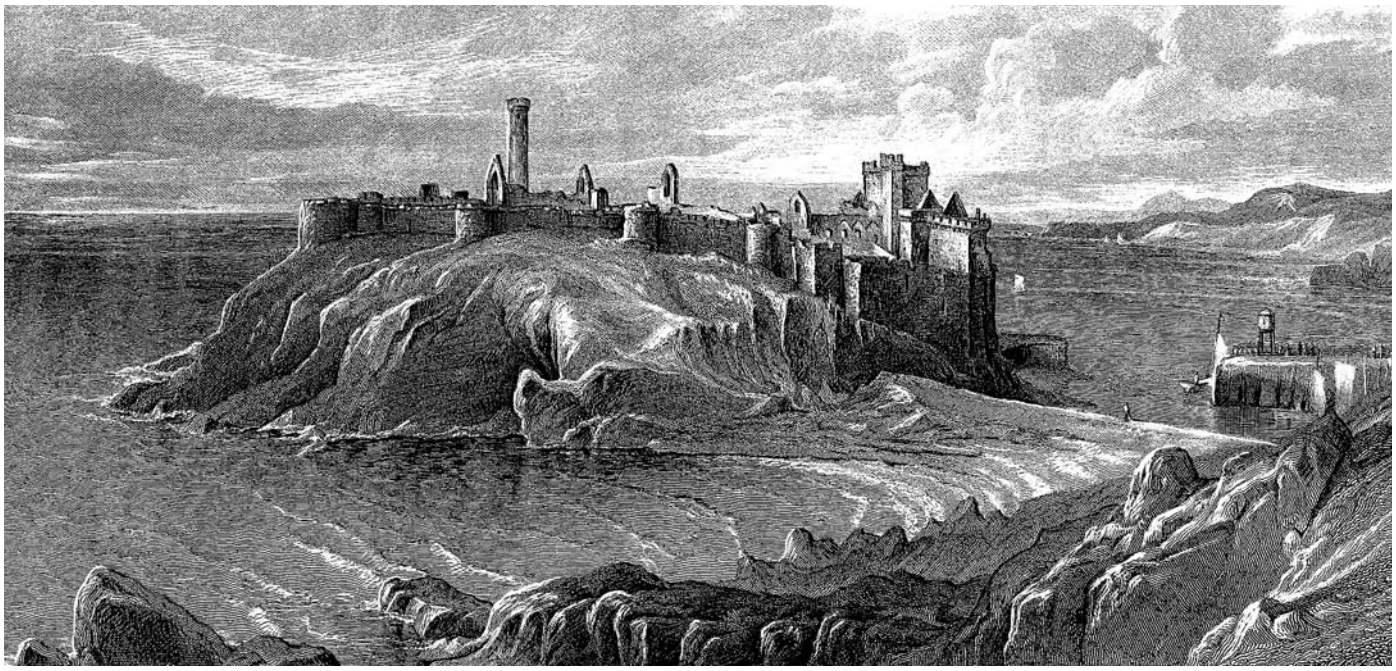
Now young Matthew Featherstonehaugh, the remaining heir, is left to deal with a haunted cursed manor, and the survivors of the Ridley clan demanding blood feud for the deaths of their sons in the flower of manhood. And this is but one example of the strange and macabre events that are all too common in these border territories, where law and civilization run thin, and ancient magic and supernatural influence are more powerful.



- **Berwick:** Small town (1800); fortified; small port; one inn (*Headless Woman*) and four taverns. Purchase limit: 80£.
- **Carlisle:** Large town (4500); fortified; port; two inns (*Struggling Fisherman*, and *Crown*) and eight taverns. Purchase limit: 150£.
- **Edinburg:** Large town (4000); fortified; port; two inns (*Hangsman*, and *Black Dog*) and eight taverns. Purchase limit: 150£.
- **Newcastle:** Small city (8000); heavily fortified; four inns (*Royal Oak, Twin Swans, Blue Anchor*, and *Sun Keys*) and many taverns. Purchase limit: 250£.
- **Selkirk:** Small town (600); fortified; holy site: ruined abbey; no inn and two taverns. Purchase limit: 30£.

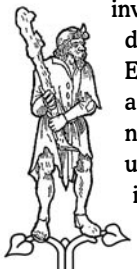
The other locations on the map are villages of 200-500 people. They aren't walled, usually have one tavern but no inn, and have a purchase limit of 15-30£. There also exist many thorps and hamlets of less than 200 inhabitants not indicated on the map.





13. the isle of mann

It is called «The Impenetrable Island», the fortress isle which is Albion's vassal state, created as a defense against Scot and Eire piracy that was once rampant in the Eirish Sea. Now, it is a major cause of Angleman piracy in the Eirish Sea, though the powerful Stanley family that rules the isle would deny it. Most of the people of the Isle are not pirates of course, just a small group of full-time pirates mixed with a larger group of part-time pirates (fishermen who resort to piracy during hard times). All the men of the isle are hard rugged people, whose ways seem one step removed from those of a barbarian from the point of view of the sophisticated men of the great cities of Albion.



Legend has it that the Isle was raised out of the sea, in ancient times, by the Fae using their powerful sorceries. If this is true, no one remembers for what purpose they would have done such a thing; though the abundance of magical creatures found here even to this day would support the possibility. The natives of the isle claim that it is called the Isle of Mann because the old Cymri sea-god, Manannan, once ruled the seas from this isle.

It is known that there have been men living on the island for thousands of years, though we do not know if these earliest inhabitants were Cymri or some other race; they left behind huge stone megaliths that can be found throughout the isle. Some of these were arranged in stone circles, like those of Mull Hill on the isle. Like those found in Albion itself, they have the quality that any arcane magic-user casting a spell within close proximity to a menhir will cast the spell as though he were 1 level higher in power. Mull Hill itself is said to be haunted by otherworldly beings that come out of the «portals» formed by the stones, when the stars are right. Some small burial mounds, similar to barrows, are also found on the isle.

The isle was certainly far from «impenetrable» for most of its history. It is speculated that Cymri druids might have fled here when the Arcadians conquered most of Albion, the isle becoming a sanctuary for them; but in any case these were later overrun and wiped out by invaders from Eire, who set up the isle as a base from which to conduct raids (piracy) of the coastal areas of Scots Land and Albion. Later still, around the time of King William the Bastard, the isle was invaded and conquered by Northmen Raiders, led by Godred Whitehand, who also conquered parts of the north of Eire. He was a vassal king of the King of the Orkney Isles, a Northman kingdom based on the dark islands off the far north coast of Scots Land. His dynasty ruled for 200 years, until the last of his line, King Magnus, died and the isle was invaded by Scots Men who defeated the native Manxmen at the battle of Ronaldsway. The Scots proceeded to engage in an expanded campaign of piracy and aggression against Albion from that isle, finally prompting the mighty King Edward Longshanks to send a force to take the Isle, which they did with relative ease only 20 years after it had fallen into Scots hands. Even so, for the next fifty years the isle suffered continual attacks from Scots raiders which were dealt with varying degrees of successful defense.



In this time, rulership of the isle passed from one Angleman family to another, at one time being the possession of the Montacutes, then the Scropes, then the Percies, until finally some 50 years ago it was given by King Henry IV Bolingbroke to Sir John Stanley in perpetuity, giving Stanley and his heirs the title of King of Mann as a vassal to the crown, in exchange for homage and the pay-

ment of two falcons at the coronation of all future kings. John Stanley began work, later continued by his son, to create a series of fortifications around the isle and to improve the port town of Douglas, to protect the isle from any further aggression; it has since come to be known as the «impenetrable isle», mainly through a significant effort of «publicity», trying to augment the impression the level of patrol and defenses the island has developed under Stanley rule. His grandson Thomas Stanley is the current King of Mann.

The territory of the Manx Kingdom includes a number of smaller isles; many of these are uninhabited. One of these, Patrick Isle, is the base of the Stanley family, where the mighty Peel Castle sits. This castle was originally built by Northmen, but has been completely remodeled by the Stanley Kings into an incredible coastal fortress. Whether or not the whole of the isle is as «impenetrable» as the Stanleys would like people to believe, it is likely that Peel Castle itself would be extremely difficult to successfully besiege. Two other isles, «Michael's Isle» and the «Calf of Mann» are nominally uninhabited, but are used as havens by both fishermen and pirates.



The main isle itself is a combination of hills of varying sizes (some that could be called very small mountains; Snaefell, the tallest of these, is said to be able to see six kingdoms from its peak: Mann, Eire, Scots Land, Albion, Wales, and the sea kingdom of Manannan), steep cliffs, (mostly shallow) beaches,and in the north extremely flat valleys. It is a cold rocky environ where little grows. The population tends to live around the coast in small villages, the interior of the island is sparsely inhabited by humans if at all; and the only settlement large enough to be even called a «town» is Douglas. Douglas has a permanent population of only a few hundred people, though this is at any time of the year boosted by the presence of sailors, fishermen, traders, and pirates. It features an abbey and a market, the recently refurbished port and its defenses, and little else.

The «Manxmen» (who are a mix of Cymric, Eirish, Northman, Scot and some Anglish blood) are nominally followers of the Unconquered Sun, but many of the common people give little heed to the sun god, and are very close to pagans, venerating the forces of nature and especially the Sea (though few these days would go so far as to openly worship Manannan).

The Isle is a wild place, full of monsters of different kinds. The Fae are sighted quite commonly here, usually close to the monoliths or circles of stones; but it is also said that a bridge built on the road between the villages of Oakhill and Kewaigue is a place of Fae presence, to the point that few men dare to cross it at night, and only do so during the day after saying prayers or leaving offerings. A particular race of very large hairy Ogres are said to live in caves in the hills, these are called Buggane, and have foul tempers. Only one generation ago, a Buggane was responsible for destroying the church at the village of Trinian, he was said to have torn off the roof of the church with his bare hands. Manx children and women fear Sprites and Satyrs; they exist in the forests of the isle and the former are said to kidnap human children and replace them with shape-shifting changelings, while the latter are said to have their way with women, who will then give



birth to a satyr or other monstrosity. The coastal waters of the isle are also said to be the abode of marine monsters, huge fish or serpents, as well as fish-men or other even stranger creatures. Finally, there are more than a few haunted places in the isles, including Peel castle itself, where the grounds of the castle are said to be occasionally visited by a phantasmal black dog with black eyes. Rumor has it that at times it has attacked and killed individuals, and legend has it that whoever it gazes upon is cursed to die shortly thereafter, even if they escape the dog itself.

The Stanley family have largely remained neutral thus far in the conflict between the White and Red rose. Thomas Stanley, the current king, has pledged his loyalty to the house of Lancaster, but maintains good relations with the house of York; he is unlikely in any case to leave his isle to come to the aid of either side. His eldest son Thomas, now aged 20, is presently in Albion as a squire to the Mad King; and while he serves the King's household he too makes no effort to act in a partisan fashion nor has he participated in any conflict so far.

14. Pembroke and the Principality of Wales

The land of Wales was once a powerful independent kingdom, last holding of the Cymri or «first ones», the race half of men and half of Fae that once ruled the whole isle but were driven out by the later Anglemen who founded Albion. Three hundred years ago the kingdom was finally added to Albion, and now this sparse land of mountains, forests, and coastal habitation are property of either the houses of York or the crown, excepting Pembroke, which belongs to the family of Owain Tudur, the direct descendant of King Rhys, last king of Wales.

This region consists of the county of Pembroke, the Principality, and the isle of Anglesey. Pembroke is a coastal region with the Cambrian mountains on its northern end; the principality (also known as Caernarvon) is mostly mountainous with some settlements on the northern coastal region. Anglesey is an island consisting of low hills with rural coastland and some sparse settlements.



Before the Cymri ruled this region, it was a core homeland region of the powerful kingdom of the alien and chaotic elven creatures known as the Fae, who ruled by magic and for whom the other races of Albion (including the Cymri humans and goblinkind) were slaves. In the most remote areas of this region some of the ancient Fae ruins might still be found, dark places (of which now usually only the subterranean parts remain) with deadly monstrosities and powerful magic.

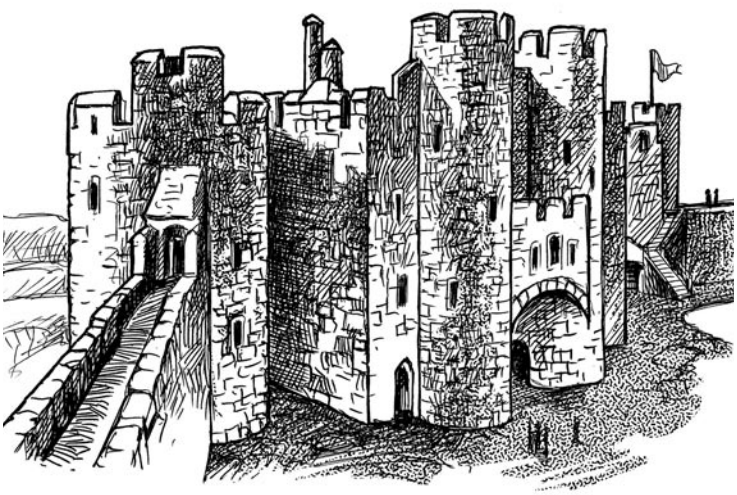
When the Fae became decadent and their civilization on this plane began to collapse (some theorize in part due to addiction to the terrible «purple lotus powder»), the Cymri overthrew their masters and drove them out of the world into the Fae realms beyond. According to legend, the oldest Cymri kingdoms preserved a great deal of the Fae magic, which had been taught to some of the Cymri slaves (particularly those who had elven blood in them), but over time the purity of the Fae blood declined, magical artifacts that could not be reproduced were lost or destroyed, and the Cymri became mostly barbaric. Eventually, the majority of the Welsh people were converted from their heathen religion to the faith of the Unconquered Sun, save a minority of Cymric gypsies who still follow the «old ways» to this day. Modern «anglicized» Welshmen tend to look very poorly upon these gypsies in spite of their common ancestry.

A powerful Cymric kingdom ruled in these lands, resisting the Arcadians, the Northmen, and successive waves of Anglish invaders, until the time of King Henry Curtmantle, when the last king of Wales, King Rhys, was forced to surrender his independence. The northern region (what is today the principality) continued to fight for its independence under its Prince Llewellyn, until after his death the territory was finally conquered by King Edward Longshanks. Since that time, the region of Caernarvon has been controlled by the Anglish crown, while Pembroke continued to be governed by welsh lords, especially in this time by the powerful Tudur family, who are descendents of King Rhys.

The dominant geographic feature of this region is the Cambrian Mountains. These forbidding mountains are still very barbaric places, where the Cargs (forts) of degenerate Cymri tribes can still be found, as well as some of the Giants and Dragons who ruled this land even before the Cymri. The entire Cambrian mountain region is beyond most Anglish law, and the native Cymri tribesmen tend to be quite hostile to outsiders.

Pembroke

This county is mostly flat land until you get to the north where the county includes the southernmost tip of the Cambrian mountains and the western end of the Black Mountains. Between these and the valleys there are some foothills and the Forest Fawr, a hunting forest that in this age is relatively tame, though very occasionally suffering the incursion of some wandering creature from the mountains. Pembroke is the most populated of the regions in this area. It has no major cities, and the only important towns are Pembroke, Carmarthen and Cardigan.



Pembroke is the seat of the Earl of Pembroke, currently Jasper Tudur, and the home of the entire Tudur Clan (patriarch Sir Owain Tudur, who married the Mad King's mother after the death of King Henry the Great; and his sons

Edmund, Earl of Richmond; Owen Tudur the Cleric, and Jasper Tudur). It features Pembroke Castle, a magnificent and well maintained structure, some 400 years of age.

Carmarthen is, according to legend, the oldest town in Wales. It was also the birthplace of the greatest magister in Anglish history, the wizard Merlin. In the center of the town is a great oak tree, said to have been planted by Merlin himself; the wizard prophesied that if the oak should ever fall, so would the town.

Cardigan is a small walled market town with a castle and a very minor port, and is renowned as a center of welsh music and poetry.

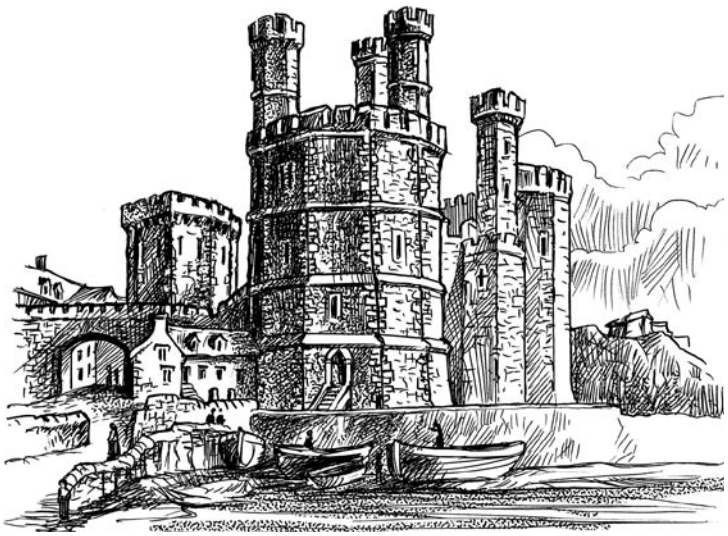
Politically the Tudurs dominate Pembroke, and they are fiercely loyal to the house of Lancaster. Sir Owain Tudur married the widowed queen of Henry the great, and his sons are half-siblings on their mother's side to the Mad King. They have thus been loyal supporters of the Lancastrians in the struggle against York, and have in turn been rewarded with greater power and honor. Two of Sir Owain's sons being made Earls. In addition, Owain's son 22-year old Edmund grew up as a hostage/ward of the Mad King, and has recently been married to the king's 9-year old cousin Margaret Beaufort in an effort to provide an alternate line of succession to rival the line of York. Should Edmund and Margaret have a son, he would have a strong claim to the throne and could replace Richard of York as next in the line of succession after Henry's infant son Edward of Lancaster.

the principality of wales

This region is mostly occupied by the Cambrian mountains, including the great Mt.Snowdon, the largest mountain in Wales. Legend holds that this mountain is in fact the tomb of a great giant, Rit Gawr, who was said to have terrorized the mountains until he was slain by the great king Arthur. Aside from Gawr's underground tomb, the mountain or one of the surrounding cliffs is also said to be the hiding place of the legendary Golden Throne of the ancient Cymric Kings. East of Mt. Snowdon is the lake Glaslyn (the «blue lake»), which is plagued by a horrifying monster or race of monsters known as the Afanc.

Also near Snowdon is a powerful standing stone known as the Maen Du'r Arddu, said to be of Fae origin; through which the Fae still travel to and from this world; the spellcasting power of magicians is enhanced by the stone, allowing them to cast spells in the area with effects as though they were 3 levels higher than their actual level. However, aside from the chance that Fae or other monstrosities might emerge from the stone, the stone itself has a powerful chaotic effect; anyone who spends a night by the stone will be affected by its power: it could have a positive effect, increasing the subject's mental attributes; or it could have the effect of shifting their alignment to chaotic, or in the worst cases it may cause terrible chaotic mutations in the more unfortunate subjects of its power.

The settled region of the principality is relatively sparsely populated, featuring only the small towns of Caernarvon, Conwy, and Harlech. Caernarvon and Conwy are dangerously



close (within view) of the edge of the Cambrian mountains, and have historically been subject to raiding parties of Cymri savages or monsters emerging from the mountains.

Caernarvon was the historic seat of the Prince Llewellyn, the last welsh ruler to resist Anglish rule. After the region was conquered by the Anglish, they built Caernarvon castle to rule over the town and region. Caernarvon is directly across the straight from Anglesey isle, which is also visible from the town. Conwy also features a castle and walls built by Edward Longshanks after the region was conquered.

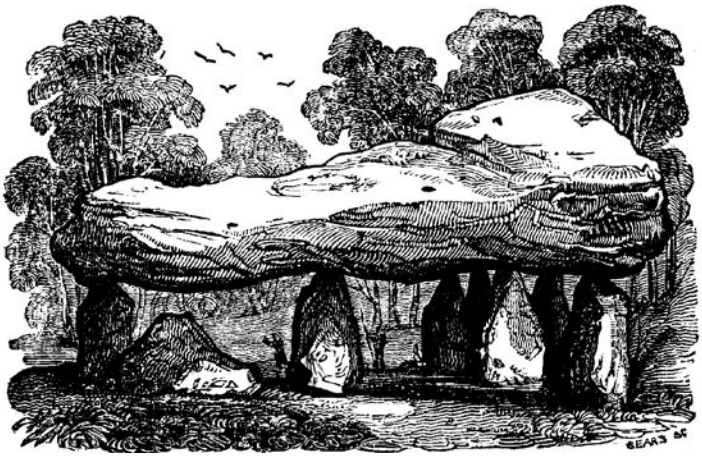
Harlech is further south in Tremadog Bay, still dangerously close to the Cambrian mountains. Harlech Castle, also built by Edward Longshanks, was captured by the rebels of Owain Glyndwr, the barbarian chief who united the mountain tribes and sought to conquer wales some 40 years ago. The town itself dates back to the era of the early Cymric kings, and according to legend was once a capital of the region at a time of a great war between the Cymri and the Eirish, long before the Arcadians arrival in Albion.

The principality is ruled directly by the crown, usually through a noble appointed as «Chamberlain of North Wales». There are certain Anglish nobles here who control territories in the principality dating back to the times of Edward Longshanks, or even earlier to the invasions of William the Bastard. The largest of these landowners is John Mowbray, the Duke of Norfolk. There are no major welsh lords in the principality.



anglesey

The isle of Anglesey, separated from Wales by a small straight, is known in the Cymric tongue as Ynys Dywyll, the «dark isle». Legend has it that it was a major holding of a powerful Fae lord, who in a conflict with other elven lords used most powerful magic to separate the isle from the mainland. The isle is littered with menhirs and standing stones said to be of elven origin, 28 of these in different areas still contain power enough to grant wizards who cast spells near them a +1d3 bonus to their effective caster level. There are also a number of dolmens hidden in the isle, ancient tombs of Elvish lords, some of which are sealed by magic and have not yet been explored, certain to hide traps and possibly abominations to protect the treasures therein. A smaller island just off the western coast of Anglesey, the Holy Island, is littered by both standing stones and burial chambers, and is only inhabited by a fortified monastery; the isle is full of monstrous creatures and frequent visitations from the Fae realms.



Anglesey is rich in copper and features extensive copper mines, which have more than once dug their way into underground chambers filled with terrors. Some mines have been abandoned either due to these hazards or because they were fully exploited, but many others remain in operation.

The isle was one of the last welsh regions to convert to the church of the Unconquered Sun, and the people of the isle continue to have fairly heathen superstitions and views. Nevertheless the church's authority is now strong on the isle, and the islanders do consider themselves followers of the Sun.

The only important settlement on Anglesey isle is the small town of Beaumaris, which features a castle and a small port. There are several farmsteads in diminishing size and frequency emanating from Beaumaris; additionally, the coastline on the northern side of Anglesey are frequent temporary settlements for both Anglish and Eirish pirates, who often harass local shipping in the Eirish sea, in spite of the Anglish crown's efforts to combat them.

Anglesey is governed as part of the Principality of Wales, usually through the Constable of Beaumaris Castle.

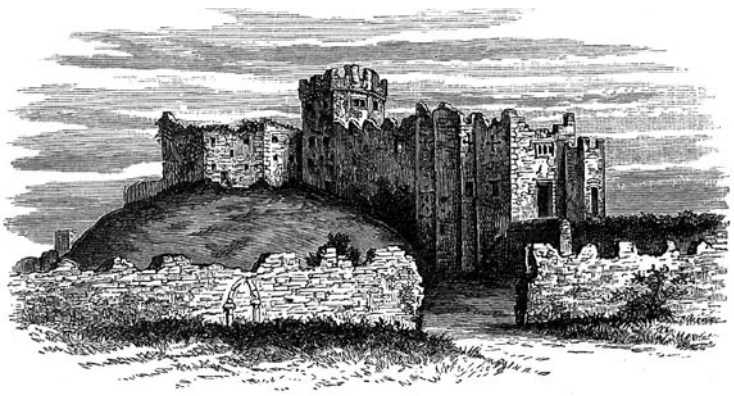
15. marches of wales

The Welsh Marches are the easternmost half of wales, and are divided into two regions: Glamorgan and Powys. The name of the region refers to the period of the Angleman conquest of Wales, which began under William the Bastard but took over a century to complete. The Welsh «Marches» (border territory, between Albion proper and the Welsh kingdoms to the west) were the first area in Wales to fall under Anglish control.

The Anglish lords set up to govern these territories had certain privileges and independence, owing direct fealty to the King of Albion; but it was not until the time of King Edward Longshanks that the area became fully conquered and controlled by the government of Albion. Even to this day huge areas of Powys are basically barbaric mountain territories, still governed by human and sub-human tribes of wild Cymri and Troglodytes who recognize no outer law.

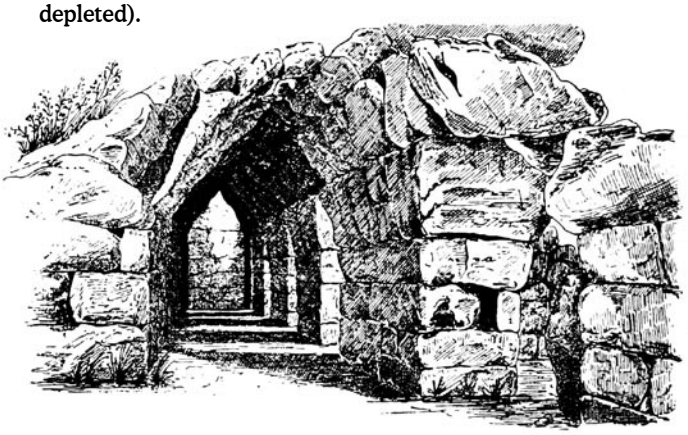
Glamorgan

Long ago, Glamorgan was once a powerful Cymri kingdom, called Escavalon. Some legends hold that the legendary King Arthur was crowned here, before moving his capital to Camelot. This area in southern Wales is a vale of beautiful pastoral and farm land. It features no large cities, but has one major port town, Swansea, and two smaller but important towns: Cardiff, and Newport (both also port towns but lacking the facilities to handle major shipping). As a result of long having been a battleground between conquering Anglish and native Cymri forces, there are more castles and fortifications scattered around Glamorgan than possibly any other county.



The center of Glamorgan features the Black Mountains, which are really the southernmost tip of the Cambrian Mountains. These «mountains» (more similar to large hills) feature rich deposits of coals and metals of all kinds, and have all manner of modern and ancient mines; some long abandoned. Some of the oldest mines in this region are believed to date back to the time that the Fae ruled over the isles and the Cymri men were but slaves; some of these mines may still

be lost in the depths of the hills, and contain unimaginable treasures (even when their mineral deposits are long since depleted).



This area, as well as the parts of the Forest of Dean that spill over into Glamorgan, are also littered with Chambered Cairns and Long Barrows, ancient burial places of the first great magic-using half-fae Cymri Chiefs. Many of these have been long since despoiled but there are also still cairns and barrows being discovered regularly, some spending years before anyone dares approach them, for the cairns of Glamorgan are often protected by terrible magic and more than occasionally, by powerful undead. It is not unheard of that raids of savage Cymri tribesmen will occur in the northern border of the black mountains with Powys, or even that more dangerous monsters (Manticora, Giants, or even Dragons) may occasionally come out of that more dangerous region to cause trouble.

Swansea is the only significant port town in Glamorgan, though Cardiff and Newport also have port facilities. It is nevertheless eclipsed by the likes of Bristol, which sees far more trade. Its other great resource besides trade is the nearby copper mines, and it is the largest copper-producing site in all of Albion. The local petty lords governing here have been of Anglish descent (from the Mowbray family, relatives and allies of the Duke of Norfolk) for the last 200 years.

Cardiff is the second largest town in Glamorgan, dating back to an Arcadian legion town; though it may have been populated and abandoned long before that by Cymri, and deep below the town there may even be the buried ruins of a Fae city. Cardiff deteriorated in importance after the Arcadians left the isle when their empire collapsed, but the area was renewed by William the Bastard when he constructed one of the first Anglish castles in Wales here (Cardiff Castle).

As recently as 50 years ago, there was conflict here when the barbarian Cymri Wizard-Chieftain Owain Glyndwr swept down from the Cambrian Mountains through the Black Mountains and laid waste to the town of Cardiff. Glyndwr had been hired as a mercenary knight by the inept king Richard II, and after the latter was deposed (and probably murdered) by King Henry Bolingbroke, Owain broke into open rebellion, declaring himself «Prince of the Welsh», and rose up an army of barbarian Cymri and welsh peasants (as well as disaffected welsh soldiers and knights loyal to Richard II). He fought the new crown, and particularly the Percy family who had been put in charge of crushing the rebellion, for 8 long years, until finally he was defeated after Henry the Great's rise to the throne. He managed to escape back to the mountains with his followers, and was never captured; its even possible that through his Cymri magic, Glyndwr may yet live and wait in some mountain Crag for another opportunity to wreak havoc in Wales. Today, Cardiff is one of the many possessions of the Earl of Warwick, though he's rarely found here.

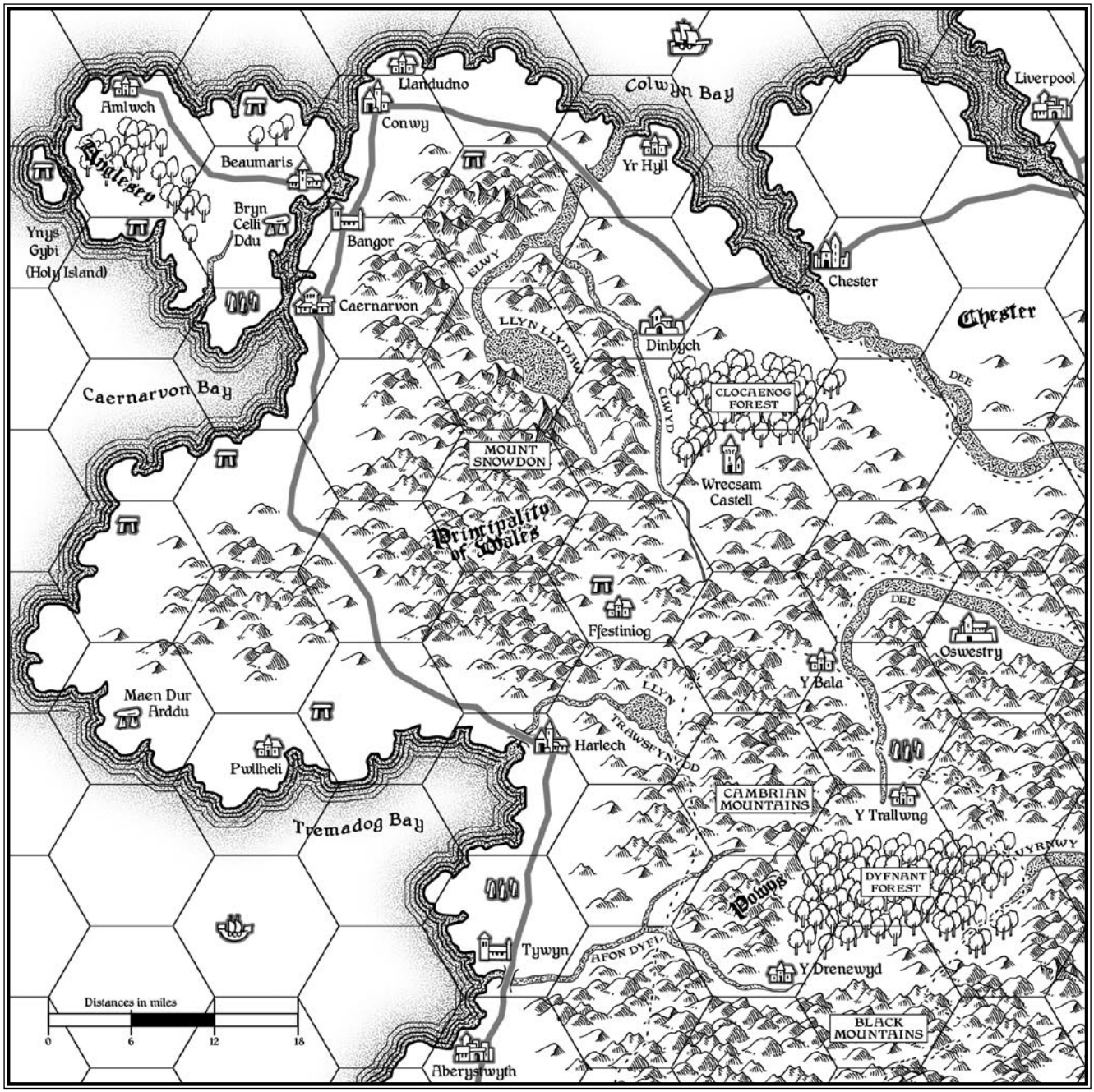


Newport is a third port town, smaller than the other two, though still important because it was once known as Caerleon, the capital of the Cymric kingdom of Escavalon. Legend has it that it was here King Arthur was crowned. It was the center of the worship of the Unconquered Sun in Wales, and the town and the region surrounding it had converted from cymri paganism to that faith long before the Anglish conquest. There are still old ruins of the much larger city of Caerleon (and older Arcadian ruins dating from the time that Caerleonum was an important Arcadian city) found in the surrounding countryside. Like Cardiff, Newport was attacked by Owain Glyndwr during his revolt, though the town was taken rather than razed and served for some time as Owain's «capital».

Aside from the Mowbrays and the Earl of Warwick, the other two important noble influences in Glamorgan are the Duke of Buckingham (who has extensive holdings in the Black Mountains, granting him considerable income from mining operations) and the Ap William clan, currently lead by William Ap William, who has the Anglish title of Lord Herbert. The latter is not the only Welsh noble in the region, but is by far the most powerful; he has a longstanding rivalry, and hatred, for the Tudur clan that govern in neighbouring Pembroke; and this rivalry has caused him to hold strong allegiance to the Yorkist cause, as the Tudurs are staunch allies of the Lancastrian Mad King, and especially to Queen Margaret (the Tudurs now being connected by marriage to the Lancastrian line, through the marriage of Edmund Tudur to the Mad King's young cousin Margaret Beaufort; and the head of the Tudur clan, Owen Tudur having married the Mad King's widowed mother). It is William Ap William's hope that a Yorkist victory will mean the extermination of the Tudur line.

powys

The region known as Powys, right in the center of the Cambrian Mountains, has no cities or towns, and precious few villages that would be considered part of Albion's law. The mountains past the borderlands with more civilized regions in the north, west and south are completely savage, ruled by degenerate



• **Aberystwyth:** Small town (600); fortified; small port; one small inn (*Tide's End*) and one tavern. Purchase limit: 35£.

• **Bangor:** Small town (1000); fortified; port; holy site: early temple of the Unconquered Sun; one inn (*Boathouse*) and two taverns. Purchase limit: 50£.

• **Beaumaris:** Small town (1200); fortified; port; one inn (*Prince Arthur*) and three taverns. Purchase limit: 50£.

• **Caernarvon:** Small town (1500); fortified; port; one inn (*Queen's Head*) and four taverns. Purchase limit: 60£.

• **Chester:** Large town (3000); heavily fortified; large port; two inns (*Dolphin & Castle*, and *Oyster Reach*) and seven taverns. Purchase limit: 120£.

• **Conwy:** Small town (900); fortified; port ; one inn (*Mucky Duck*) and two taverns. Purchase limit: 50£.

• **Dinbych:** Small town (800); fortified; one inn (*Nag's Head*) and two taverns. Purchase limit: 40£.

• **Harlech:** Small town (1100); port; one inn (*Blacksmith's Arms*) and three taverns. Purchase limit: 50£.

• **Liverpool:** Small, declining town (700); small port; no inn and two taverns. Purchase limit: 35£.

• **Oswestry:** Small town (700) close to a swamp; fortified; no inn and two taverns. Purchase limit: 35£.

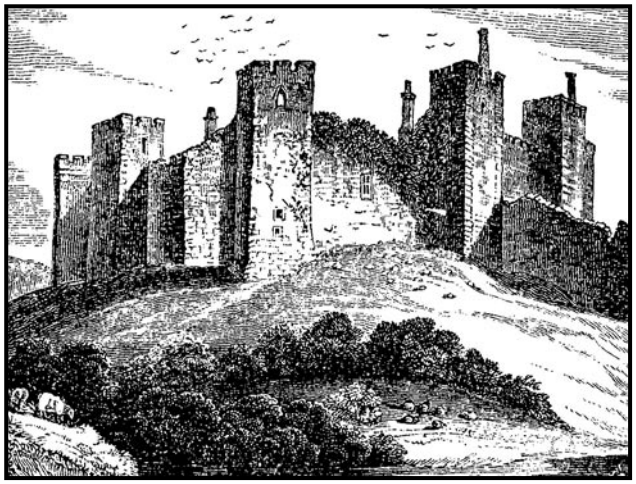
The other locations on the map are villages of 200-500 people. They aren't walled, usually have one tavern but no inn, and have a purchase limit of 20-50£. There also exist many thorps and hamlets of less than 200 inhabitants not indicated on the map.

Note otherwise that the region is rife with ancient burial mounds, dolmens, and circles of standing stones, that are not indicated on the map.

barbarian tribes of Cymri from tall primitive mountain forts known as Crags.

This region of Wales was historically ruled not by the Fae, but by Dragons and Giants who were allies of the Fae (mostly, some legends hold that these may have at time warred with the Fae). Today, there are still Dragons, Giants, and monstrosities of all kinds in the mountains, though these are much more rare than before. The barbarian Cymri are the main presence in the region, but there are also a race of cave-dwelling sub-humans, taller and hairier than regular humans, known as Troglodytes. They are even more savage and brutal than the Cymri, and are known to like the taste of human flesh.

The barbarian tribes of Powys resisted invasion from the Arcadians, the old Anglish, and the Northmen, never being conquered fully by any of these. The tribes have sometimes operated in alliances and different petty kingdoms, uniting under powerful men or dynasties and then falling back into chaos after the bloodline weakens. At the time of William the Bastard, after this first «king of all Anglia» had taken Anglia proper, he sent some of his powerful and most loyal lords to secure the Marches of Wales; the Earl of Montgomery at that time marched with powerful forces to subdue Powys, and even built a great fortress in Powys, Montgomery Castle. The barbarian tribes might have been fully subdued, had not Montgomery and William the Bastard suffered a falling out that led the former to revolt against the latter; Montomery was executed, and this allowed the great Cymri chief Llewelyn ab Lorweth to unite the cymri against the Anglish, driving them out of most of Powys and destroying Montgomery Castle, whose ruins are still found in the mountains, deep in barbarian territory.



The latest great chief was Owain Glyndwr, who raised up a mighty force of Cymric barbarians supported by disenfranchised Welsh soldiery and fought with considerable success against the Anglish forces for many years; he was stopped but never fully defeated, and fled back into the mountains; it is unknown if he yet lives, though over 40 years have passed (even so, he was known to be a powerful magician and may have found ways to preserve himself through dark means). At the start of the rebellion, Glyndwr originally considered taking over the ruins of Montgomery Castle as his headquarters, but he ruled this out; it is thought that this was due to strategic considerations, but some believe that there was something now occupying the castle that led even Owain to pause.

16. Calais

The Last Fortress. Albion's final toehold over the Continent, remnant of a once great territorial possession of the Anglish kings. It has been called the «Brightest Jewel» (of the Crown of Albion) on account of its being an incredibly rich center of trade; but it has also been a place of intense warfare these last many years, as the front line in an on-and-off but never-ending conflict with the dreaded Frog Men.

The port city and its immediate surroundings on «The Continent» are the only part of Albion's once-vast holdings there left to them. The current King's father, Henry V, was an incredible warrior and had won a stunning victory at Agincourt against the vicious Frogmen, and had done much to reconquer the lands that were by ancestral right the property of the king of Albion, but were now ruled by the degenerate Frogmen. But Henry V died young, his son was only a year old when he inherited the throne, and 30 years of incompetence and corruption in the court has led to a series of disasters on the Continent. The Duke of York had managed to fight a holding action, but when he was replaced due to his growing popularity, the holdings of Normandy were lost to the hated Frogs.

Once, the Kings of Albion ruled much of the northern half of what is now called Frogland. This was through inheritance, being the descendants of William the Bastard, the son of the Duke of Northmandy. The southern parts of modern Frogland were owned by a variety of rulers, most particularly the human Frankishmen dynasty of the Capetians, and great territories in the east and south under the control of the Duchy of Burgundy. When the Frogmen came out of the great swamps of Paris, having gradually recovered their numbers in secret after nearly being wiped out of existence in a great crusade some three hundred years earlier, they quickly destroyed the forces of the Capetians.



The King of Albion at that time, Edward III of Windsor (called "the Great"), made a claim to being legitimate king of all the lands north of the Pyrenees Mountains and west of Burgundy, and proceeded to launch a new crusade against the Frogmen. At that time, the rulers of Calais had rebelled against Anglish rule, having made secret dealings with the Frogmen; Edward's first order of business was to besiege Calais for 11 months, after which he brought out the six burghers who were the rulers of that city, forcing them to carry their own ropes to be hung; they expressed such penitence however, that Edward's queen Phillipa begged him to spare their lives, and they were sentenced to exile instead. This won over the people of Calais who have since then been fiercely pro-Anglish (it has helped that in the following two centuries a great number of Anglishmen from Albion have settled there). Edward expanded the port to make it one of the great ports of the north of the Continent, and the principal port of trade to and from Albion and the Continent.

The city of Calais has a population of about 12000; it is ruled by the crown via a governor who holds the title of «Captain of Calais». Representatives from Calais also have seats in the Parliament.

Calais is not in an auspicious position for natural defense, and as it is bordered by the sometimes-hostile duchy of Burgundy, and now also by the always-hostile Frogmen, Albion has spent a great fortune in nearly constantly upgrading the city's fortifications, making it one of the greatest fortress-cities in the world.



The loss of the rest of the Angle territories on the Continent has made the defense of Calais critical; it is for this reason that the crown of Albion currently benefits from an uneasy alliance with Duke Philip of Burgundy; the latter is known as an evil ruler who has long been suspected of worshiping Chaos; his court is deeply corrupt and he's rumoured to have dozens of bastards, and his legitimate son and heir is unbalanced and violent. For some time, Philip had been in a secret alliance with the Frogmen, considering it more important to thwart Anglish ambitions on the continent; but after the Frogmen betrayed him in 1439, Philip switched sides and is now said to despise the Frogmen more than the most pious of Anglish clerics. He has entered into a prolonged war with them, and alliance with Albion. He has styled himself «Grand Duke of the West». The Anglishmen trust him only inasmuch as they are certain of his deep hatred for the Frogs.



Aside from the city itself, Albion now only controls an area of land surrounding the city, just enough to provide basic resources for the city (though it is also supplied considerably through shipping). This area of farmland is known as «the Pale». The area of the Pale is about 52 square kilometers, and the total population is about 33000 (including Calais). The land immediately around Calais is mostly farmland but other parts of the Pale are swampland; ideal for Frogman incursions; the Anglish have created a set of canals to drain the swamp and for shipping purposes, and they ardently patrol these regions.

The city of Calais itself is set upon an island connected by a bridge to the mainland of the Pale. There are those who say the island of Calais is not natural, but was constructed either by the Arcadians or possibly by the Fae.

The central feature of the city is the Market Square, where goods arrive from all over the Continent: Burgundy, the Hapsburg principalities, the Canton Confederacy, the Commonwealth, the lands of the Teutons, Arcadia, Iberia, and the remains of Byzantium. At the right time of year, almost anything can be bought or sold here. The Great Temple of Calais overlooks the market, and is the only temple of the Unconquered Sun on the continent done in the Anglish style of architecture. The great Watchtower is a massive lookout in the fortifications, and predates the Anglish control of the city.

In recent times, the garrison and commanders of the city have been firmly in the camp of Richard of York, supporting the Yorkist cause because of Richard's victories against the Frogs, and because of their hatred for the incompetent and corrupt nobles the house of Lancaster sent before and after Richard, that caused the loss of all Anglish territories but Calais. The people of the city live in fear of what might happen if weak rulers or prolonged civil war in Albion should lead Calais to be abandoned.

17. Border Regions

Frogland

Once the land of Gallia, later Normandy and Frankland, now the Frogland Frog-men, inhuman monstrosities that worship dark alien gods and hate the Sun, have taken over this once-fair land. They oppress the human population but they would be unable to hold onto their rule were it not for human collaborators, who are well rewarded so long as they serve the Frogs and their gods of Chaos.

The only human-controlled land in that region of the Continent is Burgundia, ruled by the wicked and mighty Duke of Burgundy, likewise a (rumoured) worshiper of Chaos but who despises the Frogmen.

Eire

Mostly a land of barbarians and dark Fae. Albion has an earldom in Ulster, in the north of the island, but it is a holding constantly besieged by the pagan barbarians. It also has a vassal Eirish kingdom in the middle-region of the eastern Eirish coast, called the Pale.



Southern Scots' Land

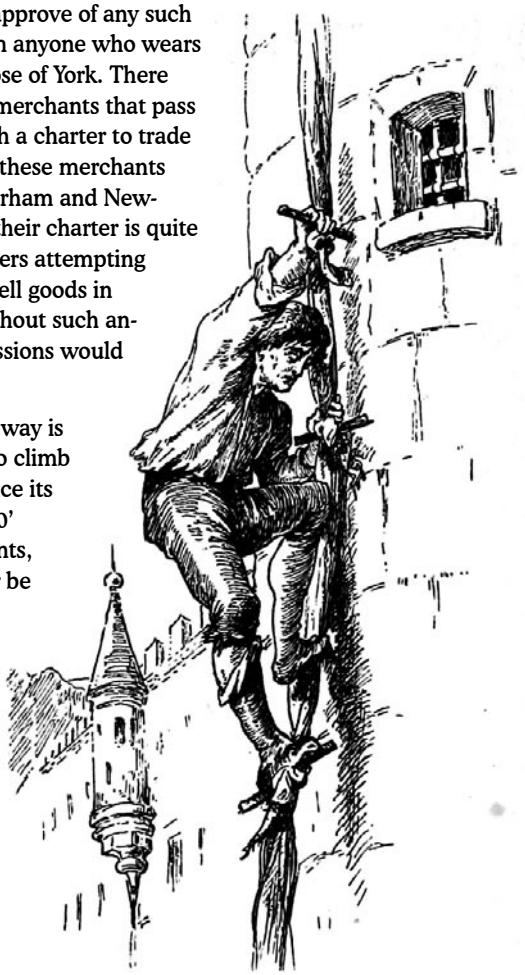
North of Hadrian's wall is a cold barbaric place, ruled by tribal Clan chiefs who engage in constant warfare with each other when they aren't trying to get across the wall to attack the north of Albion. The humans there are brutish, followers of the Old Gods, and rowdy; they do have, however, a healthy fear of magic and chaos. That is largely due to the Picts, the short, sharp-toothed poison-wielding chaos-men, far more barbaric and degenerate (and evil) than the Scots, who dominate the coldest highest places from their vast cave complexes. The Picts revel in dark magic, chaos, and poison. They are cannibals, hate all other intelligent races, and worship a dark Worm-god that burrows beneath the earth.

Scots Land could be just written off as a barbaric waste, and frankly, huge swaths of it are. But that doesn't make it uninteresting wasteland! Scots Land is a truly dangerous place that can nevertheless hold the promise of great rewards for those souls brave enough to try to cross north of Hadrian's Wall.

First there is the question of getting across. Obviously, one easy way is by boat, on either of the two coast lands. Another, harder way, would be to try to bribe your way through; usually this is only feasible (and less likely to get you hung) in the poor Wall-forts in the inhospitable middle region of the wall, where the men there are poorly staffed and with poorer morale. In central Northumbria, it is a known scandal that corrupt guardsmen in some of the smaller forts give passage to Scots «Reivers» to march south to plunder from local farmlands or livestock herds. So they would certainly not think twice of looking the other way while a group of Anglemen used their gate to cross.

A third way, probably the easiest, would be to have some kind of special permission, to be on official business. Of course, this special permission must come from fairly high up, and meet with the approval of Lord Percy, Earl of Northumbria and current Warden of the Northern Marches. He's unlikely to approve of any such request from anyone who wears the white rose of York. There are certain merchants that pass through with a charter to trade in Berwick; these merchants are from Durham and Newcastle, and their charter is quite ancient; others attempting to cross to sell goods in Berwick without such ancient permissions would be rebuffed.

The last way is to try to climb the wall; since its as high as 60' at some points, you'd better be very sure you've got a great climber, or some magic that allows you to fly, or at least not to fall.



Once north of the wall, what you'll run into depends a great deal on where you crossed it. In all points, you'll be facing a cold harsh land of vast forests, hills and mountains, filled with savage animals and even more dangerous monsters that are all but extinct from all but the wildest places in Albion. Creatures like giants, cyclops, dire wolves, and even dragons.

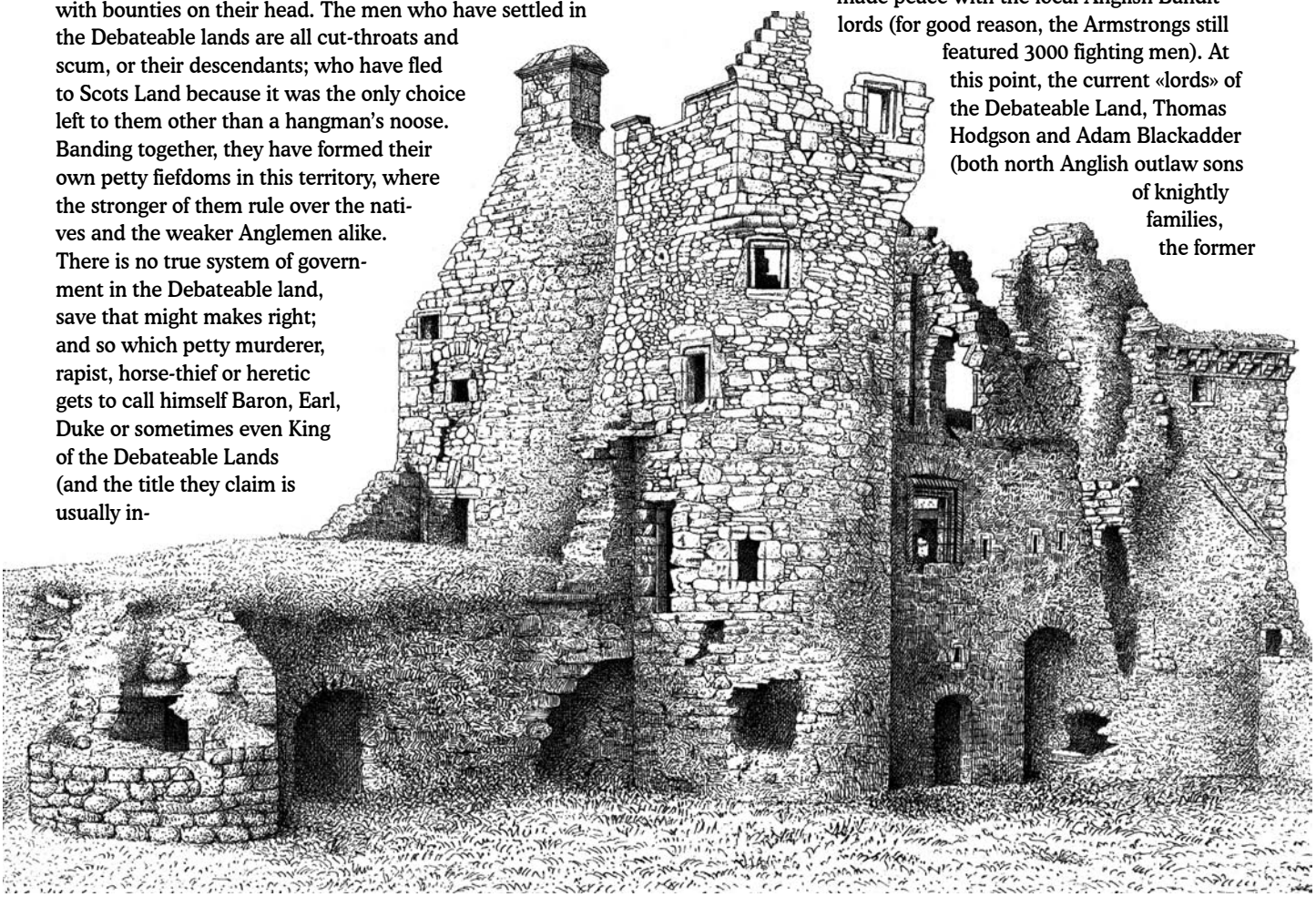
Some areas have more semblance of civilization than others. Berwick, north of the eastern terminus of the Wall, has already been detailed previously as a place under direct rule by Albion, and thus a peaceful home base for would-be Scots Land adventurers.



the debateable land

Berwick isn't the only place that may seem familiar to Anglemen, however. One will seem almost like home, if «home» were to become a truly lawless place where the strongest sword gets to rule (though some say Albion is fast turning into that anyways). The place refered to here is what is known as the «Debateable Land». The «debate» in question, of these lands which are found just north of the western end of the Wall, is that they are nominally part of the territory of the High Chief of the Scots (currently the McBruce clan), but in practice they are ruled by Anglishmen. Not Anglemen who act on any authority of the Anglish crown, but rebels and escaped criminals with bounties on their head. The men who have settled in the Debateable lands are all cut-throats and scum, or their descendants; who have fled to Scots Land because it was the only choice left to them other than a hangman's noose. Banding together, they have formed their own petty fiefdoms in this territory, where the stronger of them rule over the natives and the weaker Anglemen alike. There is no true system of government in the Debateable land, save that might makes right; and so which petty murderer, rapist, horse-thief or heretic gets to call himself Baron, Earl, Duke or sometimes even King of the Debateable Lands (and the title they claim is usually inversely proportionate to their stability of rule, as well as their projected life expectancy) tends to change hands very very quickly in these parts.

One recent shift in the balance of power in these lands is the arrival of the Armstrong Clan. This clan of argumentative but bold Scots Men fled here for the same reason anyone does, to escape justice. They were a powerful border clan supportive of the claims of the chief known as «Black» Douglas; but when he was murdered and his forces decimated by the Bruce Clan, the Armstrongs were forced to flee their homes. Entering the Debateable lands, they quickly made peace with the local Anglish Bandit-lords (for good reason, the Armstrongs still featured 3000 fighting men). At this point, the current «lords» of the Debateable Land, Thomas Hodgson and Adam Blackadder (both north Anglish outlaw sons of knightly families, the former



from the area of Carlisle, the latter from Berwick) agreed to make an uneasy truce with each other and the Armstrongs' bold leader, John Armstrong, making the Debateable lands a powerhouse of military might, a force to be reckoned with. This is not expected to last, as its the sort of thing that will make both the Percys in Albion and the Bruces in Scots Land very nervous indeed. Of course, the problem may end up resolving itself, as three such bold, reckless, and ruthless men as these are unlikely to be able to hold together as allies for too long.



Liddesdale

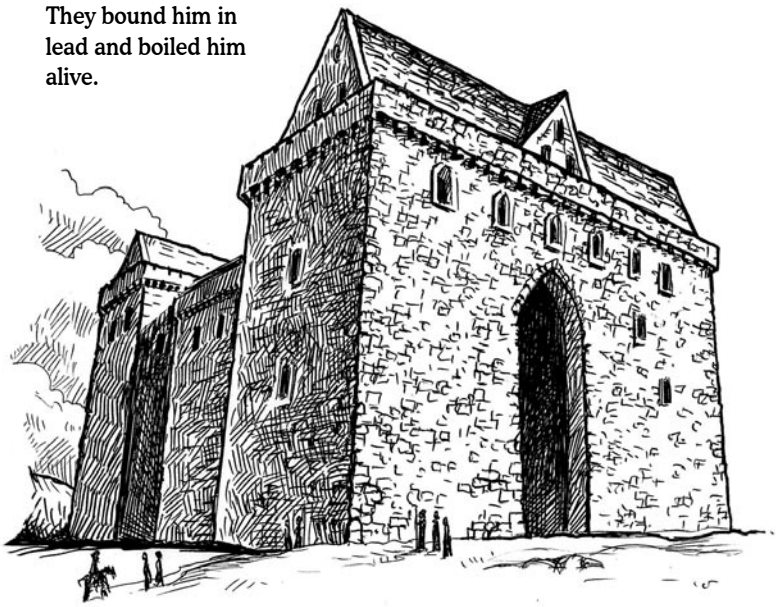
East of the Debateable lands and west of Berwick, there is the region known as Liddesdale. Dozens of Scots clans live here, most of them quite petty, and they frequently feud with each other when they aren't «reivering». The Armstrongs and the Douglases, the two most powerful of the Liddesdale clans, were basically wiped away from power here after the fall of Black Douglas; and the Bruces claim their rule. However, the Douglas line is not extinct, «Red» Angus Douglas, a cousin of Black Douglas, and his family still live here, at the time reduced to banditry as outlaws in hiding from the wrath of the Bruces. Even so they have many supporters among the clans here, and should the Bruces prove to try to overstep the gap between their claimed authority and their real capacity to enforce their rule, Red Douglas could lead the next uprising against them.

Hermitage Castle

One site of particular note, near the center of the border area, is Hermitage Castle. An incredible, and most say impregnable, square block of a fortress built by the Anglish during their early invasions into Scots Land, it was managed for many years by the Anglish De Soulis family. The family fought for the Anglish dominance north of the wall, and its most famous son, William de Soulis, served under King Edward Longshanks, the «Hammer of the Scots». Soulis was knighted by King Edward, but was far from a normal knight; the services he rendered were magical, having studied as a magister under a chaos-worshipping Scots wizard known as Michael Scot.

After it became clear that the territory his family had painfully staked out was too far from the eastern coastline to be held by the Anglish, Wiliam De Soulis remained there, determined that he would be lord of the region by his own dark power. He ruled over his territory from the mighty castle, using demons as his servitors and oppressing the local Scots population. He killed the then-chief of Clan Armstrong when the latter tried to prevent the rape of his daughter at De Soulis' hands. When the clans rose up against him, he made a secret treaty with the new Armstrong leader, promising him an alliance of force to rule over all others. When the young Armstrong came to Hermitage, De Soulis broke this promise and murdered him, violating the near-sacred laws of medieval hospitality. Finally, a bold group of Scots adventurers managed to overpower De Soulis when he had left Hermitage castle to perform a dark ritual at the Nine Stan Rig, an ancient Elvish stone circle.

They bound him in lead and boiled him alive.



But his story does not end there. De Soulis returned to life somehow, as an undead being of still-incredible power, a lich. Limited by his state, he rules only Hermitage Castle and its close surroundings, but has been attributed in the 150 years since his «death» with many horrid crimes, and still brings terror to the hearts of all good Scots. The very land around Hermitage has changed; no trees or bushes will grow near it, no ivy nor flowers grace its grim walls, as if nature itself rebels against the un-natural presence of the walking-dead wizard within it.

There is a troubling rumour that «Red» Angus Douglas had been seen riding to Hermitage, some say to make a dark pact with William De Soulis for some power that would restore his family and lead the Douglases to rule over all the Scots clans; while many claim these are just the whispered lies of the Bruces, it is conceivable that Red Angus would stop at nothing, even consorting with a living devil, to get his revenge against the hated Bruce clan. If he has made some kind of pact with the Lich of Hermitage Castle, then it could mean dark times ahead not only for all of the Scots, but for Albion as well.

northern scots' land

The far north of Scots' Land is barely explored by Anglishmen, it is exceedingly hostile territory. The only civilized men who sometimes can be found there is along its shorelines, where mostly pirates of various nationalities have used its coasts to hide out, sometimes bury treasure, and trade with the locals. These pirates are generally well received in the middle areas (the «upper lowlands») of Scots' land, where the tribesmen will be (usually!) welcoming to those who do not fly under foreign powers but fly the black flag. They will trade with these pirates, and many young Scots' barbarians will join their crews.

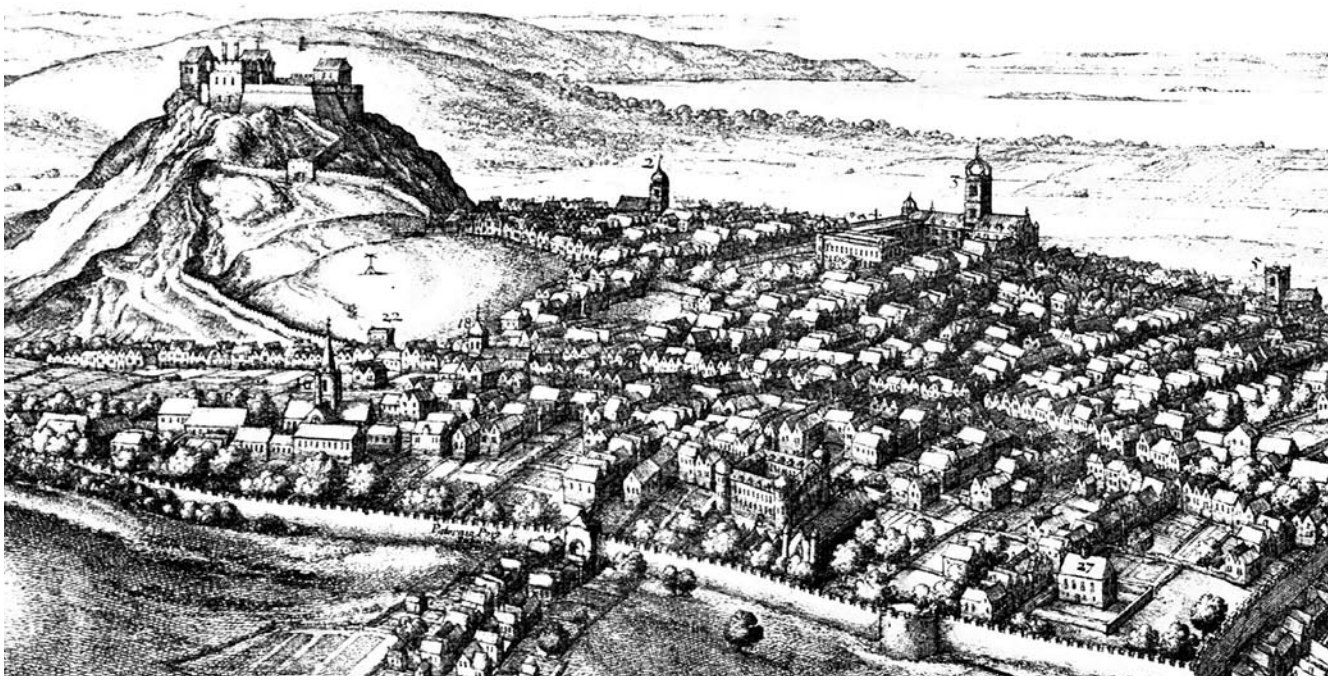
edinburg

Perhaps the most apt port in the region is the natural harbour known as the Firth of Forth, and there is found a meeting place of the barbarian tribes which has become a de-facto pirate town, called Edinburg (ironically, the suffix -burg is old Anglish, and it is likely the name was given by Angle raiders who may have used the town in its early post-pictish history). This pirate town features a large volcanic hill known as «Castle Rock» upon which sits, unsurprisingly, a castle; albeit a primitive one of the Scots variety. It is known that this is the farthest reach of the Arcadian legions in the time that they ruled over these isles, and the style of this castle is reminiscent of the Arcadian legion fort.

Legend has it that Edinburg was once the border with Pictish territory, and that this terrifying diminutive race of chaos-worshipers had fought off the Arcadians until they retreated behind the wall of Hadrian; and afterward constructed a dark temple to their Worm-god in this place. It was not until around fifty years before the time of William the Bastard that a great coalition of Scots tribes managed to take the temple and raze it to the ground, defeating the dark pict fanatics and their chaos-sorcery. The leader of this assault was one of the great high chiefs of the Scots, Malcolm Forranach (known as «Malcolm the Destroyer»). The Picts were forced north into the highlands once again, and since that time the Firth of Forth has been in Scots hands. It was his son, Malcolm Largehead chief of the Cinnaeda clan, that built the first castle on castle rock, after Scots wise men purified the land.

The Scots would fall in and out of having high chiefs as murder and civil wars kept them destabilized, and in the time of King Edward Longshanks (the «Hammer of the Scots») the Anglish armies marched as far north as (and briefly captured) Edinburg. It was some time after this that the Bruce clan rose to prominence as one of the most powerful Scots clans, and a branch of this clan, the Randolphs, captured Edinburg and continued to reign there for about a hundred years, until they were eliminated and the Bruces began to rule there directly through a governor entitled as a «Laird Provost». The town provides a great deal of wealth to the Bruce clan through their dealings with pirates as well as with trade from the Northmen kingdoms.

Albion has attacked Edinburg by sea on several occasions, taking or destroying Edinburg castle on multiple occasions, but have never been able to secure such a northerly area for very long, distracted by internal issues or more important conflicts on the continent, or simple lack of funds or will on the part of Anglish monarchs. The town currently has a population of about 4000, making it by far the largest settlement in Scots Land. The Provost has recently built a new wall around the town, and acquired a huge cannon the Scots call «Big Meg» from the Duke of Burgundy, intended to defend the castle against any further Anglish or other foreign invasions.



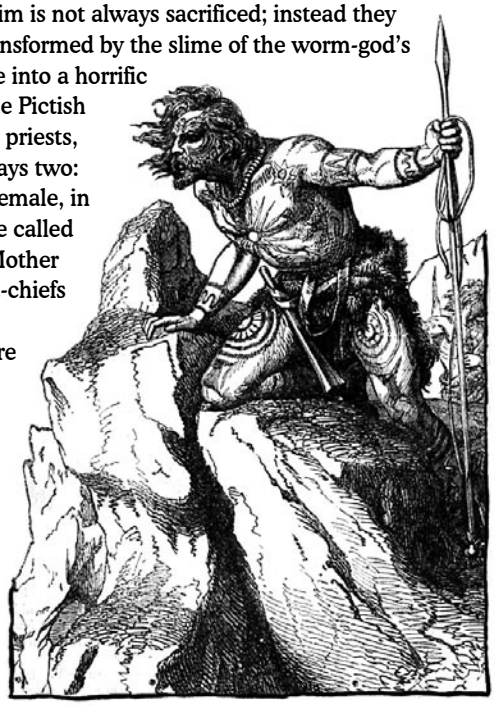
Aside from the castle and the port, which features a number of taverns built there by old pirates of various nationalities who have decided to live out their days in this backwater at the edge of the world, most of the buildings of the town are highly unremarkable, a variety of styles do exist as the huts of the Scots tribesmen mingle with houses built as temporary or permanent homes by pirates and smugglers of all parts of the Continent, as well as Northmen longhouses. The Church of the Unconquered Sun has some slight presence here and even a small temple (the temple of Gilion), but it is forbidden to seek converts among the pagan Scots men, and there are some shrines here to the Scots' nature gods. There is a market in the town, and one can get most common supplies that could be found in the Anglish countryside here as well; the Bruces built a «Belhouse» at the entrance to the market, which collects a tax (of «a tenth part and a half a tenth», or 15%) on anyone who wishes to sell anything in the market. There are also a surprising number of jeweler's workshops in the town, making new jewels out of stolen plunder to be later resold on the Continent.



the pictish highlands

Northwards of the Firth is where the highlands begin, and this is Pictish territory. There are many other terrible creatures here, and basically man has no power here; but the most dangerous to humans are probably the Picts, as the many other terrible monsters may be more powerful but they do not have the rabid hatred that Picts hold for all other intelligent races not their own. The Picts were probably created by the Elves in the same way humans were, and are physically quite similar to them, so much so that it may even be possible that they are in fact merely an unusual race of humans; it is likely they were a slightly earlier, more savage prototype. The Picts escaped into the mountains, either after the fall of the elves or because they were set loose, abandoned by the Elves due to limits in their utility, and were quickly embraced by the dark gods of Chaos. In particular, they worship the Worm-god, the god that crawls beneath the earth. They live in caves in mountains and hills, though Pictish tribes occasionally migrate to other areas when they are driven out or conditions become unhospitable. At times, small tribes of Picts can be found well into the lowlands, even as far as the border regions near the Wall.

Picts are brutish and violent, vicious and savage. They have very limited knowledge of technology, but they are tough fighters; they do not use armor and only have primitive weapons but they cover their naked bodies in blue woad that makes them mostly immune to the effects of pain; and they have great knowledge of poisons, particularly poisonous mushrooms which they use on their weapons. They almost always fight to kill; save on some very rare occasions where they might capture someone suitable to offer them up to the Worm God. This poor victim is not always sacrificed; instead they are occasionally transformed by the slime of the worm-god's subterranean shrine into a horrific chaos mutation. The Pictish chiefs are also their priests, and are almost always two: one male and one female, in the Pictish language called Father Worm and Mother Worm. These priest-chiefs have always been mutated by exposure to the slime of the worm-god and are usually gifted with magical knowledge or spell-like abilities. Any humans spotted by a tribe of Picts in the highlands will be hunted down relentlessly.



orkney isles

Further north, past the northern coast of Scots Land, are the Orkney Isles. These Isles have been visited by Scot and Northman alike, but their ruler is said to be an ancient pagan witch-queen, kept either alive or undead through dark magic. Her name is Morrigaine, and she is a servant of the gods of Chaos. She has ruled from that isle for at least a thousand years, as she features in the tales of the legendary Cymric king Arthur (some accounts say she is his half-sister); and once she served to bring evil and disorder to all the lands of the north including Albion. But it seems that her powers have waned over time, perhaps consumed in the need to put great effort into maintaining her un-natural longevity. She still has absolute power in the Orkneys, but her influence extends to other places only through agents: Northmen raiders (whose influence has also been on the wane for hundreds of years now), pirates, and other criminals that make pacts with her, and power-lusting evil mages from all parts who have visited her to learn how to serve her and Chaos. On more than one occasion in the past, the Clerical order had sent forces to try to dispatch her, but all have met with failure; in the last couple of centuries the policy of the church and the Order has been containment, to oppose her agents and keep her isolated, theorizing that her power is likely to continue to wane until her eventual entropic demise.



Kingdoms of the Continent



While the bulk of the action in the Dark Albion campaign is assumed to take place in Albion, there are places besides Calais where adventurers might find themselves while traveling on the Continent. The following is a brief outline of the important areas of the continental region.

1. Western Europe

The western part of the Continent, where natives of Albion are the most likely to travel (generally because of a long history of conflicts), include: Frogland, Burgundy, Lorraine, and Savoy.

Frogland

For over a century now, an entire nation on the Continent has been over-run and occupied by a vile race of Chaos humanoids. The Frogmen emerged from their hiding places and took control over the weak regional Frankish rulers after prolonged periods of cult-corruption, heresy, and internecine strife (an important lesson to other nations, though sadly ignored). While valiant heroes tried to fight against the Frogman invasion, a significant number of corrupt humans (nobles and commoners alike) betrayed their religion and species, and collaborated with the Frogmen. Indeed, while the Frogmen are powerful fighters, well armed with magical items, and have mighty spellcasters in the service of demons among their ranks, their greatest asset in maintaining control over Frogland is the large number of human vassals who willingly oppress their fellows in exchange for relative comfort.

The territory of Frogland is ruled from the Paris Swamp, where the grand temple of the Frog's demon-god (Bobgolbula) is found; they have constructed similar but smaller temples everywhere they extend their reach, as these temples allow their sorcerer-priests to communicate easily with the demon they call their god, who grants them powerful magic items; primarily magical weapons and armor, but the higher nobility are known to carry powerful rings that can reverse enemy spells back on their caster. Their power is at it's greatest in this northern-central area, but it quickly diminishes to the east, south and far northern coast of their kingdom, where they are confronted by stronger rebel human forces and by powerful states that oppose them (primarily the Duchy of Burgundy and Albion itself). The territory of Brittanie and all the territories that border Burgundy are particularly contentious, as these have been gained and lost by the Frogmen several times, and the population holds out hope. Brittanie has the largest native resistance force, run by knights in the name of the young heir to the former Duchy, who has been kept hidden from the Frogs in the hopes that (possibly with Albion's help) they might one day be able to regain their independence. In turn, the Frogmen brutally repress the local population from the mighty and near-impenetrable fortress known as the "Krak Des Ghuls" (built over an ancient underground temple to an Elven death-cult).



Frogland is governed jointly by the priesthood of the Frog-God and by a Frogman aristocracy, who have found it fashionable to take on the styles, airs, and even fashion of the human nobility of surrounding nations. The current Frogman King is Craaak VII, called "Craaak the Enormous"; under his rule the Froglands have recovered all the territories they had previously lost to the Anglish under King Henry the Great. He has also thus far been able to take advantage of the instability in the Anglish throne to concentrate his efforts on attacking Burgundy and Lorraine, but has met a worthy and ruthless opponent in the Duke of Burgundy.



Burgundy

The Duchy of Burgundy was one of the many territories loosely organized under the now-defunct Frankish Kings. Having a stronger knightly tradition and having been less affected by social corruption at the time of the Frogmen's rise, the Duchy of Burgundy managed to avoid being conquered and remained an independent human state. It increased its territory in a series of wars with the Frogmen, and now controls a significant stretch of land from the "low countries" on the coast of the Northern sea, down to the mountainous borders with Arcadia and the Confederacy. In spite of being in a constant state of warfare with the Frogmen, Burgundy has grown in the past decades to become one of the most powerful states in the Continent, (at the start of the campaign) ruled from the majestic city of Bruges by the current Duke (who will later declare himself "Grand Duke") Philip of Burgundy (called "Philip the Hawk" by his own people). Philip has had cause to distrust Albion, having seen the vacillating government of the Mad King fail once and again to follow through on promises to join him in co-ordinated attacks against the Frogs. Even fighting on his own, however, he has struck important victories against the Frogmen, and looted treasure from his conquests that he has used to rebuild Bruges into a masterpiece of the continental 'renaissance' architecture. His new palace is a majestic affair, that bears no resemblance to the cold fortresses and towers of Albion. His impressive accomplishments and animosity toward Albion has led some of the nobility (particularly the Lancastrian nobility) to spread rumours that he may himself be a servant of chaos.

At later moments in the campaign's chronology (if the GM follows the standard timeline), Philip will be succeeded by Grand Duke Charles the Terrible, who after a series of wars will die in battle and leave only a female heir; at this point Burgundy will cease to exist and be incorporated into the Hapsburg Principality.

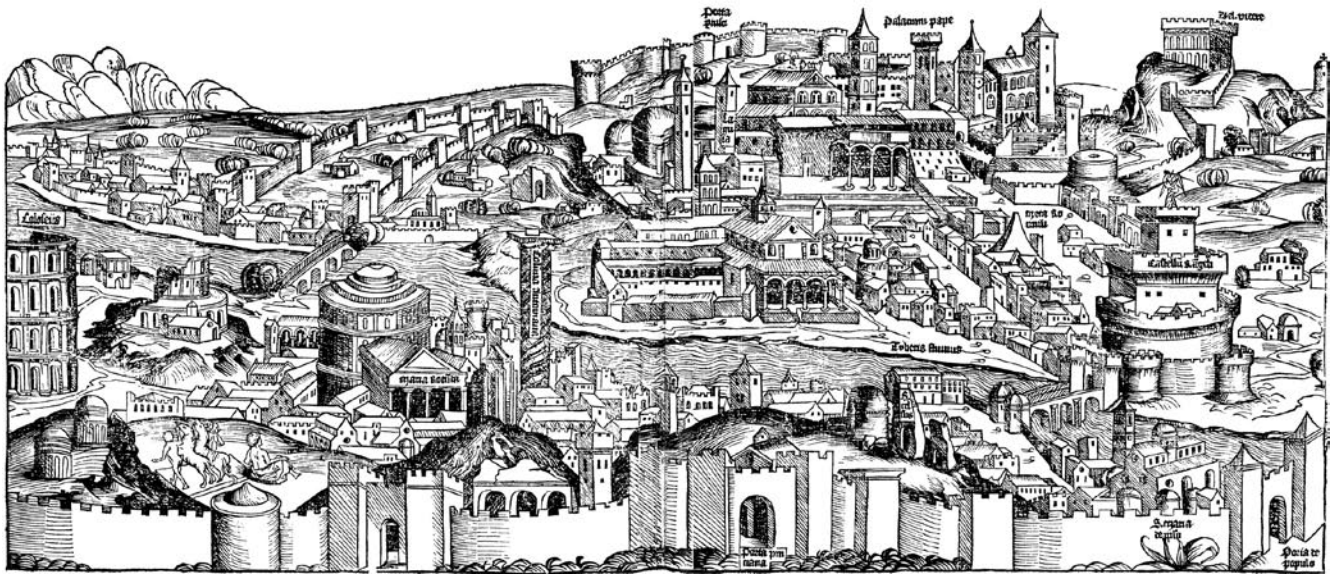
Lorraine

Another smaller principality in the border area of the former Frankish kingdoms, it survived the Frogman invasion by entering into a vassal relationship with the more powerful Duchy of Burgundy. Ruled from the city of Metz, it has (since the Frogman invasion) been ruled by a surviving dynasty of the old Frankland monarchy, styled with the title of Prince. The current prince of Lorraine is Prince Jean (who is sometimes called "Jean the Proud").

Savoy

On the eastern border of southern Frogland, lies the sovereign duchy of Savoy. This mountainous territory was a mere county until 1413 A.S., and had acquired its independence only in the mid 14th century. Its capital, Ciamberi, where stands the House of Savoy's castle and the senate, lies close to the border with Frogland. Geneva, that is a larger city, while belonging to Savoy, is more like a city-state ruled by its own Prince-Bishop under the duke's rule. The Duchy of Savoy is a traditional ally of Burgundy, but is in bad terms with both Frogland on its western border, and with Provence on its southern border. Unfortunately, frequent wars with these neighbors, as well as the inherent ruggedness of mountain life, has prevented the economical development of the duchy, that remains for most of its parts, a land of inhospitable wilderness.





2. Southern Europe

The region around the northern part of the Mediterranean sea include: Arcadia, Iberia, Provence, and the Borderlands. All these lands share a proximity with the sea as well as a hot temperate climate.

Arcadia

A thousand years ago, Arcadia was the epicenter of the greatest empire the world had ever known. At its height, it covered most of the Continent (except the easternmost fringe), the north of Afric, the lands of the Sun, Khem, and all of what today are the lands of the Turk. But this crown of civilization eventually fell apart, and the world fell to barbarism in a dark age.

Today, the Arcadian peninsula is home to dozens of tiny principalities, duchies, free cities and merchant republics. The city of Arcadia, which once had a stunning population of almost one million, even today is mostly in ruins, with a population of only twenty thousand (less than the city of London).

Arcadia is still tremendously important, however, because it is the seat of the Pontifex, the father of the Church of the Unconquered Sun. Its cities are also once again great centers of art and learning, as well as commerce, as a renaissance of knowledge and beauty has flowered once more.

Iberia [and Garnatah]

The Peninsula of Iberia is not a single united kingdom, but combination of a number of kingdoms, which has been wracked by war for several centuries. Since the collapse of the Arcadian Empire (of which Iberia was a crucial province), Iberia has suffered first barbarian heathen invasions, later a massive invasion of the Moors from the other side of the Mediterranean Sea, who conquered most of the region to the religion of the Crescent Moon; afterward, there was a lengthy period of 'reconquest' by the followers of the Unconquered Sun; but this happened in fits and starts over the centuries, the various rulers of the sun-kingdoms fought amongst each other as much as they fought the Moors.

As of the present day, the reconquest is almost complete. Only the southermost city-state of Garnatah remains under Moorish rule.

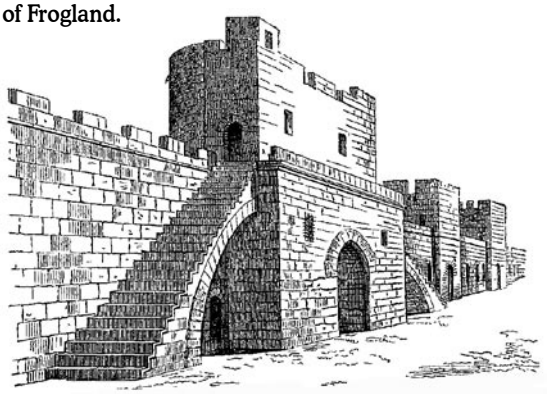


The Iberians are known as a deeply religious people, to the point of fanatical zeal; they are dedicated (to the point of excess) to the persecution of Chaos or even the suspicion of Chaos, including any and all heresy against the Church. They are also legendary warriors. Iberian steel is of particular high quality; a sword of Iberian steel made by master craftsman (note: not any sword, only those of master quality) confers a +1 bonus to hit and damage (but is not magical). These weapons only very rarely reach Albion, and when found in London will routinely sell for upward of 8£.

Provence

The kingdom of Provence is a small nation set between Frogland and Arcadia. It originally was a province of Arcadia during the antiquity, but eventually became a kingdom in its own right. For some time Provence was prosperous, and many abbeys, cathedrals and castles were built on its territory. However, the black plague in 1350 A.S., the Hundred Year's war, and then a war against the kingdom of Aragon exacted a heavy toll on Provence. Nearly half of its population was lost, first to the plague, and then to roaming bands of soldiers turned to banditry. In this second half of the 15th century, the kingdom has shrunk; its ruler, the Good King René of Provence, lost his other "kingdom" of Naples to Aragon, and subsequently fled to his castle of Tarascon on the Rhône

river. Likewise, when in former times the great city of Avinion belonged to Provence, it is now in Frogland territory. In fact, the end of Provence as an independent nation is close: when the king dies in 1480 A.S., without heir, Provence becomes a part of Frogland.



the Borderlands

The "borderlands" are not a kingdom, but just a term for all the small principalities, duchies, voivodeships, and other tiny states that were once the outlying provinces or vassal states of the Empire of Byzantium. These territories began to break away from the Empire during its long slow decline, and finally were left to their own fate when the great city of Byzantium fell to the Turk in 1453 A.S.

The various states of the borderlands have risen and fallen quite frequently, as they are invaded by the Turk, liberated, become independent lands or vassal states of the Commonwealth, Hunland, the Hapsburg Principality or even the Ruse, war with and conquer one another, and so on. They are peppered with a variety of ethnic groups, like the Bulgari, Croats, Bosnians, Goranians, Macedonians, Montenegrins, Serbs, Slovenes, Aromanians, Moldavians, Wallachians, Achaeans, Albani, and the itinerant Roma/gypsies.

The Arcadian city-state of Venetia, located far to the north of Arcadia, is a merchant republic that holds enormous influence and controls several pockets of territory in the region, such as Dalmatia, the coastal port town of Durazzo, the twin towns of Koron and Modon, and the islands of Korfu and Kreta. The Turk Sultan is particularly dedicated to defeating Venetia as a regional power, and is currently engaged in a naval and land war with Venetia (the Venetians are hiring all the mercenaries they can to engage in both land war and piracy against the Turk).

At the present time of the campaign, some of these lands, like Bulgary, have been completely conquered by the Turk. Others, like Albani (at the hands of their great military leader, Skanderbeg) or Moldavia, are putting up a desperate but doomed attempt at resistance. Some have become vassals of more powerful Continental states, like the lands of the Croats, which have allied with Hunland. Most of the borderlands are doomed on account of their failure to work together, as they often hate each other due to tribal conflicts as much as they hate the Turk; and the failure of the great powers of the eastern side of the Continent to put up a united front against the Turk, instead using the various borderlands as pawns in strategic games against each other.

3. Central Europe

This very large part, which is more than ten times the size of Albion, regroups: the Principalities, Bohemia, the Confederacy of Cantons, Northlands, Teutonic Holdings, Commonwealth, Hunland, and Wallachia.

the Principalities

The central region of the continent is encompassed by the Principalities. When the king Charles Magnus briefly unified most of the western continent under his rule around the year 800 A.S., there was an attempt to revive the old Arcadian Empire. This fell apart under his heirs and no central authority was formed in the central continent; within a hundred years of his death, the dream of some kind of Holy Arcadian Empire was lost. Instead, this region is ruled by a very loose confederation of Princes and Prince-Bishops and a few Grand Dukes, who each rule their small or large territories. Amongst the foremost of these are the Principalities of Munster, Hesse, Saxony, Brandenburg, Wurtenburg, Bavaria, and the large and influential Hapsburg Principality. In the past, the Kingdoms of Bohemia and Hunland had been considered parts of the Principalities, but both developed their own statehood.

All of these states are sometimes-allies, and sometimes rivals, at times even going to war with one another. They are known for being ridden with impoverished peasantry.



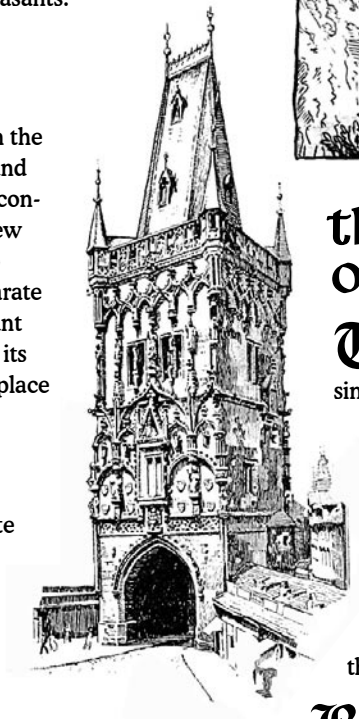
corrupt and incompetent nobility, and radical heretical movements. Most recently the movement of Jan Hus, a Bohemian 'reformer' in the Church, caused a peasant uprising; it began in the Kingdom of Bohemia, but quickly spread throughout the principalities. As of the start of the campaign, in spite of its founder having been burnt at the stake 35 years earlier, it continues to threaten the stability of Bohemia and most of the central Continent. The Hussite Heresy holds that the Pontifex's office is hopelessly corrupt, that it should be abolished in favor of a "priesthood of all men", that the Book of Law should be freely read in its entirety by all (and not just priests, monks and Clerics), and that there should be no difference in the treatment under the law of nobles and commoners alike.

The largest and most powerful of the Principalities is the Hapsburg Principality, but it had, for the last 80 years, been subject to a civil strife of its own, as two branches of the ruling family split the principality in half, and quarreled ceaselessly with each other. It was only two years ago, in 1453 A.S., that the Principality was reunited back into a single line under the rule of Prince Frederick the Peaceful. The power of this family will increase tremendously in 1477 A.S., where Frederick's son will marry the only surviving (female) heir to Burgundy, and that former Grand Duchy will pass to become part of the Hapsburg Principality.

The rulers of the Principalities are naturally concerned with the Frogmen but are too disorganized to deal with anything outside their own borders; and feel more immediately threatened by the power of the Commonwealth, the Turk, and especially by their own revolting peasants.

Bohemia

The Kingdom of Bohemia is found in the border between the Principalities and the Commonwealth. It was in the past considered part of the Principalities, but grew in power until its ruling family saw fit to take the title of King and develop a separate identity. Bohemia grew to be a significant secondary power on the Continent, and its capital, Praga, is a wonder to behold, a place of art and learning (featuring one of the oldest and most esteemed universities).



Unfortunately, it has been plagued for the last fifty years by the Hussite revolt, a peasant uprising motivated by the heretical propositions of a priest and University Rector named Jan Hus, who was burned at the stake several decades ago. His death, seen as a martyrdom by his followers, sparked a religious uprising of the peasantry with the support of some nobles and even some rebel clerics, a conflict that has spilled over to affect both Hunland and the Principalities as well. The situation was exasperated in 1437 with the death of the Bohemian King Sigismund Redfox; his successor, Ladislaus the Posthumous, was a minor, and the regents who took control of his government were Hussites.

In accord with their heretical ideals, they have expropriated the properties of the Church, installed their own Bishops and Clerical commanders in defiance of the order, and changed the legal codes. Bohemia is thus at the present time of the campaign a 'rogue state', in defiance of the Church and opposed by almost all of its neighbours; and yet thus far the Hussites have managed to fight off any attempts to unseat them.

In the future years of the campaign, Ladislaus will die in 1457 A.S., before he can reach adulthood; and without any heirs the crown will be taken by George of Podebrady, a Hussite noble with no legitimate claim to the throne. His coronation will be rejected by all other Continental monarchs, and will lead to a war with both Hunland and the Hapsburg Principality. After George's death in 1471 A.S., the Hussite heresy will diminish in influence, and Bohemia will find itself, in desperation, forced to give the crown to Vladislav Jagiello, the Polish son of King Casimir the Great of the Commonwealth. Bohemia will thus pass to become a vassal state of the Commonwealth.



the Confederacy of the Cantons

The Confederacy is a tiny country found in the midst of the Alpine mountains, its people having lived there since at least the time when the Cymri ruled Albion; at that time the Cantoners were known as the Helvetii, and they appeared to have been slaves who escaped from the service of the Elves. In that age, the Helvetii worshiped the Dragons who populated the mountains; but have long since joined the faith of the Unconquered Sun, and what dragons may still be found in the Alpine mountains are few and far between, and none within the territory of the Cantons themselves.

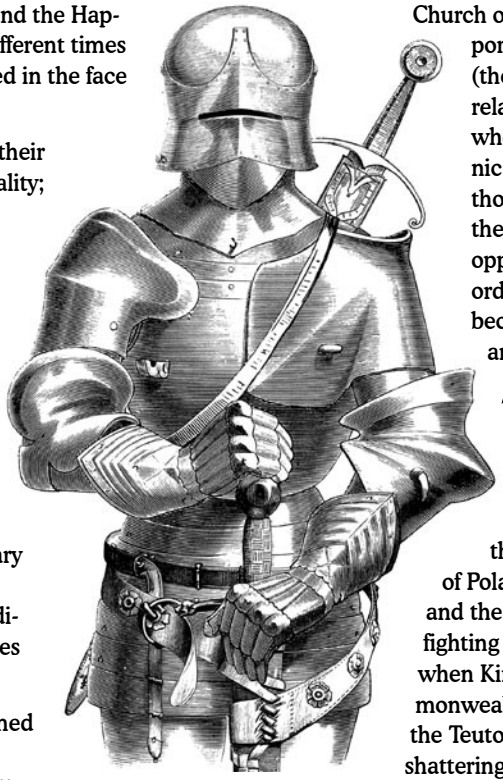
Based in what would become an important trade route in the mountain passes between the Frankish lands, Arcadia, and the Principalities; the communities of the Cantons decided they wished to be free from the control or vassalage of any of the above rulers, or indeed any kings, and 150 years ago formed a democratic Confederacy. The eight member-Cantons each have independent governance in their own territory and united laws for defense against any outside


Scots' Land
Edinburgh
Eire
Durham
York
North Sea
Oslo
Aarhus
Northland
Albion
Hamburg
Münster
Utrecht
Hanover
Magdeburg
London
Oxford
Bristol
THAMES
RHINE
Dover
Calais
Bruges
Cologne
Burgundy
Albion Channel
Frankfurt
Brazh
Rouen
SEINE
Paris
Reims
MEUSE
MARNE
Principalities
Württemburg
Atlantic Ocean
Frogland
Metz
Lorraine
Nantes
LOIRE
Tours
Dijon
Burgundy
Zurich
Confederacy of Cantons
Distances in miles
0
48
96
Bay of Biscay
VIENNE
Bordeaux
GARONNE
DORDOGNE
Lyons
Geneva
Venetia
ADIGE
Savoy
Milan
Puymes
Turin
Asturias
Bilbao
RHONE
Provence
Genoa
Florence
Navarre
Tolosa
Avinion
Marseilles
DOURO
Iberia
Saragossa
Catalonia
Castille
EBRE
TAGE
Madrid
Barcelona
Aragon
Toledo
Mediterranean Sea


Northlands
Stockholm
Roskilde
Reval
St.Petersburg
VOLKHOV
Novgorod
Rus
Pskov
Riga
Muscovy
Teutonic Holdings
Baltic Sea
Hanseatic League
DVINA
Smolensk
Koenigsberg
Vilnius
Lubeck
Gdansk
Marienburg
Minsk
NIEMEN
DNIEPR
BEREZINA
OBER
Brandenburg
WARTA
VISTULA
PRIPET
Commonwealth
Saxony
ODER
Magdeburg
Warsaw
Kiev
ELBE
Breslau
Bohemia
DNIEPR
Praga
Krakow
BOUG
DANUBE
Bavaria
DNIESTR
PROUT
Vienna
Bratislava
Salzburg
Hapsburg
Buda
Hunland
MURES
TISZA
Venetia
Zagreb
Brasso
OLT
DANUBE
Belgrade
Wallachia
Black Sea
Tirnovo
Florence
Adriatic Sea
Borderlands
Sofia
Turks Land
Byzance
TIBRE
Arcadia
Salonica
Durazzo
Naple

aggression. The Frogmen, Burgundians, and the Hapsburg Principality have all attempted at different times to conquer the Cantons, but each has failed in the face of impressive mountain defenses.

The people of the Cantons appreciate their tranquil agrarian life, and their neutrality; they are glad for trade but are distrustful of outsiders who linger with no apparent productive business.



the teutonic holdings

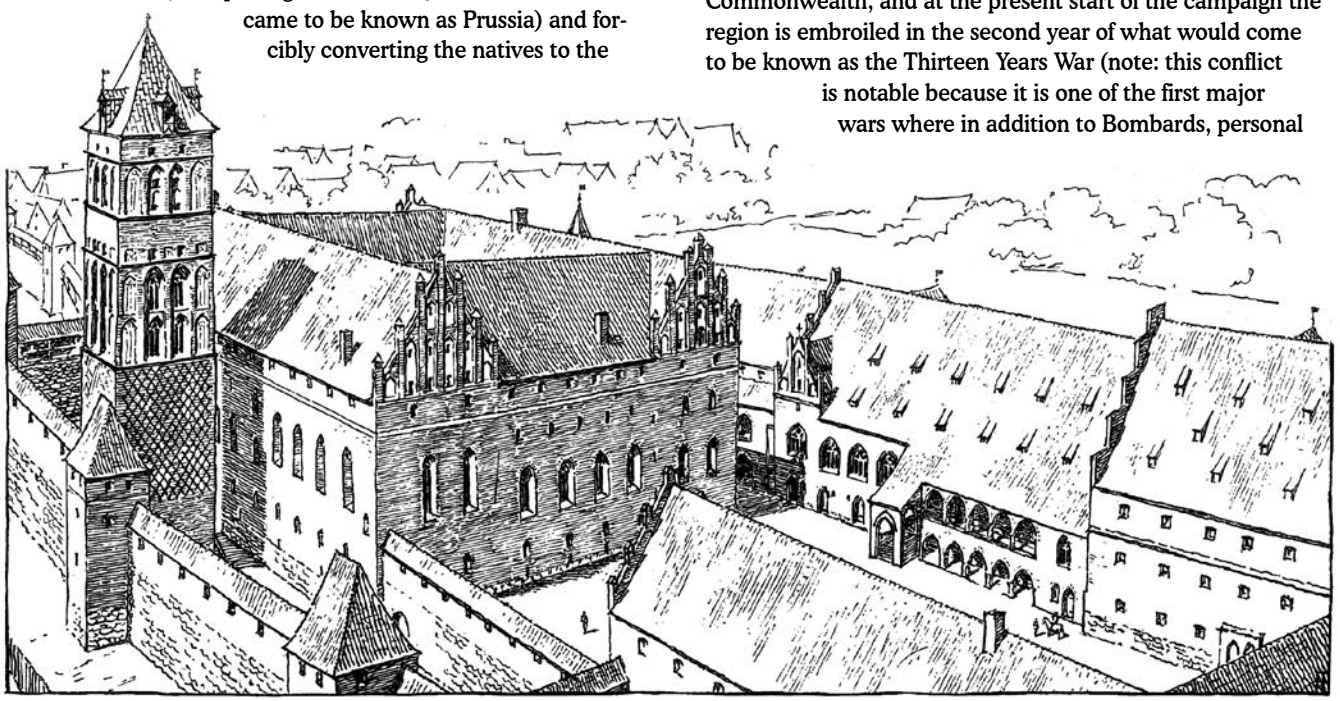
The Teutonic Holdings are territories that have been occupied, and their native populations brutally oppressed, by the Knights of the Teutonic Order; a military order of Knights composed of noble-born natives of the Principalities, who were dedicated to the expansion of Germanic peoples into traditionally Slavic territories.

The Teutonic Order was originally formed over two centuries ago, by Germanic knights fighting in the Lands of the Sun, during the great crusades against the followers of the Crescent Moon, who had conquered those lands. When the crusades failed and the followers of the Sun were forced to leave the levant, the Teutonic Knights regrouped on the Continent. They briefly based themselves in Wallachia, fighting against Turk forces there, but were expelled due to refusing to obey the native nobles who they considered their inferiors.

They then put themselves at the service of several of the Principalities, proposing to launch a crusade against the still-heathen Slavs of the Baltic coast north of what is now the Commonwealth, conquering those lands (the core of which came to be known as Prussia) and forcibly converting the natives to the Church of the Unconquered Sun. Initially supported in this by the Kingdom of Poland (the precursor of the Commonwealth), the relation between the two quickly soured when it became obvious that the Teutonic Knights planned to occupy and rule those lands themselves and encourage the migration of Germanics there while oppressing the natives. The Teutonic order quickly gained control of the region, becoming rich and powerful through trade and military force.

There was an ongoing conflict between the Teutonic Holdings and the Poles, and the menace of the Teutonic Knights was so great that it was one of the causes that led to the great union between the Kingdom of Poland and the Grand Duchy of Lithuania and the founding of the Commonwealth. The fighting reached a fever-pitch in 1410 A.S., when King Vladislav The Convert of the Commonwealth struck a decisive victory against the Teutonic Knights at the Battle of Grunwald, shattering the military power of the Knights (killing the current Grand Master and 50 out of the 60 captains of the order) and forcing them into a humiliating peace treaty (the Treaty of Thorns).

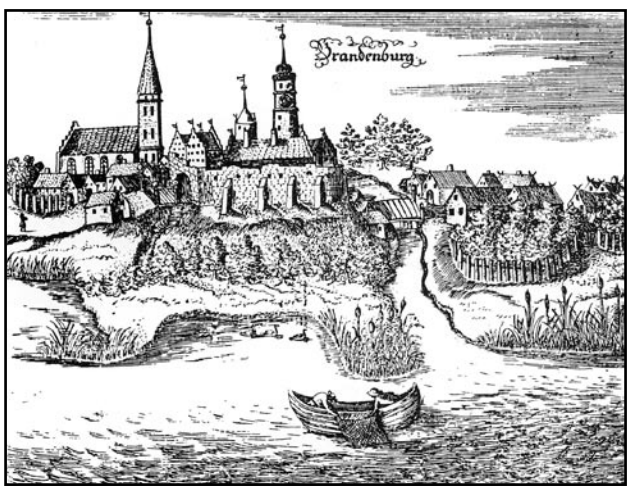
With most of their leadership dead, the order fell into a period of decline and brutal infighting, which allowed the natives to rise up against the order, forming a rebel government known as the Prussian Confederation. This alliance of the native gentry, soldiers and peasantry were quickly opposed by the Knights, but received support from the Commonwealth, and at the present start of the campaign the region is embroiled in the second year of what would come to be known as the Thirteen Years War (note: this conflict is notable because it is one of the first major wars where in addition to Bombards, personal



firearms were used by both sides, though not yet in any great numbers). The Commonwealth forces, under the personal leadership of King Casimir the Great, have liberated several cities from the Knights and laid siege the Knight's main fortress at Marienburg Castle, though not successfully. On the other side, the Teutonic Knights are hiring any and all mercenaries they can to support their diminished forces, and have received some troops from the Principalities to assist them as well. They have now begun a counteroffensive, defeating Commonwealth forces at the Battle of Konitz and recapturing territory.

The Teutonic Knights are prideful, utterly disdainful of anyone they see as their inferiors (which includes most people not of Germanic descent) and cruel, but are also highly trained warriors. They are, in short, almost stereotypical villains.

In the future chronology of the campaign, in spite of lengthy conflict and a series of turns of fortune for both sides, the war will end with the decisive defeat of the Teutonic Knights, and the signing of the Second Treaty of Thorns, where the order will be forced to directly surrender half of its territory to the Commonwealth, will be made to abandon their fortress at Marienburg, and their remaining territories will exist only as a vassal state of the Commonwealth. Even this, however, will not be the end of the Teutonic Order's trouble-making, as they will continue to engage in plots and rebellions for the rest of Casimir's reign and beyond.



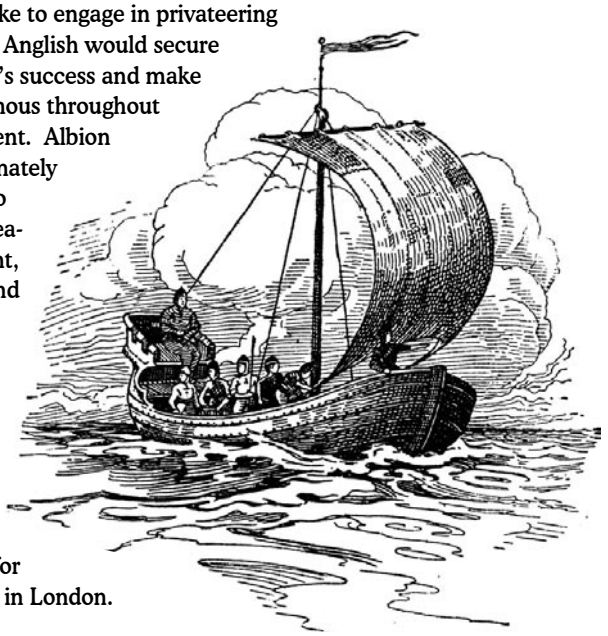
the hanseatic league

The League is a coalition of city-states and allied market towns along the Baltic coast, dedicated to the promotion of mutual support and protection for the benefit of controlling trade in the northern part of the Continent. It is not a unified government in any sense, but rather it is a trade alliance that seeks economic regional control; its power is nevertheless considerable, and not only on the financial level: the Hanseatic League has their own armies and navy at their disposal.

The League evolved gradually, its origins dating back almost 300 years ago, started from the port city of Lubeck, in the Principalities, which is the central headquarters of the League to this day. It was joined by Cologne and Hamburg, and by the free city of Gdansk and the baltic city of Riga, as well as many associated or lesser cities and towns. The League has alliances or trade deals, some generated for mutual benefit, others by coercive trade practices, with all of the coastal Principalities, the Teutonic Order, the Commonwealth, Rus, the Northlands, Burgundy, and Albion.

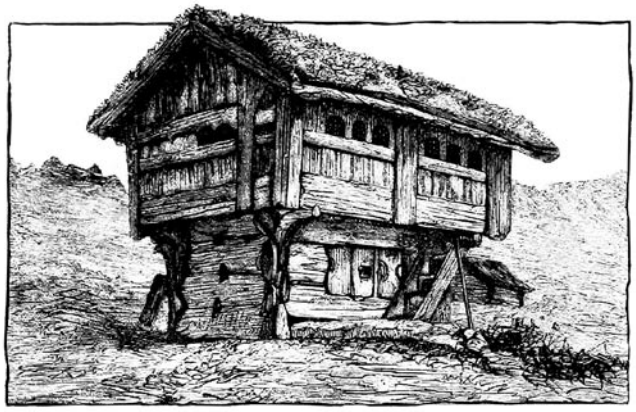
The League has also been a sufficiently notable force that they have engaged in (primarily naval) military conflicts against Burgundy and the Northlands, albeit with limited success; and with far greater success they have used their navy to severely curtail pirate activity on the North Sea.

In the subsequent chronology of the campaign (should the GM proceed with it along historical lines), the Hanseatic League will enter into a war with Albion in 1470 A.S., after King Edward of York attempts to strip the League of their shipping benefits to Albion. The League will end up winning this war in 1474 A.S., through superior naval strategy, sinking or capturing enormous numbers of Anglish merchant ships. In particular, their hiring of the Polish sea captain Pavel Beneke to engage in privateering against the Anglish would secure the League's success and make Beneke famous throughout the Continent. Albion would ultimately be forced to sign the Treaty of Utrecht, restoring and expanding League rights in Albion and constructing new warehouses and steelyards for the League in London.



northlands

The lands of the Northmen are found on the other side of the Baltic Sea, they are cold and rugged lands of ice and snow with extensive fjords. In centuries past, the Northmen were brutal heathen raiders that were the terror of all the coastal regions around them. While today, the Northmen kingdoms (there are several) have officially all converted to the Church of the Unconquered Sun, in point of fact the general population still combine their faith with a wide variety of heathen beliefs. The force of the old Northmen gods of Blood and Fire still run strong. Even some of the Jarls, the chiefs of the Northmen, continue to secretly combine the worship of the old gods with the Church, which they turned to more for political and economic gain than anything else. The Northmen still straddle the line between a barbarian heathen kingdom and a modern Continental state. There are no real cities in the Northlands, only villages and small and large towns.



The Jarls of the Northlands do not hold the same absolute levels of power as what is seen in most lands of the Continent. Although they do rule by inheritance and have significant wealth compared to the commoners, there is proportionally less material disparity between the classes. There is also no feudal concept; no serfs or indentured peasants, the average citizen of the Northlands is what would be termed a "free man" elsewhere. A much larger percentage of the population own their own land, even if these are only very small farmholdings. There was once a significant portion of the population who were slaves (termed "thralls") but now that class has largely disappeared, incorporated instead into the lowest level of free commoners.

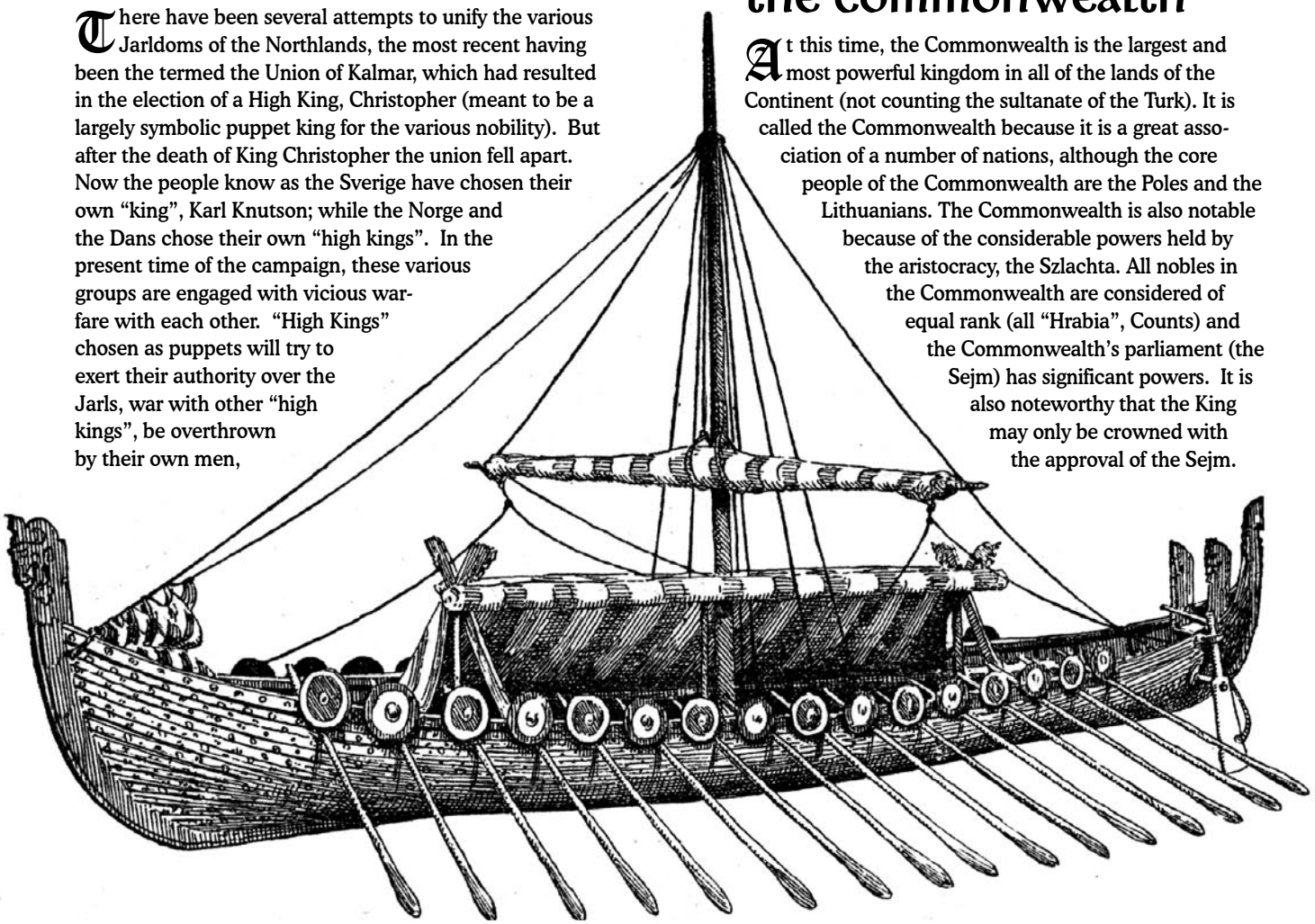
There have been several attempts to unify the various Jarldoms of the Northlands, the most recent having been the termed the Union of Kalmar, which had resulted in the election of a High King, Christopher (meant to be a largely symbolic puppet king for the various nobility). But after the death of King Christopher the union fell apart. Now the people know as the Sverige have chosen their own "king", Karl Knutson; while the Norge and the Dans chose their own "high kings". In the present time of the campaign, these various groups are engaged with vicious warfare with each other. "High Kings" chosen as puppets will try to exert their authority over the Jarls, war with other "high kings", be overthrown by their own men, return to power, and continue in bloody conflict. The situation will fail to fully resolve itself throughout the chronology of the campaign.

The Northmen have a complex relationship with the Rus; the Rus are descended in part from Northmen who settled along the Volga river, but they have developed separate cultures over time and distance. Now, the border area between the two territories, known as the Lands of the Suomi, are frequently disputed between rulers of either territory. The Suomi lands are sparsely populated, particularly harsh in climate, and filled with creatures of chaos and dark magic. The native tribesmen of the region are particularly tough warriors, ruthless in battle against all invaders, and frequently touched by the taint of Chaos.

The Northlands likewise have a tricky relationship with the Hanseatic league. Even as their traders deal extensively with the merchants of the League, the Northmen have been the single largest source of piracy in the northern seas east of Albion; while the Hanseatic League have been responsible for the ruthless persecution of pirates, severely hampering the traditional means of wealth acquisition for many of the Northman tribes.

the commonwealth

At this time, the Commonwealth is the largest and most powerful kingdom in all of the lands of the Continent (not counting the sultanate of the Turk). It is called the Commonwealth because it is a great association of a number of nations, although the core people of the Commonwealth are the Poles and the Lithuanians. The Commonwealth is also notable because of the considerable powers held by the aristocracy, the Szlachta. All nobles in the Commonwealth are considered of equal rank (all "Hrabia", Counts) and the Commonwealth's parliament (the Sejm) has significant powers. It is also noteworthy that the King may only be crowned with the approval of the Sejm.



The current King, Casimir Jagiello, is already called Casimir the Great. He ascended to the throne at the age of 17 after the death of his brother Vladislav, who died in battle against the Turk at only 20 years of age. In addition to opposing the Turk, King Casimir has already engaged in war with the hated Teutonic Order of Knights, who brutally control the territory of Prussia in the north.



Casimir will continue to rule the Commonwealth throughout the campaign period, and will ultimately defeat the Teutons, Turks, Huns, Tatars, Principalities, and the undead armies of Vlad Tepes; he will strengthen the Commonwealth in every way, and among his children he will have one son (Casimir) who will be a famous Cleric (who will later be made a saint), another (Vladislav II) will become king of both Bohemia and the Hun Lands, three sons who would succeed him in turn as king of the Commonwealth (John, Alexander, and Sigismund), another son who will be Archbishop of Poland, and several daughters who will marry into the great houses of continental nobility.

The people of the Commonwealth are proud, and famous warriors; in particular, the noblemen fight as brutal cavalrymen, the "winged hussars" whose plate-mail armor includes metal wings that create a terrifying cacophony as they charge, leading their enemies to break sometimes even before the charge reaches them. In Casimir's time, their army will come to be thought of as virtually unbeatable. There are also more Clerics in the Commonwealth than any other nation (even more than in Iberia); the Poles in particular are a zealous people of faith, though somewhat more tolerant and forgiving than the harsh Iberians. The people of the Commonwealth are among the most educated on average in the entire Continent, and the city of Krakow features an impressive University and Collegium; the cities of Warsaw and Vilnius are likewise great centers of trade and culture.

hunland

So named because its population mainly consists of descendants of the Hun barbarians who invaded and devastated Arcadia long ago, the Kingdom of Hunland is situated in the central-eastern part of the Continent. It is bordered on the north by the Commonwealth, the south by Wallachia and the other borderlands now being conquered by the Turk, to the northwest by Bohemia and to the southwest by the Hapsburg Principality. For the last half-century, this kingdom has been embroiled in a series of wars, foremost against the Turk, against the Hussite heretics, and it was then forced in desperation to offer its vacant crown to the dashing young King of the Commonwealth (Vladislav, Bulwark of the Sun) in 1440 A.S.

Unfortunately, Vladislav died only four years later, falling in battle against the Turk; and the government of Hunland was briefly controlled by the Hussite heretics in the name of Ladislaus the Posthumous. The native Huns were not in favor of this cabal, however, and they appointed one of their own, a brilliant general by the name of Jan Hunyadi, to act as Regent of the Hun Lands. Hunyadi made a series of alliances with the Borderlands and Wallachia, and has fought several successful campaigns against the Turk.

In the future of the campaign, Hunyadi's son Mattias Corvinus ("the Crow") will be crowned King of Hunland in 1457; he will lead the Hun lands into a new golden age, bring the renaissance to the kingdom, and push back the Turk; but at the same time will engage in a prolonged and bitter (losing) conflict with the Commonwealth and its King Casimir The Great.



wallachia

One state in particular of the borderlands stands out as significant. Wallachia's lands of swamps and forested transylvanian mountains has, in recent years, seen some of the most intense fighting against the Turk advance. In the past century, the land became a principality under the rulership of Mircea the Old, who fortified the ancient citadels (some dating back to the time when the Arcadians governed this area as one of their provinces), mustered a permanent army and made an important alliance with the Commonwealth. When the Turk invaded his lands, he wisely chose to fight a guerrilla war rather than facing their vastly superior numbers and training on the open field of battle (a strategy that was followed by his son and grandson). He later joined the army of Hunland to actually counter-attack into occupied Turk territories.

His son, Vlad Dracul ("The Dragon") faced a very different situation when he was forced to seek the aid of the Turk against the aggression of Hunland (under the leadership of Jan Hunyadi) who sought to conquer the entire region of Transylvania (which includes Wallachia). Dracul eventually managed to defeat the Huns with the aid of the Turk armies,

but in exchange Wallachia became a client-state of the Turks; Dracul was forced to pay a steep annual tribute to the Turk Sultan, and send two of his younger sons (Vlad and Radu) as hostages to the Sultan's court. His older son, Mircea, rejected what he saw as his father's betrayal and led a rebel force to continue the fight against the Turk; eventually allying with Jan Hunyadi against his own father. However, the Huns betrayed him, seeking to put someone less independent on the Wallachian throne; and Mircea and Vlad Dracul both found themselves fighting against the Hun armies. Both were eventually betrayed by their own men, and murdered on Hunyadi's orders.



Dracul's sons Vlad and Radu were raised in the court of the Sultan, and both converted to the faith of the Crescent Moon; however, it would later become clear that while Radu's conversion was sincere, Vlad's conversion was only for political purposes. After his father's death, Hunyadi had placed a puppet prince, Vladislav Danesti, on the Wallachian throne. To avoid Wallachia falling under Hunland's control, the Sultan sent Vlad with an army to take the throne that was his by right of birth. However, Vlad promptly rebelled against the Turk, and turned to Hunyadi's side, in spite of Hunyadi refusing to restore his title. Vlad became a general in Hunyadi's army and bided his time, dedicating himself to gaining great fame in battle against the Turk.

In the future chronology of the campaign, Vlad will in turn rebel against the Hun as soon as he is able; in 1456 A.S., he will challenge Vladislav to traditional single combat and slay him, taking the throne as independent ruler of Wallachia. He will proceed to avenge the death of his father and brother by executing dozens of Wallachian nobles who had betrayed his family. In turn, he will raise loyal knights to the nobility, and begin a lengthy, legendary, and ruthless war against the Turk. His fondness for executing prisoners by impaling them on stakes will lead to gaining the nickname of Vlad Tepes, Vlad "The Impaler". Using guerilla tactics and surprise attacks he will regularly slaughter vastly superior numbers of Turk troops, and will become famous throughout the continent as one of the greatest heroes of the Unconquered Sun.

His eventual defeat will take the form of the worst kind of betrayal. His brother, now known as Radu Bey and having won fame as a warrior hero in service of the Crescent Moon, is sent by the Sultan with a great army to reconquer Wallachia in 1463 A.S.. He initially tricks Vlad by pretending that like Vlad before him, Radu intends to turn against his masters; but instead he turns on Vlad and slaughters his army, and (apparently) murders Vlad, leaving his corpse in the depths of a Transylvanian swamp. He will be made the governor of Wallachia, now a province of the Turk Sultanate.

But this is not the end of the story: ten years to the day, in 1473, a great army of the living dead, of wild dire wolves, and other creatures, spill out of the Transylvanian forests around the Prince's ancestral fortress of Argesz ("Crow's Loft") and slaughter the Turk forces. An apparently reborn Vlad, now a dark creature of the night calling himself Dracula ("son of the dragon"), murders his brother. Wallachia becomes a dark and sinister land, and the dark armies of Dracula threaten not just the Turk border but also the borders with Hunland and the Commonwealth, as Dracula no longer serves the Sun but the dark forces of Death. His reign will last for three years, until the Pontifex sends a band of great adventurers (possibly the Player Characters of your campaign?) to enter Castle Argesz and slay the Vampire Prince.



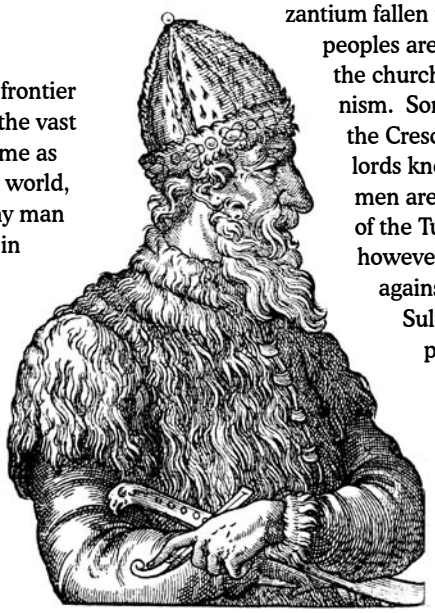


3. On the Edge of the Known World

Those who travel far enough across the northern seas will eventually reach Iceland; and those who travel far enough to the East will eventually reach Rus, or the Turks Lands. People usually have very little, if any, information about what lies beyond.

Rus

The lands of the Rus are the far eastern frontier of the Continent. Beyond that lie only the vast steppes from whence the Hun and Tatar came as if from nothing to lay waste on the civilized world, hundreds of years apart. If you were ask any man of the Commonwealth, they would tell you in fact that Rus is not a part of the Continent, but the place that marks the beginning of that which lies beyond. Its people are not bound by the civilizing values of the rest of the Continent; they are barbarians, no more part of the Continent than Scots Men are part of Albion.



But in truth, over the last five centuries or so, the Continent has gradually become part of them, at least some of the outward trappings. The people of the Rus are largely heathens, worshiping pagan gods of nature rather than the Unconquered Sun alone; but then, only fifty years ago so were half of the Commonwealth, and the father of King Vladislav (the "bulwark of the Sun") had been himself born a heathen. In certain parts of this vast land, there are many who followed the version of the Church of the Unconquered Sun considered heretical in the west, that was based from the ancient city of Byzantium; with Byzantium fallen to the Turk two years ago, the faith of these peoples are in chaos and it is unclear if they will turn to the church of Arcadia, or fall to Chaos Cults or heathenism. Some of the peoples of the lands of Rus worship the Crescent Moon, particularly the barbarian horse-lords known as the Tatars. These barbarian horsemen are mercenaries and do not consider the Sultan of the Turk to have any special religious authority, however, and they have as often been hired to fight against the Turk as they have fought alongside the Sultan's armies. In any case, almost all the peoples of the Rus, be they heathens or followers of either of the great monotheistic faiths, share the typical strong distrust of sorcery and chaos (a quality common among many barbarian people, perhaps on account of being much nearer to the horrors that are found in wilderlands, and indeed, magical creatures and other terrible things are found in abundance here).

More recently, some of the Rus have taken to imitating the styles of more westerly kingdoms, hoping to also imitate some of their power and prosperity. Chief amongst these is the "Grand Duchy of Muscovy", at this time little more than a powerful city-state based around the city of Muscovy. They became a significant local power after the rulers of this 'city' (little more than a town at the time) overthrew the control (and demands of tribute) of the Tatar invaders. Regardless, visitors cannot assume that any of the standard pleasantries or proper custom found in the rest of the Continent will be found here.

In the future of the timeline of the setting, a 'duke' of Muscovy (who will come style himself a Grand Prince) will come to dominate a much larger region, unifying opposing townships and barbarian tribes under his force. He will be known as Ivan the Great. He will spend much of the late 1460s and 1470s engaging in warfare all around Rus to unite the lands under his power; in 1480 he will once and for all defeat the power of the Great Khan of the Tatar horsemen. His victorious campaigns will bring him into conflict with the Commonwealth as well; this will be exaggerated by the fact that while he unites most of the Rus to the faith of the Unconquered sun, he refuses to accept the authority of the Pontifex in Arcadia, instead establishing an independent Church hierarchy in Rus.





Iceland: the Caldera Enigma

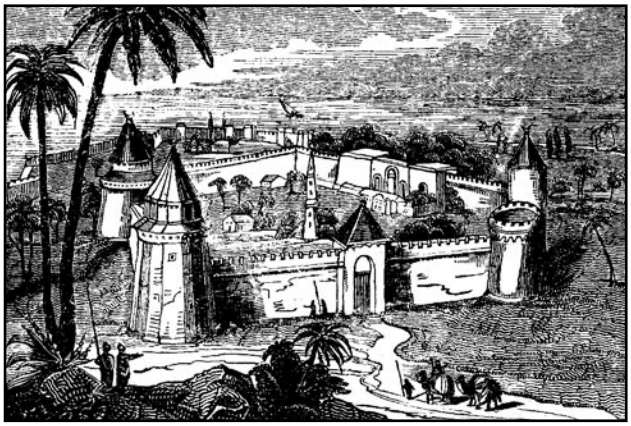
Still further north of the Orkneys one approaches the northern end of the world. Scholars know very little about this icy wasteland, for very few have been there and survived; but academic understanding holds that at the very northernmost peak of the world (for academics, like skilled sailors and navigators but unlike the common people, know the world to be round and not flat) there is a huge mountain, a terrible volcano that is said to hold within its caldera a gateway into the very Infernal Realms themselves. From here, all manner of dark evils emerge to plague the world. Most would think it utterly mad to ever want to visit such a place, but of course there are rumours of great powers and treasures to be found there, and every once in a while somesuch madman undertakes an almost-inevitably doomed expedition to find the polar mountain; much more rarely, deranged and twisted survivors manage to return to speak with horror about what they found before their decline into lunacy or death.

The Turk Lands

The Turk Sultanate is a vast sprawling empire, so large that it dwarfs even the Commonwealth; but most of it is not found on the Continent itself. It rules over most of the lands of Araby, the Sun Lands (the Levant; where Crusader forces seeking to reconquer the original home of the faith of the Unconquered Sun were ultimately expelled), and the northern coastline of Afric. For the past century it has engaged in war against the old and tottering Byzantine empire, conquering many of its provinces until finally, in 1453 A.S., the great city of Byzantium fell before the Turk hordes. The Turk people worship Law, but not in the form of the Unconquered Sun; instead, they worship the god of the Crescent Moon. Most people on the Continent (and Albion) believe this to be a demonic Chaos deity, or a heathen heresy; however, a closely-guarded secret of the Cleric order is that in fact this is also a faith of Law. The Crescent Moon faith even has their own version of the clerical order, in the form of the Sufi, an order of warrior monks who can perform the same miracles as the Clerics, and are as dedicated to defeating the forces of Chaos.

In many ways, the Turk lands are more advanced than the lands of the Continent; they have more sophisticated technology (the bombard and all black powder weapons, for example, were introduced to the Continent by the Turk), are more advanced in the study of the sciences and mathematics, and their colleges of magicians are also said to be more sophisticated. Some of these marvels were preserved in the Turk lands after the fall of Arcadia, others were imported from the distant east. Many innovations brought about by the Continental "renaissance" are in fact borrowed from or inspired by Turk learning, and the Continent is still in the process of catching up to the sophisticated knowledge the Turk lands have had for centuries now.

The Turk Sultan has as his goal the conquest of the entire Continent, to bring these lands into the faith of the Crescent Moon (and to expand his power and wealth). The armies of the Turk include the elite Jannisaries, a warrior-order trained from childhood who have no allegiance to any family or lord other than the Sultan. With the fall of Byzantium, all of the lands of the Continent are now at risk; it is only the daring resistance of the vastly-outmatched forces of the borderlands, the power of the Commonwealth, and the intrigues of the Sultan's court itself that might have a chance of preventing this from coming to pass. However, all of this matters very little to the affairs of distant Albion, for whom the Turk is more the stuff of legend and stories to scare children and peasants than any kind of meaningful threat as of yet.

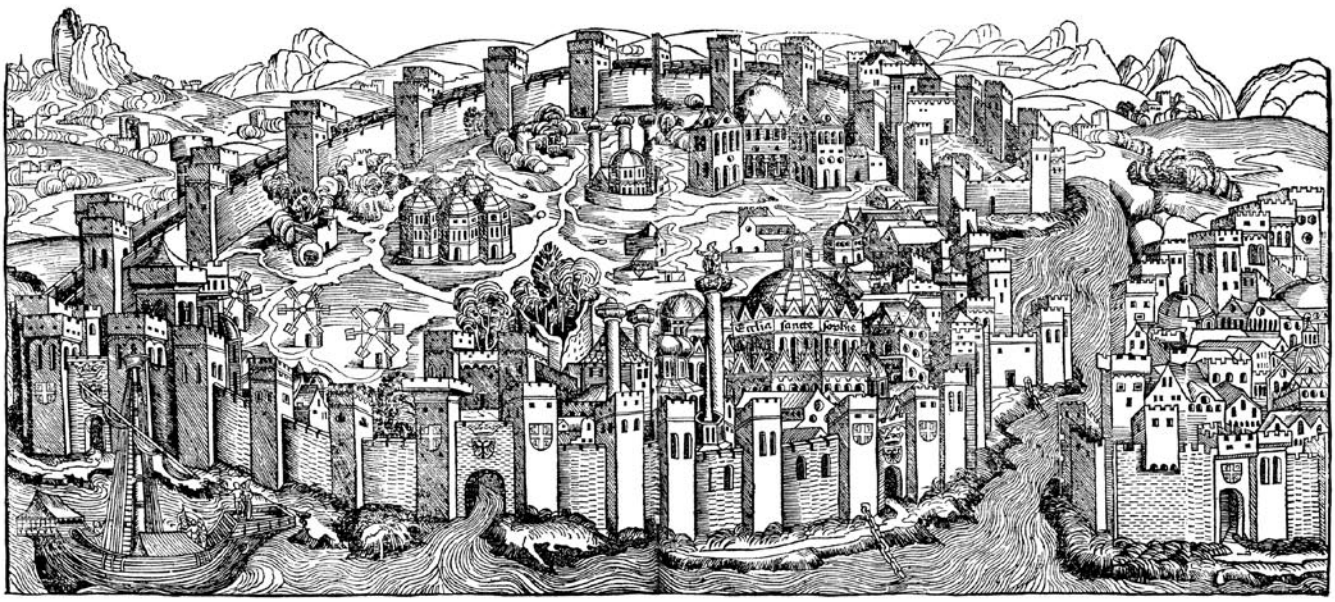


constantinople

Constantinople has been, with Arcadia, the greatest city of the Continent, and is more than two thousands years old. It was originally called Byzantium, then became Constantinopolis in 330 A.S., in honor to the Arcadian emperor Constantine the Great. During the 12th century, it was certainly the largest and wealthiest city of the known world, and was the capital of a thriving empire. Unfortunately, during the following centuries it gradually lost its territories, until becoming a mere city-state. Then, in 1453, after a eight weeks siege, the city fell to the Turks who made them into their new capital. At this time Constantinople's population was about 50,000 people, but most of it was either enslaved or slaughtered by the Turks, if they could not flee across the sea.

Constantinople is a great port city that controls trade between the Black and Mediterranean seas, reason for which it was the largest and richest city for more than a millenary. The city is built on seven hills, and enclosed in great fortified walls no less than 60 feet tall, making Constantinople a nearly impregnable fortress. Inside are found magnificent churches, palaces, and monasteries, in particular the great cathedral of St. Sophia: the Church of Holy Wisdom. The city is otherwise renowned for its Imperial Palace —the residence of the emperors—, the Galata Tower, and the Hippodrome. Then, as can be expected of a city two thousands years old, there are also many wonders to be found underground, where over the ages an extensive network of tunnels, catacombs and crypts was eventually carved. Another point of importance is that Constantinople has been the major place of learning and literacy of the continent throughout most of its history. The sum of knowledge, of a scientific, artistic, religious, and magical nature, that has been developed and accumulated in the city, is simply phenomenal. Unfortunately, very few of it remains. A part of it was destroyed when the Turks invaded the city; but another part was taken away by the fugitives who could flee by boat, and then were disseminated across the continent, as far as to Albion.

Once the Turks had taken over Constantinople, their young emperor-sultan converted the cathedral of St. Sophia into a temple of the Crescent Moon. Yet, after the massacre, the new capital of the Ottoman empire remained depopulated. Orders were issued across the empire to bring thousands of families to re-settle it. As a result, most of the city's current inhabitants are but recent newcomers, those of Byzantine ancestry having disappeared. Hence, by the end of the 15th century, Constantinople got a radically new culture.





Law & Justice in Albion

The legal system in Albion is an evolving concept based on tradition and common laws, rather than any organized code. Only a few hundred years ago, the word of any local Lord was absolute law and life and death was entirely in their hands; but this has changed, to a certain extent.

Today, the law in Albion is understood to derive from the authority of the King. This is directed down from the king through not only his local lords but also sheriffs and other authorities that he has directed to enforce his rule in specific locations or circumstances.

Handling law and punishment

The GM should keep in mind what the laws of Albion are like; but assume that the player's characters would also have knowledge of the more standard laws and punishments. Thus, if a player indicates that they want their character to perform some kind of potential crime, and the GM suspects the player does not realize it is a crime, they should inform the player before the player's action takes effect.

In terms of trials, it is preferable that these be handled through roleplaying, rather than some kind of mechanical system. The GM may wish to make use of reaction rolls to determine how the judge or jury may be swayed by arguments. Trained lawyers with experience in courtroom speech should receive bonuses to their actions' ability to influence results (this could be based on a "law" skill/lore roll if the system is using it). The percentage chance of a lawyer's ability to obtain an appeal should be based on a similar skill check, or if they are not used in your game, by a percentage value based on the experience, fame and cost of the lawyer, if all else fails use a ratio of 1% /L paid in fees (quality lawyers are very expensive). This would then be modified by whether the higher authorities would be partial for or against the appeal (with a +/–20% modifier either way), and by public outcry in favor or against the condemned (+/–10% either way).

Secular and Ecclesiastical Courts

There are two parallel sets of courts to try offenses. Most crimes are tried under the secular court in the name of the King. However, "ecclesiastical crimes" are tried under the Laws of the Church, for crimes of a religious nature. These include blasphemy (including chaos-worship), heresy, the avoidance of religious duty (for example, failing to attend the church on feast days), sorcery (magic performed in service of Chaos), any property crimes against the church, and also any crime committed by a priest or cleric. Ecclesiastical courts are always tried by judge, have their own records (in Arcadian, not Anglish), are based on code of Church Law rather than common law, and have their own lawyers. Appeals cannot be made to secular higher courts, only to the Bishop of the jurisdiction or directly to the Pontifex; however, these appeals are less likely to be heard (the base percentage has a –10% penalty, modified by the standard modifier for partiality of authorities, but none for public outcry).

Generally speaking, there is little difference between the two forms of court in terms of how it would affect player characters, save that generally speaking, the Eccesiastical courts are less harsh if the judge believes that the criminal is truly penitent. It is also important to note that against priests



or clerics, the death penalty is only ever issued for heresy, sorcery, or the murder of a fellow clergyman. Priests can suffer the penalty of being defrocked, losing their ecclesiastical privileges; Clerics cannot, as their status is based on their miraculous powers granted by the Unconquered Sun. However, Clerics who have committed crimes may be punished by being assigned to some particularly dangerous mission; or conversely by being sequestered to serve penance in a monastery, reduced to serving by prayer and menial labour and forbidden from leaving for holy adventuring for months, years, or life (unless the sentence is commuted).

Ecclesiastical courts also do not permit the right of trial by combat; but priests of the rank of Bishop or higher, as well as any Cleric, may request the right of Trial by Commune, wherein a powerful Cleric is requested to perform the spell of Commune, to ask the Unconquered Sun directly whether the clergyman is guilty of the crime accused; if the Unconquered Sun responds in the affirmative, the sentence is death by burning at the stake, regardless of the crime. However, if the response is in the negative, the clergyman is immediately freed and charges dismissed.

Clergymen accused under the ecclesiastical court are only held in prison if they have committed a violent crime or Sorcery; non-clergymen being tried in ecclesiastical court are imprisoned in the usual fashion, often in the same jail as is used by the local secular court.



law enforcement

There is no concept of a police force as such anywhere in Albion. There are city guards in the largest cosmopolitan areas, but these do not generally investigate crimes. In the countryside, a local sheriff or lord might send his men to try to hunt down a known criminal. Often, however, it is the local citizenry themselves who are responsible for apprehending criminals and handing them over to justice. This means that many minor crimes, particularly in small villages and towns, are resolved by the community rather than involving



the King's law; the peasantry will usually only hand over a criminal to the Crown's legal system if there is significant feeling that the wrongdoer has committed a most egregious offense.

In some cases, where the city guard or a lord's own men are unsuitable, unavailable or otherwise unable to hunt down a wanted criminal, a bounty may be posted. There are mercenaries, 'thief takers' and other sorts of bounty hunters that will often pursue these bounties as their main or supplemental source of income.

sumptuary laws

These were laws and edicts that enforced limits on what a person could wear, how they could dress, or even what kind of possessions they could own. The purpose of these laws was to avoid fraud, specifically the fraud of someone attempting to pass themselves off as belonging to a superior social class.

It is thus illegal for anyone who is below knightly class to wear any clothing made from foreign cloths. Silk, in particular, is forbidden for anyone not of the knightly class and higher. Likewise, velvet cannot be worn by anyone below knightly class. Exceptions to this rule exist only for commoners in high office (judges, mayors of any town or city, or any commoner that should somehow rise to the office of the treasurer, a warden of the north or the five ports, or a member of the star chamber council

without having first been knighted). Likewise, by a similar token:

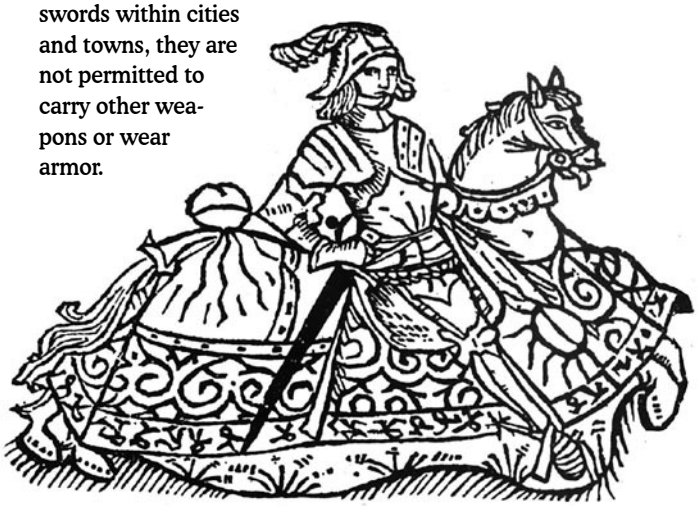
—Silver and Silver-gilt weapons can only be used by those of knightly class or higher.

—The colour purple, and gold lining, can only be worn by members of the royal family.

—The colour crimson or scarlet can only be worn by the Lordly nobility, or by Knights of the Star.

arms control

It is against the law for any commoner to carry weapons other than a knife or a stick, or wear armor of any kind inside any city or large town, with the following exceptions: city guards or those otherwise given specific permission due to a specific job by the Lord, Mayor, or other ruler; and those with a special permission in writing by the King as they are on his business. Clerics are permitted to wear armor and carry weapons at all times. Nobles are allowed to carry swords within cities and towns, they are not permitted to carry other weapons or wear armor.



The GM should emphasize this with his players, as they are very likely to be used to standard RPG Fantasy settings where everyone walks around cities fully-armored and armed to the teeth. Anyone in violation of these laws of arms would be fined, and could be charged with a more grievous offense such as attempted murder, felony (a catch-all for 'you were clearly planning to do some sort of ruckus or violence'), or even rebellion/treason!

Likewise, in the countryside though not strictly illegal, anyone traveling through civilized and peaceful areas with full arms and armor on will be assumed to be heading to cause some kind of trouble and are very likely to be detained by local lords of sheriffs, and charged with disturbance of the peace (or again, accused of rebellion) if they cannot provide very good reason why they were traveling in full 'armed and dangerous' mode. This becomes less true in the upcoming years of the setting when the Rose War erupts into full-scale chaos throughout the land, and there are very few truly safe and peaceful places anymore; however, at that time anyone crossing through populated countryside who is not wearing the right kind of rose (i.e., the one the local authorities support, be it red or white) is likely to be arrested as enemy combatants; those not wearing any rose at all will likely be arrested as bandits, unless they are accompanied by Clerics or by a noble who's family is friendly to the local lord.

escaping justice

Any wanted criminal could seek out sanctuary in any church of the Unconquered Sun (supposing the crime was not ecclesiastical: heresy, chaos-worship, sorcery, etc.; and supposing the criminal was not a heathen). If they got within the walls of a church or a clerical priory, the secular authorities were forbidden from removing them, and in order to protect their religious rights, the Priests would not expel them. However, the clergy and secular authorities will attempt to convince the criminal to come out; they may offer some kind of deal, but only rarely will this be a commuting of death (rather, it will more likely be a swifter easier death, or the promise that the criminal's property will not be confiscated or their friends or family will be spared persecution). The criminal must spend a full forty days in the sanctuary, after which, if they do not accept any kind of deal, they must choose to either hand themselves over, or to become an 'abjurer of the realm'. In that case, all the criminal's possessions become forfeit to the crown, and they are sent out with only rags and a sun-disk holy symbol; they must then walk the king's roads to a port or the Scots' Land border and leave the realm forever. If they deviate from the roads, stay in any place for more than one night, attempt to go into hiding, or subsequently return to Albion, their life is forfeit and it is the duty of every citizen of the realm to kill them. Anyone who provides aid or comfort to an abjurer of the realm attempting to avoid exile is guilty of treason.



prison

Imprisonment in Albion in the 1450s is not usually where one goes after sentence is passed; it is where one is put until a trial can be conducted and sentencing carried out. Contrary to what an OSR player might typically imagine, imprisonment is not usually in an underground dungeon, but rather in a tower; as the latter are generally considered har-

der to escape. That is in cities or castles; in smaller towns and villages the prison might just be a common building. The quality of security can vary wildly; naturally prisoners considered very important or very dangerous will be better guarded, to the best of the locale's abilities.

The length of time it will take from imprisonment until trial also varies considerably; if there is a good reason not to actually try a prisoner (for example, political inconvenience), imprisonment might last for years. Of course, political necessity might significantly speed up the start of a trial. However, if there is no particular reason to either accelerate or delay a trial, a character could expect to spend 1d3 weeks imprisoned in a city, or 1d3 months in a town or village.

The prison does not provide any food, clothing or luxuries of any kind. The local church will usually provide, as charity, bread and water for prisoners. Any other food or amenities have to be provided for by the prisoners friends or family.

Additionally, prison is not free. A prisoner is required to pay for his own lodging in the prison. This payment is not refunded even if the prisoner is found not guilty. Typically, the cost is 2p per week, but in some prisons the fee might be more exorbitant. For example, at the Tower of London, the prison fee for the worst rooms are 1sh, 8p per week, the highest 1L, 13sh per month.

Additionally, there were up to a short time ago the possibility of various additional fees that could be piled on a helpless prisoner. These included a "sewet fee", which was a fee for permitting visitors to provide the prisoner with additional niceties like warm clothing, blankets, toiletries and food other than bread. There was also a "shackle fee", which was a fee to be paid in exchange for the prisoner not being shackled during his imprisonment. Both the 'sewet fee' and the 'shackle fee' were abolished by the Mad King in 1445; however, there are still plenty of unscrupulous gaolers who demand what are in essence the same fees as bribes.



trials

Secular law is handled by a court under the direction of the local lord or mayor of a manor, county, or city. In the countryside, a magistrate appointed by the local lord or the Crown itself will travel from town to town and periodically handle minor cases. Major cases, involving serious offenses or treason (including petit-treason) will often be handled by the Lord or his chief steward. These cases are handled at regular intervals (the accused being kept prisoner until the case can be heard). The accused has the right to request trial by his lord, or trial by a jury of twelve of his peers (peers, in this case, meaning respectable freemen or knights). The accused may also attempt to request that his case be tried in the King's court, but this request will often be refused unless the crown has a good reason to want to try the case directly at the King's court.



The jury or Lord (or his chosen magistrate) would be free to examine any evidence they wished, and could call for anyone they wished to give evidence as witnesses to a crime; failure to obey such a call carried a penalty of a fine. However, a nobleman could not be obliged to appear as a witness at trial if he did not wish to do so unless he was directly ordered to do so by his vassal Lord or the King. A priest or Cleric could never be obliged to appear as a witness unless commanded to do so by their ecclesiastical superior; and the court could never oblige a priest or cleric to divulge anything told to him in sacred confidence.

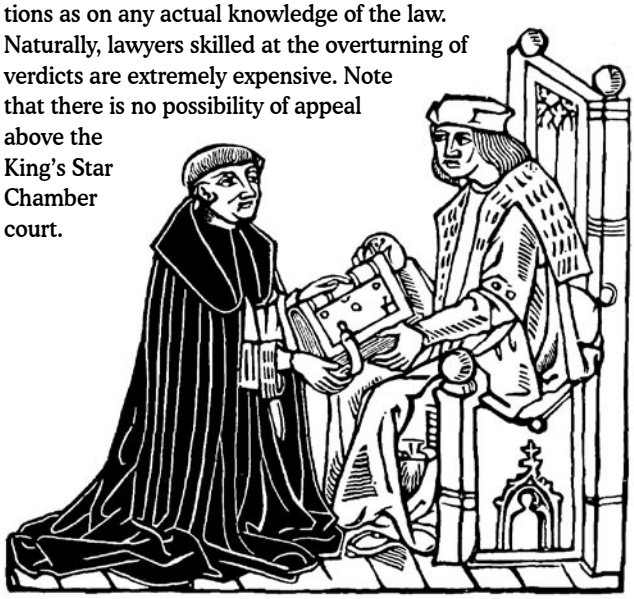
In examining the reliability of witnesses, social class and status mattered much more than the reasonable analysis of facts: the testimony of women and minors was considered inferior to that of adult men, and the testimony of commoners inferior to that of nobles. Testimony of children under seven years of age, slaves, the very old (those presumed to be senile), barbarians (including Cymri travelers), and convicted perjurers was inadmissible. A wife could not be called to witness

for or against her her husband, nor could any heathen's testimony be given against a follower of the Unconquered Sun.

Lawyers

It was not the primary job of Lawyers at this time to actually try cases. Instead, lawyers were mainly experts on the intricacies of law (there were two varieties: ecclesiastical and secular, the former being the older and more respected profession). They were often called on by judges to consult over intricacies of complicated cases. Many of them would also be recruited as magistrates. Lawyers were often used to preside over contracts and lawsuits (the type of court case they would most commonly attend).

Lawyers were also used to work out appeals. In both lawsuits and criminal trials lawyers could appeal with a higher court (with the Lord, or with the Star Chamber of the King) to have the verdict overturned. How likely this was depended as much on the lawyer's prestige and connections as on any actual knowledge of the law. Naturally, lawyers skilled at the overturning of verdicts are extremely expensive. Note that there is no possibility of appeal above the King's Star Chamber court.



Trial by Combat

Any free person could demand the right of trial by combat. In this situation, the accused would engage in combat with a champion of the court chosen by the lord or his magistrate, or the King. In the case of lawsuits (complaints between two individuals or groups that are brought to a court to decide), only the defendant could demand trial by combat at which point the plaintiff (the person who brought the suit to the court) would have the opportunity to withdraw the case. If they chose to proceed they would have to engage in the combat as per standard.

A woman, child under 15 years of age, anyone ill or crippled to the point of being deemed incapable of fighting for themselves, or any priest or cleric would have the right to have a champion of their own fight in their stead; this would require that the defendant be able to find someone willing to risk potentially deadly combat on their behalf. It



is permissible for a champion to be paid for performing this service, but it is rare to find any sell-swords willing to do so for anything less than exorbitant fees since unlike most jobs of this sort it will usually mean a certain combat against a trained opponent In certain corrupt courts, it is not unheard of that wealthy adult male commoners will use some form of bribery (monetary or through their influence) to have the judge declare that they are of ill health and may thus use a champion to fight for them.

Any nobleman also had the right to choose a champion, but it was considered dishonorable for a male noble in good health not to fight their own trial; while allowed, it would be shameful.

While in ancient times trial by combat was to the death, in present times a trial by combat may be resolved at first blood if the combatant who is thus injured concedes the battle; if they refuse to do so, the battle continues until one of the combatants can no longer fight .

While commoners can demand trial by combat, it is important to note that they rarely do so, this is because a commoner can only fight with a club, and unarmored. A noble, on the other hand, may fight with any armor or melee weapons they can obtain. This is true even in the case of a suit where a noble is fighting a commoner, making for a decidedly uneven combat. The champion chosen by a lord or magistrate may be a knight, in which case they can fight with any armor or melee weapon they can obtain; or will otherwise be a trained soldier that will be equipped with chain mail, shield (if so desired), and the melee weapon of their choosing or a sword provided by the court.

The use of any magic (including magical weapons or armor) is strictly forbidden in a trial by combat.

Torture

Torture is a less common practice in Albion than it's infamy suggests. In fact, most prisoners would receive no torture. Generally, torture was only used to obtain either information (almost always to get the subject to name his co-conspirators) or to obtain a confession (which was generally only done in cases where the accusation was either treason or witchcraft/heresy).

It is well-known at this time that torture will frequently cause a false confession out of pain and fear. As such, it was used only as a last resort, after interrogation failed, or in those cases where it was the point to get a confession (be it true or false).

While true sadists (like the Duke of Exeter) would occasionally invent or make use of truly horrific torture devices (with names like the "pear of anguish", which would tear open one's orifices, or the "breast ripper" whose purpose was self-explanatory), most judicial torture would consist of much more simple implements like knives, nails, partial-drowning in water, whipping, hot irons and in the most elaborate of cases implements like thumb-screws or "the rack" (which was, at this time, a brand-new invention, and imported by the Duke of Exeter, thus sometimes nicknamed "The Duke of Exeter's daughter").

The process for torture was generally quite cautious; unless causing pain and suffering was the actual goal, the first step would involve the interrogator merely threatening torture should the prisoner fail to confess or provide the information requested. The next step will be for the torturer to be called in and lay out the tools and instruments of torture in front of the prisoner (often the sight of them inflamed the imagination as to the potential pain, and the prisoner would confess at that moment). Only if they continued to refuse would the torture instruments be applied, slowly and giving long periods of rest for the prisoner to ruminate and consider confession rather than facing more pain.



In game terms, player character prisoners should not be immune to torture, even powerful and strong-willed people could break. After being given opportunities to confess of their own free will, once actual torture commences, the PC should be required to make mental resistance saving throws to avoid confessing. Likewise, if the GM judges the torture methods are severe the PC should have to make physical saving throws to avoid permanent damage (in addition to hit-points loss) from the torture (be it a limp, damaged nerves causing –1DEX, injury to tendons causing –1STR, a tremor, scars or burns causing –1CHA, or general damage to health causing –1CON).



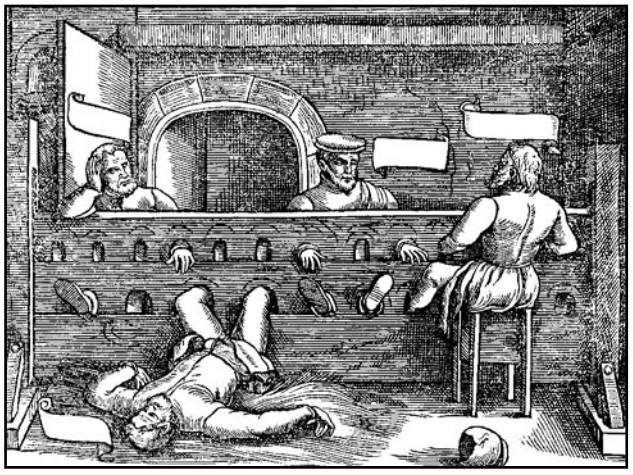
punishments

Punishments in Albion are extremely harsh; it is very rare that someone is sentenced to imprisonment; prisons are used to hold the accused until the time of their judgment. This is usually swift, but at times can take years, there is no guarantee of swift justice (particularly in those cases where it serves the lord or the Crown to avoid having a trial; such as in cases where the execution of the accused would cause problematic consequences, but so would simply setting them free).

There are generally only a few sentences carried out in Anglish law at this time, it is rare to meet a magistrate that will engage in creative sentencing. The standard sentences for almost any crime are fines (the sum of which can vary wildly); being sentenced to the stocks (a standard sentence for very minor crimes, meant to shame the criminal before the entire community; this can often be supplanted by the payment of a fine, or inversely is the punishment given when a criminal would be fine but is unable to pay their fine), which can again vary wildly in the duration of the time to be spent in the stocks; lashing with a whip, mutilation (usually the cutting off of fingers, hands, ears, the nose, or feet), which is a sentence often carried out for first-offenses of crimes that do are not considered serious enough to warrant the death penalty; and of course execution. The methods of execution also vary, but the most typical for commoners is death by hanging. By legal tradition, a noble may never be hung; instead they are sentenced to the more merciful death by

beheading. The crime of sorcery, heresy or chaos-worship is often sentenced with death by burning at the stake. Traitors are drawn-and-quartered.

Time in the stocks is served on a daily basis, usually for several days at a time; the condemned is put into the stocks (in a public square) in the morning and put in a cell at night. This is done for each day of the sentence except Sunday. During his time in the stocks passers-by may insult him and hurl objects at him (anything from rotting vegetables to far worse matter). He is not given anything to eat or drink by the authorities and must rely on the kindness of friends, family, clergy or strangers to provide him with something to eat or drink. The condemned is also potentially exposed to the elements, however the magistrate may show some leniency by ordering that on any day when there are strong rains or freezing weather the condemned will not be put into the stocks; in any case the sentence is not over until the full number of days is served. If the judge is particularly harsh, being kept in stocks in freezing temperatures should cause freezing damage, and being kept in stocks in cold and wet weather should generate potential disease checks. It is thus entirely possible for someone to die from being sent to the stocks.



Lashings are an extremely harsh punishment; the blows are given with great strength with the intent to cut the skin and cause profuse bleeding. Each blow from the whip should cause 1d2 hp damage; it is thus potentially a fatal punishment. However, if the condemned passes out from the whipping, the judge usually orders that the whipping be halted, and continued the next day (or in two days if the next day is Sun-day). Pleas for leniency may be made during that brief respite. Even if the condemned does not die from the assault itself, the damage from the whipping is severe; the GM may wish to check for disease resulting from infection of the broken, bleeding skin, and for any sentence of lashing of 12 lashes or more the GM may require a saving throw to avoid the loss of one permanent point of constitution.

In the case of punishment by mutilation, the GM should use rules for the loss of hands, feet, or blinding, and should additionally perform checks for disease from infection; and in the case of the loss of hands or feet may require system-shock or saving throw checks for death by blood-loss if a skilled individual does not quickly stop the bleeding. Furthermore, because this type of punishment is designed to mark the individual as a branded criminal forever, the player should suffer reaction penalties from law-abiding folk any time his mutilation is visible. In the case of the mutilation of the nose, 1-2 points of permanent charisma loss should also probably ensue.



One important type of punishment for the nobility is a bill of Attainder. A noble who has been convicted of a capital crime (usually treason, but theoretically any capital crime), in addition to being sentenced to death, may be subject to a bill of attainder (which must be passed by parliament); this bill strips them of their noble title and all their possessions. This is particularly serious as a punishment because it means it strips the criminal's heirs of any rights to the title as well as all properties; in essence, they are no longer nobility. A bill of attainder can be passed in absentia, as a way to punish the entire family of an aristocrat who has fled justice.

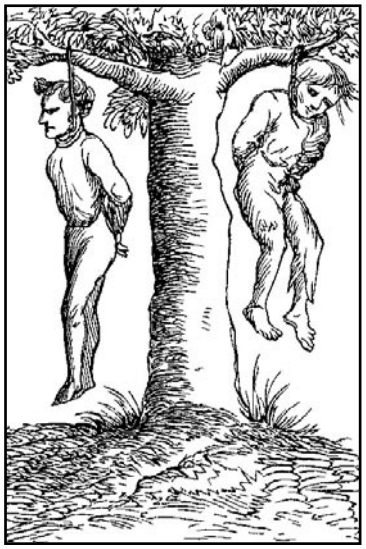
A bill of attainder may be subsequently rescinded (again by writ of parliament), which would restore the family to their historical titles, lands, and legal status. This is frequently (but not always) done after a suitable length of time has passed (usually several years) IF the family has denounced the criminal acts of their kinsman, have shown sufficient contrition and proven sufficient loyalty to the crown in spite of their hardship. Thus, Attainder is a useful tool for Kings to turn families against traitors to the crown, and the possibility of the attainder's reversal is a strong incentive to have the criminal's family avoid engaging in treason or rebellion themselves (knowing that the restoration of their title and properties depends on convincing the king of their fealty and good behaviour).

Juvenile Delinquents: it should be noted that by old Anglish law, since the time of King Aethelstan, no one under the age of 15 could be sentenced to death.

quick reference of punishments

Crimes Punishable by death: High Treason, Petit Treason (rebellion, disobedience or insolence toward a lord), rebellion, sedition (inciting others to treason or rebellion), espionage for a foreign power,

murder, blasphemy, heresy, sorcery (the practice of magic in the service of a chaos demon), alchemy (not all alchemy, but specifically the attempt to turn lead into gold... more specifically, attempting to do so in the service of anyone other than the king), desertion (fleeing from a muster of forces to fight in the king's name), theft of any amount greater than 5sh, poaching in the king's forests. Most other crimes could also be punishable by death in the case of repeat offenses.



Crimes Punishable by Mutilation: Petit Treason (for lesser cases of petit treason, punishment was with lashings), adultery (sexual liaison with a married person, punishment ranged from lashing to having one's eyes gouged out or nose cut off), public begging (punishable by whipping, enforcement of this law was uncommon in the city due to the sheer number of beggars), theft of any amount less than 5sh (a typical punishment would be the removal of the right hand),

Crimes Punishable by the Stocks: Public Drunkenness (1d6 days in the stocks would be a typical penalty), public disturbance, vagrancy (sleeping in the streets, another crime very infrequently punished), public gossip (spreading rumors meant to cause community discord),

fines

Carrying melee weapons in public (fine + weapons forfeited)	12sh
Carrying ranged weapons in public (fine + weapons forfeited)	20sh
Fraudulent Trade —i.e. practicing in a city without membership in the guild (fine + all goods forfeited)	27L
Gambling in a public place	6sh 8p
Organizing a public disturbance	30sh
Public brawling (without weapons) or riotous behaviour	4sh
Public brawling (with clubs or stones)	8sh
Public brawling with a dagger	12sh
Resisting arrest	40sh
Uttering a violent threat in public	12p
Violation of Sumptuary Law (fine + forbidden clothes forfeited)	10L
Wearing a mask in public (the assumption being that it is done in preparation for some crime)	2p

NOTE: committing any of the above crimes at night brought an additional fine of 40 sh!

In the case of crimes against individuals these fines and sentences are all in addition to any fines or restitution the court might order payable to the victims.

Any case where the condemned is unable to pay the amount fined is punished instead by the stocks for any offense with a fine less than 1sh (with 1 day in the stocks per penny fined), or public lashing (with 1 lash per shilling fined).

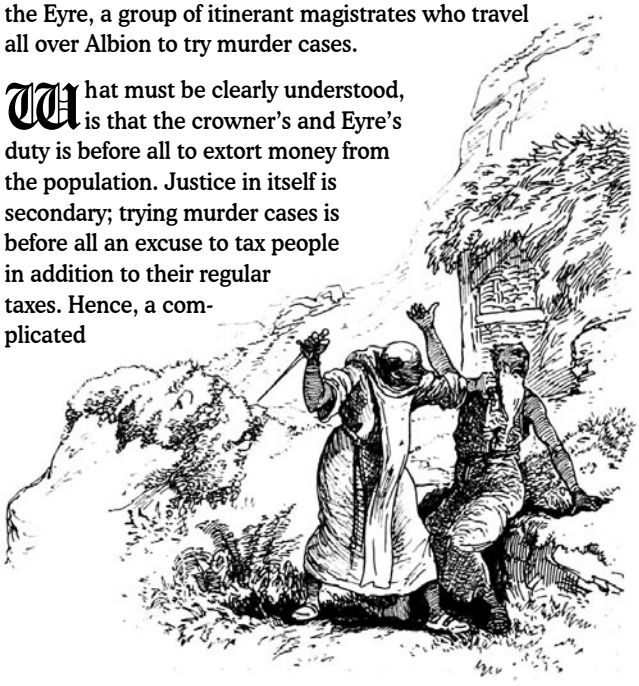
Any crimes not covered in this list should be adjudicated along similar guidelines. In particular, many individual counties or chartered towns may have their own curious laws and fines, potentially ones that the PCs might not be aware of if they are not native to the region.

It should also be noted that all of these details are specifically for the legal system in the kingdom of Albion; elsewhere the legal system could be very different.

the crowner

The Crowner, who will later become the Coroner, belongs to a peculiar legal institution of Albion that dispenses justice primarily as a way to fill the kingdom's treasury (a form of perverse taxation if you will).

The office of Crowner was formally created by the end of the 12th century, under the reign of Richard the Lionheart. In those times justice was dispensed, and taxes collected, by the Sheriffs, who were notoriously rapacious and corrupt, to the detriment of the king (the fact that they were before all detrimental to the peasantry was overlooked). Hence, it was decided to create a body of law officers who would remain independent from the sheriffs to administer justice and drain money to the king's coffers. A number of crowners (typically four per county) would investigate and record all sudden deaths happening in their jurisdiction (which was called "keeping the pleas of the crown"), to be later judged by the Eyre, a group of itinerant magistrates who travel all over Albion to try murder cases.

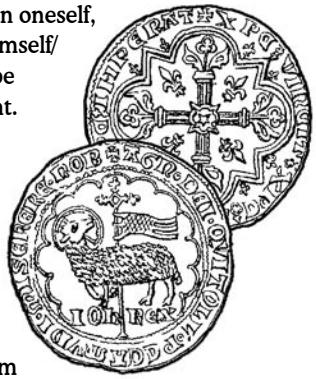


What must be clearly understood, is that the crowner's and Eyre's duty is before all to extort money from the population. Justice in itself is secondary; trying murder cases is before all an excuse to tax people in addition to their regular taxes. Hence, a complicated

and tortuous set of laws has been established, that imposes people to report any unnatural deaths they might witness to the local crowner, and then help him in his investigations. There is so many constraining laws attached to this, that simply reporting such deaths to the crowner is a sure way to break some of these laws and being fined in the process. It goes to such an extent, that when peasants discover some cadaver, they will generally avoid reporting the death, and often do whatever they can to make the cadaver disappear, such as discreetly dragging it to another village. At other times they will bribe the crowner so he may forget about the dead person entirely. If not, discovering such a cadaver is a sure way to bring financial disaster to the local community.



When a "sudden death" is reported to the crowner, the latter must investigate it. He will have to determine by himself the cause of the death, and the perpetrator if any. Often, the murderer will be easily identified, but if it is impossible, this doesn't pose any real problem. The main aspect of the crowner's job is to determine the number of laws that were infringed as related to this corpse discovery, so that a lot of fines may be imposed on nearby people, beginning with the ones who reported about the death. (Of course, not reporting any cadaver discovered to the nearest crowner is considered a crime.) Hence, despite the crowner is supposed to investigate murders, even violent deaths caused by accidents, animals, or supernatural monsters, could lead to the local community being heavily fined. Note by the way, that suicide is just considered as murder on oneself, and therefore if a person murdered himself/herself, all of his/her property would be forfeited to the crown as a punishment.



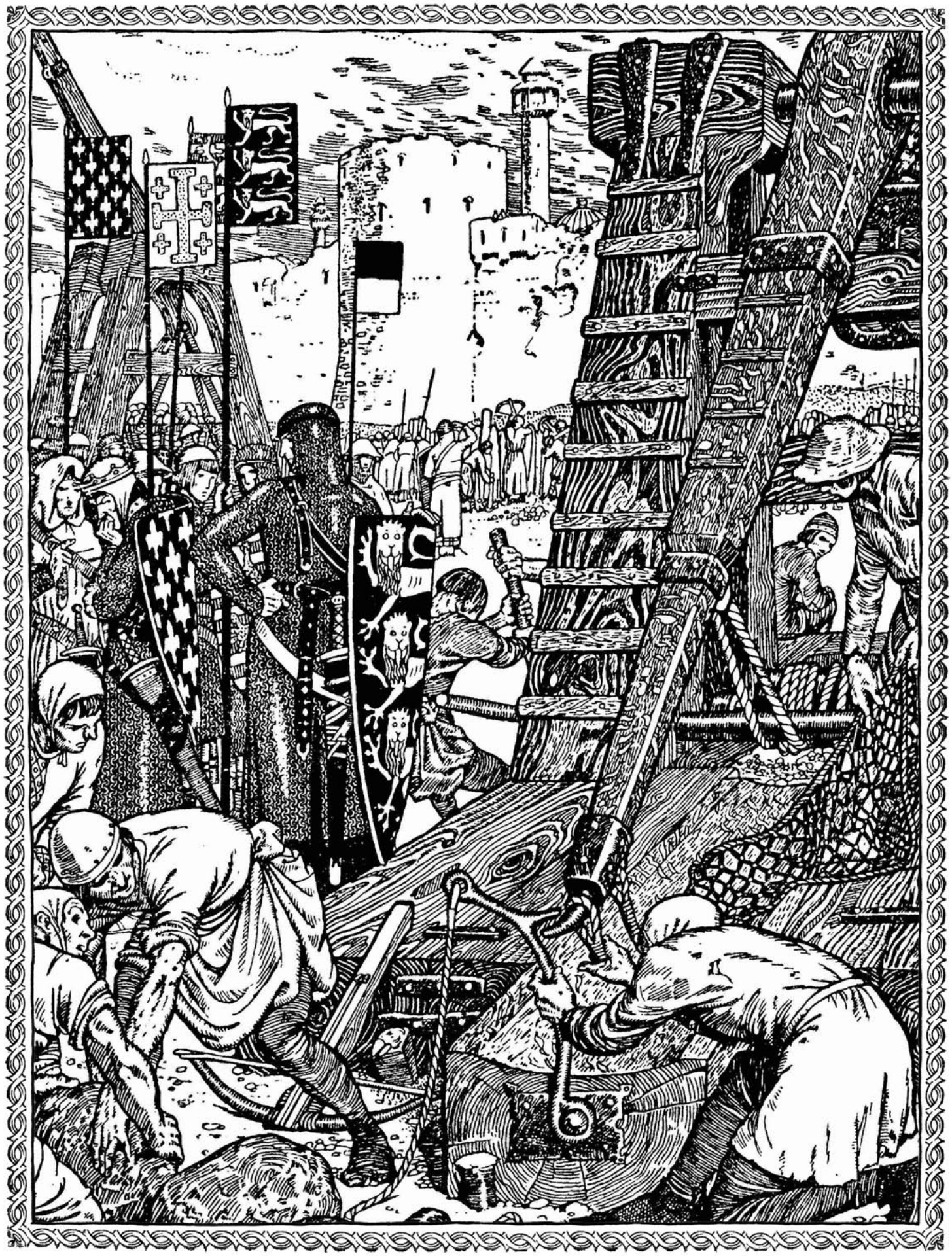
When a crowner has investigated a sudden death, his duty is to record it on his Rolls; he does not try the case by himself. When the itinerant judges will come to the community (which may be up to 1d6 years afterwards), they will try the cases using these rolls to help them impose their fines.

In game terms, a crowner is typically a 3rd to 6th level fighter (as he must constantly travel all over the county, which may be quite dangerous), though the thief class is also possible. In any case, a crowner must be literate (as he must record the cases he investigates) and is skilled in gathering information, plus has knowledge of the law and the county's local populations. (Where dice rolls are considered, crowners add their level to d20 skill checks; or have a base 10% chance per level; or succeed on a 1-3/d6 roll.) On the other hand, a 15th century crowner generally has no forensic skills. That is, since his primary duty is to fine people and extort money, the real causes of a sudden death are considered to be secondary, or even irrelevant.

Originally, only men of the knightly nobility with at least a yearly revenue of 20L, could become crowners (as this would supposedly make them indifferent to bribery attempts). However, nowadays crowners need not belong to the nobility, but must be designated by the local lord or ruler.



In the campaign, a crowner could be a real pain in the arse for PCs adventurers. That is, PCs have a habit of being at the origin of many sudden deaths, and often make a (fat) living of getting treasures from forgotten dungeons and slain enemies. As such, successful PCs are the perfect targets for a crowner to extort money and generally put them into trouble. See Unwanted Attention p.220: if the PCs leave some cadaver(s) in their wake and/or found some treasure, then attract unwanted attention, they are sure to meet with a crowner.



History of Albion

Albion today

In the year before the campaign begins, the world finds itself full of dark omens. At the battle of Castillon, the last Anglemen holdings in The Continent aside from Calais were lost to the Frogmen.

For reasons no one knows, the skies were full of dark clouds for much of the year, and this winter has been the coldest in known memory.

The realm of Burgundia is caught up in a rebellion in the Ghent region, crushed by the end of the year by Duke Philip.

In Scots Land, the tribes are (as usual) at war; the two chief clans, the Bruces and the Douglases, meet for peace talks, and at the meeting High Chief James Bruce brutally murders chief William «Black» Douglas, eliminating the leader of the chief opposition to his rule of the Scots hordes.

And finally, and most shockingly, at the end of the year the news reaches Albion that Old Byzantium is fallen, devastated by the Turk. At this point only the small mountain kingdom of Wallachia stands between the Turk armies and the Commonwealth.

Meanwhile, in Albion, the claims of Richard of York become harder and harder to ignore. The Star Chamber has empowered the Duke of Buckingham to act as a negotiator, and he is trying to arrange a compromise to prevent the whole nation from slipping into war. There are already serious conflicts in the Northern Marches between the powerful and feuding Percy and Neville families, who despise each other. The Percys support the Mad King, while the Nevilles are supporters of York. Up till now, the conflicts between these families have been skirmishes reporting many injuries, but only deaths of a chicken here or a dog there. However, the conflict threatens to escalate as Thomas Percy Lord Egremont (age 32), the younger son of the 52-year old Earl Henry «Hotspurs» Percy, and sharing in his quick temper, has taken to raiding villages belonging to the Nevilles and destroying peasant property. He has gathered a gang of young knights, thugs, and malcontents, dressing them up in the red and black colours of his house; and they run havoc in the northern marches, challenging all who are on the roads, and picking fights with known sympathizers, retainers or even peasants pertaining to the Nevilles, as well as any who dares to wear the white rose of York.

Recently, he has met with a response from 23-year old Sir John Neville, third son of the powerful Earl of Salisbury (and younger brother of the Earl of Warwick), who has raised up his own band and is similarly raiding Percy holdings. Lord Egremont responded by menacingly surrounding the keep where John's older brother Thomas was having his wedding party, Egremont's 700-or-so men menacing violence for several hours, before finally killing two hens and a dog and leaving for the safety of a Neville castle. When he heard of this affront, Sir John responded by raiding the ancestral manor of the Percys (unoccupied for the season, as Earl Hotspurs was in the south) and setting fire to it. Lord Egremont and his cousin Richard Percy retaliated the next day attacking an unoccupied Neville manor.

Now, both families are calling together their retainers and bannermen, and all sides truly worry at the possibility of tens of thousands of soldiers murdering each other in the North. Both Queen Margaret and Richard of York are trying to calm their respective allies, to prevent things from spiraling out of control, but everywhere in the North there is anarchy and what amounts to medieval gang warfare.



A short history of Albion and its most memorable monarchs

It would be beyond the scope of this entire book to provide a really detailed overview of English history; that's the sort of thing better handled by taking a look at some good history textbooks, or even spending a couple of hours on Wikipedia. For inspiration, you could also make a point of reading or seeing Shakespeare's "historical" plays, particularly Richard II, Henry IV (both parts), Henry V, Henry VI (all parts) and Richard III. In any case, you may feel safe in assuming that most of Albion's royal history played out fairly similar to our own, though of course you can be creative about adding particular tweaks (you'll find a few of them in the descriptive text where historical monarchs are made reference to).

Instead here I will present a very general overview of Anglish history:



Pre-history

Most of Albion was ruled by an Elven kingdom, apparently centered on what today is Wales. The Pennine mountains were occupied by Dragons, which seem to have had neutral relations with the Elves for most of this historical period. Elves created most of the stone circles and places of magical power found in Albion (though a few seem to have been built by the later Cymri kings). Elves created humans, goblins and possibly other humanoids by powerful magic, modifying unintelligent simians to generate these races for use as slaves and common soldiers. Late in the history of this Elven kingdom, society had degenerated to the point where the Elves had interbred with the human slaves they increasingly relied upon, made some of these humans powerful commanders in their armies and taught them magical secrets; the elves themselves began to succumb to addiction to magical drugs and internecine warfare, with groups of elves apparently deviating from the servitude of the traditional elven demons to the worship of demons of a cult of death and undeath. The death cult was apparently defeated and its leaders trapped in an underground tomb in the Pennine mountains with powerful magical seals. But Elven society had weakened to the point that the humans who served them rose up against them (a phenomenon that apparently repeated itself throughout the world). Elves were forced to retreat from this plane of existence.

Early history

The humans in Albion who had overthrown the elves called themselves the Cymri (meaning "the folk"), and the early Cymric kings were possessors of enormous power both military and magical, having learned directly from the Elves. Very little is known about them, except that they built some impressive stone circles in the style of the Elves, and also extremely impressive (and dangerous) burial mounds (called Barrows). Most of these (literally thousands throughout Albion) were small three-chamber mounds, but some had impressive underground complexes beneath them of considerable size, one Barrow (its precise location no longer known but believed to be somewhere in Hereford) was enormous and of maze-like proportions. A minority of these barrows seem to have been made by and for elves in the late elven period, and this strengthens the likelihood that much of early Cymric culture was more or less a cargo-cult of elven society.

It appears that the early Cymric culture lacked the ability to maintain the level of civilization that they took from the Elves, and after the first few generations of great Cymric wizard-kings died out, the society fell apart and was reduced to primitive tribes.

Arcadian invasion

About 50 years before the Age of the Sun, the great Arcadian general Gaius Julius, conqueror of Gallia, crossed the Anglish channel and made a military expedition in Albion. However, at the time he deemed its occupation nonviable, and withdrew. It would be nearly a century later, in 43 A.S., that his descendent the Arcadian Emperor Tiberius Claudius sent a major invasion force that conquered the barbarian Cymric tribes in only a few years. The Arcadians would spread as far north as Scots' Land, and would found many of the major cities of Albion, build the roads that are still in use to the present day, and most importantly construct



The Wall (built in the time of the Emperor Hadrianus) to hold back the Scots barbarians. They would remain in Albion until the empire's collapse, around 476 A.S., and by that time much of the ruling classes of Albion were of Arcadian blood.

the dark times

Within less than a century of the Arcadian Empire's collapse, the Arcadian-Cymric culture found itself under attack from new invaders: tribes of northern continental barbarians known as the Angles, from which the modern words "Albion" and "Anglish" are derived. To face off this threat, the Cymric tribes united under a great high king, named Arthur, who was aided by the powerful wizard Merlin, and the magical sword Excalibur. The Cymri under Arthur reversed the Anglish invasion, but eventually the old king was betrayed by his own son Mordred. Mordred was the product of an incestuous coupling with his sister Morrigaine, who also stole the secrets of magic from Merlin and became a powerful chaotic sorceress. In a cataclysmic final battle, Arthur and Mordred slew each other, and the last great unified Cymric kingdom fell into ruin. Morrigaine survived and to this day (almost a thousand years later) rules over the Orkney Isles, the seat of her dark kingdom of evil magic from which she has periodically extended her vile influence over Albion.

In the aftermath of Arthur's death, the Anglish conquered most of Albion, with Cymric kingdoms remaining in Wales. There was no single monarchy, but rather collections of kingdoms of different sizes and compositions. In time the Welsh, Angles, and some of the Eirish tribes converted to the faith of the Unconquered Sun (following the efforts of great missionaries like St.Albinus), but in time the eastern coasts would be again harassed by new heathen barbarians in the form of the Northmen. These worshipers of warrior-gods raided the great monasteries and towns of Albion, sailing in longboats from across the north sea, and eventually settling in some parts of Northern Albion and Scots' Land.



the conquest

By the year 1066 A.S., there were two major contenders for the unification of all Albion: the Anglish King Harold the Unready, and the Northman Chief Harald Hardrada. But a third contender crossed the Anglish Channel from the Continental duchy of Normandie; an adventuring nobleman of dubious descent known as William the Bastard. Hardrada



and Harold the Unready fought each other first, and Harold came out the victor; but then when he faced William he died from an arrow in the face, and in the end William the Bastard became the first King of all Albion. He went on to conquer significant parts of Wales as well, but chose to fortify the Wall rather than attempt a conquest of Scots' Land.

modern history

William the Bastard died in 1087 A.S.; he was succeeded by the following kings:

- **William (II) Rufus** ("the red") (1087-1100): Second son of William the Bastard; boisterous but unpopular, he died struck by an arrow while hunting in a cursed forest.
- **Henry Beauclerc** ("the scholar") (1100–1135): Younger brother to William Rufus; faced an invasion from another brother from the Continent in an attempt to usurp his throne, which he successfully rebuffed. His son and heir was tragically drowned along with many of the crème of the Anglish aristocracy in a shipwreck which may not have been accidental; causing a succession crisis before he died.
- **Matilda** ("Empress Maude") / Stephen of Blois (1135–1154): Without a clear male heir, the kingdom fell into a civil war between Henry's daughter Matilda and her cousin Stephen; the latter had the support of the Church and attempted to usurp her claim to the throne. This led to a prolonged civil war called The Anarchy, where the kingdom fell into ruin (facing invasions from the Scots' Men and rebellions as well as the civil war between the aristocracy). Eventually Stephen was forced to accept Matilda's son as his heir, bypassing his own heirs, for the sake of peace.
- **Henry (II) Curtmantle** ("short-robe") (1154–1189): Also called "Henry the Lion", the son of Matilda, Henry proved a great warrior from adolescence (defeating his uncle Stephen

in battle), and ruled Albion for 45 years. During this time he conquered large swaths of Wales, the territory of Brittanie and other Continental (Frankish) territories, and even parts of Eireland. He spent the last two decades of his reign in a prolonged conflict with his own wife (Eleanor of Aquitaine) and his various sons.

• **St. Richard Lionheart** (1189–1199): Second son of Henry, he was sainted by the Church of the Unconquered Sun, as a Crusader King who sought (ultimately unsuccessfully) to retake the Lands of the Sun from the followers of the Crescent Moon (at that time ruled by the King of Araby, Sala-ud-din). Richard spent less than six months of his entire reign in Albion (instead allowing first his mother Eleanor and later his brother John to rule as regents). He sold the sword Excalibur to the King of Sicilia to fund his campaigns. He died at war for his territories on the Continent.



• **John Lackland** (1199–1216): Youngest and only surviving brother to Richard. Before his reign he was regent to his brother while the latter was at the Crusades, and attempted to usurp the throne but was frustrated by the nobility, who loved Richard and hated John. He also had to face popular revolts, including the first bandit-rebel to take the name "Robin Hood" in Sherwood forest. He lost most of Albion's holdings on the Continent, and in his late reign faced a rebellion of the nobility, where he was forced to sign away rights to them as a concession.

• **Henry (III) of Winchester** (1216–1272): Son of John Lackland, crowned at the age of 9 after his father's death from illness. His regents re-established the crown's authority against the Nobles' Rebellion. He became increasingly unpopular in the second half of his 56-year reign and by the end of his life Albion's nobility were again in revolt.

• **Edward Longshanks** (1272–1307): Henry's son, also known as The Hammer of the Scots; he restored confidence in the crown, completed the final defeat of the last Welsh kings, and crossed the wall to conquer huge swaths of Scots' Land. Named "Longshanks" because of his height and long legs, he was an immensely popular warrior king.

• **Edward (II) Caernarvon** (1307–1327): The effeminate and incompetent son of Longshanks, he quickly lost most of his father's conquests in Scots' Land, and was said to engage in relationships with several young and attractive male courtiers. A terrible famine struck Albion during his reign, which some saw as a sign of divine wrath. He was deposed by the nobility (led by his wife Isabella and her lover Roger Mortimer) and forced to abdicate in favor of his son, after which he was secretly murdered by having a hot poker rammed into his nether-regions.

• **Edward (III) the Great** (1327–1377): Crowned at age 15, his reign was initially under the regency of his mother and her lover, but with a group of young knights he deposed the former and executed the latter. His reign took place in dark times, when the forces of chaos had gained ground on the continent, and the Frogmen conquered much of what were previously the Frankish Lands. It was also at this time that the Black Death struck, a plague (many think born of dark chaos magic) that killed one-third of the population. Edward





was a true steward of the kingdom in this time, and declared that in their failures against the Cathari Heretics and then the Frogmen invaders, the Frankish kings had lost their claim to the throne; citing his own ancestry he claimed the Frankish throne for himself and launched a crusade to simultaneously defeat the Frogmen and conquer the lands he claimed for himself; this would begin the Hundred-Years War. He was hugely popular, and was blessed by the Unconquered Sun with a vision that led to his creating the Order of the Knights of the Star, and his son Edward the Black Prince was the terror of the Frogmen. Tragically, the Black Prince died from an intestinal disease before he could succeed his father.

• **Richard (II) of Bordeaux** (1377–1400): Grandson of Edward the Great, son of the deceased Black Prince, Richard was born on the Continent in territories his father had conquered for his grandfather. At the age of 10 he became king. He proved, however, to be a self-absorbed and inept ruler; and a tyrannical one. After nearly losing his crown early in his reign at the hands of the Wat Tyler Uprising (a peasant revolt where the 14 year old king found himself besieged by Kentish peasants in the Tower of London for a time), he blamed the nobility and never fully trusted them after that event. Eventually, his exiled cousin Henry Bolingbroke (of the house of Lancaster) returned to Albion, and with support from the nobility usurped the crown. Richard was then forced to abdicate and later either starved to death or was murdered while in captivity.

• **Henry (IV) Bolingbroke** (1400–1413): the grandson of Edward the Great through the third line, the "Lancaster line" of descent. He overthrew his cousin Richard (descended by the first line, from the Black Prince). He spent most of his reign dealing with rebellions and legitimizing his rule.

• **Henry (V) the Great** (1413–1422): Also known as "The Star of Albion". Son of Henry Bolingbroke, Henry the Great was known as a wastrel in his youth (then known as "Bluff Prince Hal") but became a serious and noble ruler when he ascended to the throne. Faced with renewed assaults from Frogland, he personally led a campaign that, after initial setbacks, struck an enormous victory at the battle of Agincourt, and nearly pushed the frogmen back all the way to the swamps from whence they came. Like the Black Prince before him, he died very suddenly in the prime of his life from dysentery (though some suspect Frogman sorcery).



• **Henry (VI) the Mad King** (1422–present): Only nine months old when he ascended the throne, as the only son and heir of Henry the Great. He could not have grown up to be more different than his father; he is timid and deeply religious, his piety gradually giving way to a religious madness where he speaks with angels all the time, and enters states of catatonia. The first 15 years of his reign was governed by regents (his mother and his uncles), who pursued a largely cautious holding-action approach to rule. When he began to govern he continued to largely rely on the advice of his Star Chamber Council. He married the princess Margaret, the daughter of the last Frankish king, who was a prisoner of the Frogmen. He arranged for her liberation in exchange for two significant provinces his father had conquered, a move which caused enormous unpopularity. The King had thought rescuing a princess (even if by land concessions to chaos creatures) would be well-received, and had hoped that the union of his line to Margaret's would strengthen the support of the human populace in the Frankish lands (it did not). Instead, it marked the beginning of the conflict with his cousin, Richard of York, descended from the second line of descent from King Edward the Great. Richard of York was a military commander who had won important victories

against the Frogmen on the Continent and wished the war to push forward until the Frogmen were utterly wiped out, but King Henry had no taste for war.

As Henry's mind began to fail, his wife Margaret quickly took control of the Star Chamber Council, stuffing it with those nobles who favored her, and keeping out those (like Richard of York) that she considered rivals. These favors led to rampant corruption in the government of the realm. Margaret also engineered for Richard of York to be removed from his post as commander of the armies on The Continent, and sent him away to fight barbarians in Eireland; hoping he might die there, or at least be forgotten by the Anglish people. She put her favorite (and many say lover), the Duke of Somerset, in Richard's place as commander of the continental forces. This turned out badly for Margaret on both fronts, as Richard had stunning successes in Eireland that only increased his popular support, while Somerset had a string of disastrous failures on The Continent, culminating with the Loss of Castillon in 1453, where the Frogmen reconquered all of the Anglish lands on the Continent with the sole exception of Calais. Instead of dying in battle, Somerset fled to safety, allegedly on a boat loaded with tens of thousands of Pounds worth of treasure he stole in his flight. The losses on the Continent and the corruption of the Council was so controversial that it led to yet another peasant revolt, led by a rebel leader from southern Albion named "Jack Cade Makes-Amends", the peasant rebel army reached London Bridge before the London mob turned against him and slew him, ending the revolt.



Following this outrage, Richard of York returned to Albion from Eire Land in open defiance of his orders. Raising an army under the White Rose of York, his followers stormed London (where the London mob took up his cause), and forced the Council to declare him Lord Protector. It was only Henry's temporary recovery from his insanity that prevented Richard from taking full control over the government. It was briefly thought the conflict might be resolved by making Richard heir, but in late 1453 the queen gave birth to a son (recognized as Henry's but that some claim was actually Somerset's), and the birth of Edward of Lancaster rendered such a succession-based solution impossible.

Now the Mad King is slipping back into his stupor, and there have been skirmishes between supporters of York's "White Rose" and the King's Lancastrian "Red Rose" in various parts of the kingdom; as local family conflicts escalate while noble houses divide up into the two camps. While some of the church and nobility struggle to try to find some peaceable resolution, war seems increasingly inevitable.

Future history of Albion

The following is a point-form timeline of important events as they would develop in the setting should we follow the standard course. Of course, a GM should consider how possible actions on the part of player characters might change the course of history, and adjust accordingly. Naturally, any of the major intrigues, battles, or supernatural events can be used by the GM as adventure seeds. Note that 1453 or 1454 is the suggested campaign starting date.

Year 1453

- **Battle of Castillon:** the last Anglish holding in Normandy aside from Calais is lost. John Talbot, Earl Shrewsbury is killed.
- **Coldest winter** in known memory.
- **Rebellion in Burgundy**, crushed by Duke Philip.
- **Bloody murder** of Douglas Chief William «the black» by Chief James Bruce in Scots Land.
- **Byzantium** falls to the Turk hordes.

Year 1454

- **Battle of Stamford bridge:** Lord Egremont (the younger son of Henry «Hotspurs» Percy, Earl of Northumberland, Lancastrian) vs. Sir John Neville (Yorkist); each has a few hundred men, the battle ends with Egremont's capture and only a few dozen deaths. To prevent this incident from igniting a larger war, both the King's forces and Richard of York oblige the Nevilles to free Egremont shortly thereafter.
- **John Kemp**, the «Cursed Cardinal», Archbishop of Canterbury, dies of a horrific wasting curse; he is replaced by Thomas Bourchier, half-brother of the Duke of Buckingham.
- **War** between the Commonwealth and the Teutonic Knights, King Casimir vs. the Grand Master; first battle at Chojnice is a loss for the Commonwealth.
- **Reports of wolfmen** in the Yorkshire moors attacking isolated farmsteads.

year 1455

• **Pontifex Nicolas V** dies; his replacement is Calixtus III, an already very old Iberian cardinal known for his ultraconservative views.

• **1st battle of St.Albans**

First Saint Albans was the opening battle in the Rose War. Richard of York led a force of about 3,000 on a march toward London. The Mad King moved from London to intercept the Yorkist army. Henry halted his march in the town of Saint Albans and waited. Despite desperate last-minute attempts at peace negotiations by the Duke of Buckingham, Richard attacked. A cunning tactic by the Earl of Warwick allowing Yorkist forces to sneak into the town, slaying a number of nobles and capturing the Mad King, making the first battle of the Rose War a victory for the Yorkists. The battle was relatively swift, with only about 300 casualties. The Queen and her young son Edward managed to escape and fled to Wales.

—Yorkists participating: Richard of York, Edward of York, Earl Salisbury, Earl Warwick, Lord Cobham

—Lancastrians: Henry VI (injured, taken prisoner), Stafford Duke Buckingham (injured), Beaufort Duke Somerset (dies), Henry Beaufort (injured), Lord Clifford (dies), Lord Percy / Northumberland a.k.a. "hotspurs" (dies), Thomas Percy / Lord Egremont, Thomas de Roos, Humphrey Earl Stafford (injured), Courtenay (injured), Lord Grey ("the magister"), James Butler "the Eireman" Wiltshire, John Sutton / Baron Dudley (taken prisoner), Edmund Sutton (taken prisoner), Sir John Wenlock (changes sides to the Yorkists in mid-battle).

—Noncombatants present: Queen Margaret, Edward Lancaster (both flee).

Beaufort's title is inherited by his heir Henry Beaufort, 2nd Duke Somerset; Clifford's heir is John «the Butcher» Clifford; and Percy's heir is Henry Percy Earl Northumberland. These three men swear revenge on the Yorkists for the deaths of their fathers; Clifford in particular swears he will not rest until he is dead or the entire line of York is dead.

• **Thomas de Iberia**, Supreme Commander of the Clerical Order, dies; replaced by Gabriel of Ancona.

• **The Earl of Exeter** was captured on the way to fight for Lancaster at St. Albans, he is imprisoned in Wallingford castle, but manages a daring escape slaughtering everyone in his path.

• **Queen Margaret** escapes to Wales, to the lands of her ally Jasper Tudur, builds an army.

• **Scots tribes of Bruces and Douglas** continue to war, Bruces defeating Douglases at battle of Arkinholme. (Angus Douglas vs. James Bruce, 200 men each; just north of Carlisle on the other side of the Wall).



• **Chaos in Devon** as the Lancastrian Courtenay (Earl of Devon) goes to war with the (Yorkist) Bonville family:

—3rd November: the Earl occupies Exeter; same day Bonville sacks Earl's manor.

—15th November: Powderham Castle besieged by Courtney (the castle has a bombard among its defenses, one of the first of its kind in Albion!).

—15th december: battle at Clyst bridge: Courtenay defeats Bonville, 17th December Earl's retainers pillage town of Shute.

• **Parliament** held in London declares Richard of York the Lord Protector (Sir John Wenlock, who had switched to the Yorkist side at St.Albans, is made Parliamentary Speaker), York goes to Devon, and Courtenay (senior) quickly submits to him and is imprisoned in the tower. The Mad King is sent to his castle in Windsor, guarded there by the brother of the Earl of Westmoreland, William de Neville. The Earl of Warwick is made Captain of Calais.



• **Archbishop Thomas Bourchier** named Chancellor of Albion.

year 1456

• **The Dragon Comet** is seen flying over the sky. It is interpreted as an augury of both triumph and disaster by different experts.

• **The Turks** are stopped at Nandorfehervar, by Prince Vlad «the Dragon» of Wallachia. Noon bells are ordered rung throughout the lands of the Sun in celebration.

• **The Mad King** recovers his sanity, and manages to escape Windsor castle when William de Neville (lord Falconberg) lets him go, on his brother Westmoreland's orders. The Mad King goes to Coventry with Queen Margaret where he sets up his court, deposes Richard as protector, and sends him to Eire Land. Margaret won sufficient votes in parliament because the Earl of Westmoreland switched alliance to Lancaster (despite being a Neville). The Earl of Shrewsbury is made treasurer, Lawrence Booth (the Queen's personal Cleric) is made keeper of the Privy seal and tutor to the crown Prince.

• **Archbishop Bourchier** is removed as chancellor, and William Waynflete (bishop of Winchester) is made chancellor in his place.

• **Supreme Clerical Commander** Gabriel de Ancona dies, replaced by Lawrence of Ripafratta.

• **William Ap William** (also known as «Black William»), a Yorkist Welsh knight, campaigns against the Tudurs and captures Edmund Tudur, holding him at Carmarthen castle.

• **Plague in Wales**; Edmund Tudur dies of the plague, still a prisoner (some believe he was murdered on Black William's orders). He is survived by his 13 year old wife, Lady Margaret Beaufort, who is pregnant at the time.

• **More fighting** between Nevilles and Percys in the north.

• **Warwick** controls London and the fleet. Richard of York returns to Albion, in the north.

• **Philip of Burgundy** scores major victories against the Frogmen, taking for himself the title of «Grand Duke of the West».



Year 1457

• **The widow of Edmund Tudur**, Margaret Beaufort, gives birth at age 13 to a boy, Henry.

• **John Talbot and Lionel De Wells** are made knights of the Royal Star.

• **Lawrence of Ripafratta**, supreme commander of the cleric order, dies fighting the frogmen; he is replaced by Thomas de Kempis (of the Grand County of Cleves).

• **Reginald Peacock**, the bishop of Chichester, is condemned of heresy after it is uncovered that he is the mastermind of a Chaos cult. He is imprisoned and dies in prison in 1461.

• **"Rebel" leader "Sir Wyatt Scar"**, rises to prominence as the most powerful bandit in Sussex and all the south, leading a band that grows to 180 men, based somewhere near Pevensy.

• **King Thomas Stanley** of the Isle of Mann made a Knight of the Royal Star.

• **Robert Neville**, Prince-Bishop of Durham, dies; and is replaced in that title by his nephew Ralph Neville.

• **Pierre de Braaap**, a notable Frogland general, makes landfall in Albion with 4000 frogmen and burns the port town Sandwich to the ground; Queen Margaret is forced to make use of Warwick as captain of Calais to protect the seas. An army under the command of the Duke of Buckingham and the Archbishop of Canterbury manage to retake Sandwich and destroy the foul Frog Temple that had been erected in place of the Cathedral of the Unconquered Sun. It is not clear whether Pierre de Braap was among the slain, or managed to escape.

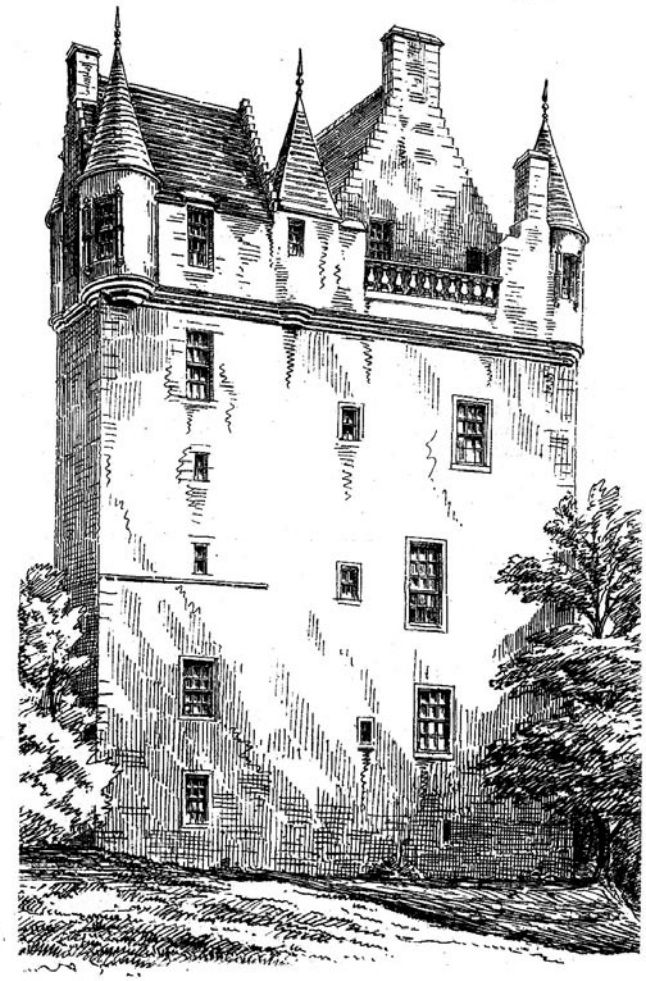
• **Skanderbeg of Alban** wins the battle of Ujebardha against the Turk, with the help of Voivode (Prince) Vlad of Wallachia.

Year 1458

• **Calixtus III**, Pontifex of the Church of the Unconquered Sun, dies in Arcadia. He's replaced in the solar throne by Pius II, who (in addition to being a priest) is a poet and writer of romances. In Albion, the election of Pius II to the Pontificate is very popular on account that Pius had once visited Albion. He is not without controversy, however, both for the poetry and the fact that he is known to have a great many bastard children.



• **John De La Pole** (age 16) married to Elizabeth Plantagenet (age 14), daughter of Richard of York. Young John had been disinherited from the Duchy of Suffolk which would have traditionally been his, due to his father having been attaindered for gross incompetence in the wars against the Frogmen. For the Yorkists, however, this was seen as a mockery of justice, as De La Pole was used as a scapegoat for the



much greater incompetence and outright theft committed by the Queen's favorite of that time, the Duke of Somerset, who escaped punishment. Thus, Richard marrying young John to his daughter makes it clear that should he become king he would restore John to the Duchy of Suffolk; it is a wedding that is thus also an act of propaganda.

• **Thomas Stanley**, King of the Isle of Mann, dies aged 54; his son Thomas (age 23) succeeds him in the throne of the Impenetrable Isle, and for the moment continues to try to play at neutrality in the Rose War.

• **The Earl of Warwick**, in his capacity as Captain of Calais, fights in naval battles against Iberian pirates, lead by the infamous Capitan Fracas. The Iberian pirate captain is based off the Azure Isles, a distant chain filled with strange creatures far off the coast of the Continent.

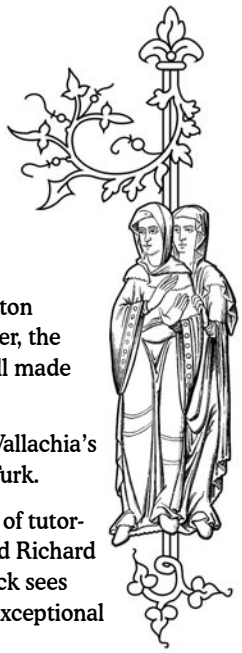
• **Thomas Courtenay**, Earl of Devon (age 44) dies, possibly poisoned, while visiting an abbey. He'd been imprisoned over the feuds of his son with the Yorkist Bonnville family, but was released by the Queen after she retook power, and given the title of High Steward. His son Thomas (age 26) inherits his lands and titles.

• **Thomas Bourchier**, Archbishop of Canterbury, orders a grand council in London for a celebration of «Love Day», to make peace between the warring factions in the nobility. At the start of the council period, just as the cream of Anglish nobility are entering the city, a mysterious new plague affects the city (this plague is later found to be caused by evil Ratmen organized by the Frogman commander Pierre De Braap and some other survivors of the failed Frogman invasion).

• **At Love Day**, The Mad King, Henry VI, declares Richard of York his second in line to the throne (to inherit after the King's young son Edward of Lancaster). Several nobles are notably absent from Love Day, among them Lord Clifford (who has sworn not to rest until he avenges his father's death by slaughtering the entire house of York), and particularly the Queen, who has remained in Coventry.

• **Humphrey Stafford**, son and presumptive heir of the Duke of Buckingham, dies of the plague, never having fully recovered his health after injuries sustained three years earlier, at the battle of St. Albans.

year 1459



• **The Earl of Warwick** fights naval battles against the Teutons, who have been engaged in pirate activities against Albion because of Albion's alliance with the Commonwealth, their hated enemies.

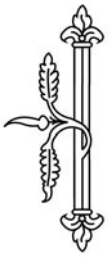
• **James Butler** («the Eireman»), John Sutton (Baron Dudley), Jasper Tudur, John Bourchier, the Earl of Warwick and Sir Thomas Kyriel are all made Knights of the Star.

• **Pontifex Pius II** supports Prince Vlad of Wallachia's struggle by declaring a crusade against the Turk.

• **The Earl of Warwick** takes on the duty of tutoring Richard of York's youngest son, 7-year old Richard Crookback, who was born deformed. Warwick sees that in spite of the child's deformity he has exceptional intelligence.

• **The Queen**, no longer willing to wait out the Yorkists, calls for all of Albion's nobility to swear an oath of Allegiance in the Lancastrian court in Coventry. Queen Margaret specifically summons York and Warwick to Coventry but both refuse to attend, knowing that it would be a trap (forcing them to either submit to the King and give up all claims to the throne or risk arrest as traitors). Richard of York's refusal marks an immediate return to hostilities as both are declared criminals by the court. Nevertheless, many previously Yorkist nobles do attend at Coventry and switch sides, swearing loyalty to the Mad King. Most notable among those who've changed sides are the Duke of Norfolk and Sir Thomas Kyriel.

• **At Coventry, Queen Margaret** starts a new order, of Knights specifically loyal to her, which she marks with the emblem of the Silver Swan.



• **The Archbishop of Canterbury**, incensed by what he sees as the Queen's betrayal of his Love Day efforts, becomes firmly Yorkist and blesses Richard of York's venture.

• **The Battle of Blore Heath:** A force of 5000 Yorkists under the Earl of Salisbury were trying to unite with the main Yorkist army at Ludlow castle; Baron Audley was sent to lead 10,000 Lancastrian troops to try

to stop them. The Lancastrian commanders include Baron Dudley and Edmund Sutton; among the Yorkist forces are Sir John Wenlock (called «the Prince of Traitors»), and Sir Roger Kynaston.

The forces were initially arrayed some 900 ft. away from each other when they stumbled upon each other. There was a fast-flowing brook between the two armies. Initial archery salvos proved inconclusive because of range; after some initial conflict, Salisbury feigned a retreat and the Lancastrian cavalry charged after him, at which moment he turned back and attacked the Lancastrian forces as most of the troops were still trying to cross the brook. Baron Audley is slain in the fighting by Sir Roger Kynaston. Lord Dudley took command and rallied the Lancastrians to a second attack, Dudley fighting on foot; but the desperate counterattack fails and Dudley is wounded and captured. By the end of the battle, 2000 Lancastrians and 1000 Yorkists are dead; the brook flows red with blood for 3 days.



• **Battle of Ludlow:** After their victory at Blore Heath, the Yorkists manage to converge at Ludlow castle; 8000 Yorkists begin to march toward London but are faced with a massive force of 16,000 Lancastrians led nominally by the Mad King himself (though in fact he is only there for morale purposes); the Yorkists fall back to Ludford bridge forming ditches on their side of the bridge and set up cannons in barricades.

In the night, Andrew Trollope (commander of Calais garrison, which had been brought to the Yorkist army by Warwick) takes his 600 men and crosses over to join the Lancastrians. The Calais garrison were by far the most elite unit of fighters on either side, and Trollope's betrayal adds to the already dire odds against York. Morale hits a new low; particularly as many of the Yorkists in the army were very happy to fight against the Queen and her corrupt nobles but express reluctance to fight an army where the King himself is present. Realizing they can't win, Salisbury, Warwick and York flee at midnight along with York's older sons Edward (Earl of March) and Edmund (Earl of Rutland).

York's wife Cecily and his younger sons Clarence (age 10) and Richard (age 7) are left behind.

In the morning, the entire Yorkist army surrenders to King Henry, kneeling in submission to him. He pardons all who are present; Richard of York's wife and younger children are kept as prisoners and put into the care of the Duke of Buckingham. Lancastrian soldiers loot the town of Ludlow.

Warwick, Salisbury, and York are all stripped of their titles and declared outlaws; York and Edmund flee to Eire Land where he has loyal forces, while Warwick, Salisbury and Edward flee to Calais.

• **Sir John Falstaff**, one of the last great heroes of Agincourt, dies of old age.

• **Sir Walter Devereux**, Yorkist Chancellor of Eire, dies, presumably of natural causes.

• **The Queen** arranges for the title of Captain of Calais to be given to the young and handsome Duke of Somerset; when he attempts to take up his ordered title, the forces of Calais (who are loyal to Warwick) repel him twice.

Incensed, the Queen orders the construction of a war fleet in the port of Sandwich to be used to recapture Calais from Warwick; but as soon as the ships are ready, Warwick sends a team of men in secret to Sandwich who steal the war fleet in a night raid and sail the warships safely to Calais, adding to his strengths.



year 1460

• **The Earl of Warwick** lands with a force in Sandwich (destroying the second fleet that the Queen ordered built, mostly before it could leave port), along with the Earl of Salisbury and Edward Earl of March. They raise up a force of Kentishmen (with the support of the Archibishop of Canterbury) and enter London quickly (the cannons of the tower of London are fired on the city of London; under orders from Thomas De Scales, commander of the Knights of the Star, who holds out against Yorkist siege there) and then march to face Henry VI's forces. The Duke of Norfolk (John Mowbray) and Thomas Kyriel switch back to their side, as does William De Neville (Lord Falconberg) who had earlier freed Henry VI on orders of his brother Westmoreland; the remainder of the Westmoreland Nevilles continue to support Lancaster.

• **Battle of Northampton:** Earl of Warwick (with Norfolk, Kyriel, Salisbury; Edward of York, Lord Falconberg and Lord Cobham) with 25,000 men vs Henry VI and Buckingham (and Viscount Beaumont, Earl of Shrewsbury, Sir John Talbot, Sir

Christopher Talbot, Sir Edmund Grey, and Lord Egremont) with 15,000 men.

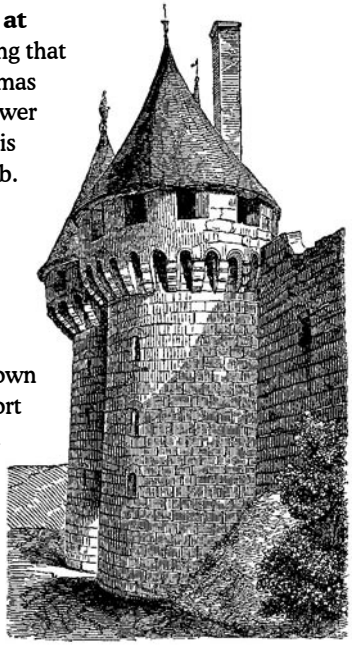
The Lancastrians have some bombards, which they place with their backs to the river Nene. However, strong rains when the battle begins hampers both the Lancastrian archers and cannons. Also, Warwick paid off Sir Edmund Grey (promising him a Lordship) to let him pass the flank. The Duke of Buckingham (58 years old, Knight of the Star) is killed by Kentishmen. The Earl of Shrewsbury (70 years old, KS), and his son the Cleric Sir Christopher Talbot (36 years old) also die in battle; John Talbot (47 years old) the Earl of Shrewsbury's elder son and heir, dies some time after the battle from his wounds. Thomas Percy Baron Egremont (38 years old and younger brother to Lord Percy, Earl of Northumberland) is killed by Kentishmen. These and several others die in battle trying to protect Henry's tent.

Viscount Beaumont (50 years old, KS) dies in battle.

The Mad King is taken prisoner and sent to the Bishop of London's palace in London.

Margaret and Edward Plantagenet were not at the battle but in Coventry. They flee to Harlech castle in Wales, and then seek allies from Scots Land, recruiting Scots barbarians in exchange for the promise of the return of the city of Berwick to the Scots.

• **Buckingham's grandson** and heir, 5-year old Henry Stafford, is made a ward of the Woodville family. Richard of York's wife and younger children are recovered from Buckingham's household, and young George (age 11) and Richard (age 8) are sent to Burgundy for their (and the lineage's) protection.

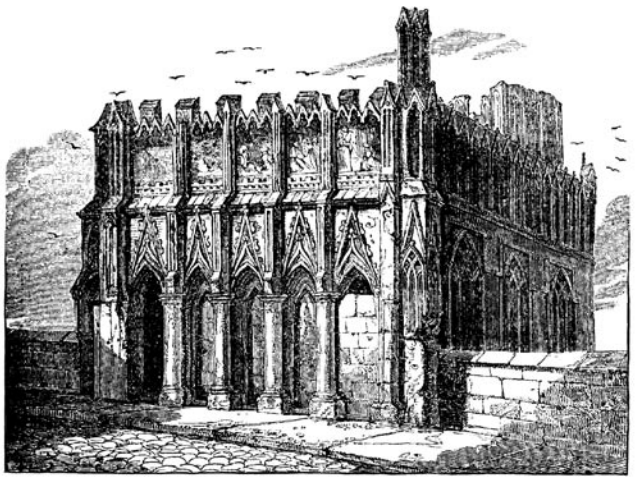


• **After the news of loss at Northampton** and knowing that there is no aid coming, Thomas de Scales tries to flee the Tower (and London) in secret, but is murdered by the Yorkist mob. By seniority, Baron Sudeley (Ralph Boteler) becomes commander of the Lancastrian Knights of the Star.

• **York calls parliament in London**, and tries to crown himself king but lacks support (in fact, the Earl of Warwick sabotages his efforts to a certain extent, wishing to make sure he can retain his control over the Yorkists). Instead the Act of Accord is passed which leads to York being Henry's heir. Salisbury is given the title of Lord Chamberlain. The Magister of Oxford, George Neville (Earl Salisbury's son) is made Lord Chancellor. Bishop Ralph Neville (son of Lord Falconberg) is made Keeper of the Great Seal. Clerical Lieutenant Commander Robert Stillington (of Yorkist sentiment) is made Keeper of the Privy Seal. Henry Bourchier (cousin of the Yorkist Archbishop of Canterbury) becomes Earl of Essex.

• **Warwick** briefly adventures in the Isle of Wights as governor.

• **As the Lancastrians rally** in the north and Wales, Richard sends Edward to Wales, leaving Warwick in London, and Richard himself goes to the north to deal with the main Lancastrian forces, accompanied by his second son Edmund Earl of Rutland, and Warwick's father the Earl of Salisbury.



• **Battle of Wakefield:** The Duke of Somerset (along with his brother Edmund Beaufort), Duke of Exeter, Northumberland and Clifford (along with the Earl of Westmoreland, the Earl of Devon and his brother John who is knighted before the battle, and Baron Roos, the Earl of Wiltshire (James Butler, «the Eireman») and Andrew Trollope) with 18000 Lancastrian troops; vs Richard of York, the Earl of Salisury and Edmund of Rutland (who is 17 years old); as well as Sir Thomas Neville (Salisbury's son), Sir William Bonnville and his son William Bonnville III, and Edward Bourchier, with 9000 Yorkist troops. 2500 Yorkists are killed, compared to only 200 Lancastrians.

York had come north near York city, and was secure in Sandal Castle, but is subsequently tricked into thinking that the Lancastrian force is only half its size when his scouts are intentionally deceived by Somerset/Edmund Beaufort. The other half of the Lancastrian army comes out of the woods into the Wakefield commons, where the battle is fought and the Yorkists defeated in only about a half hour.

Richard of York, Edmund York / Rutland and the Earl of Salisbury are among the Yorkist casualties; Richard is killed in battle, as is Sir Thomas Neville, and Edward Bourchier (26 year old younger son of the Earl of Essex). Rutland flees across the Wakefield bridge, but is hunted down and slain by Clifford. Salisbury fled but is captured that night and beheaded by commoners (in spite of Somerset's orders that he be taken alive). Sir William Bonnville, son of Lord Bonnville, is captured and executed, as is his son the 18-year old William Bonnville III. York's head put on a pike in the city of York, wearing a paper crown.

• **Edward becomes Duke of York**, he declares Warwick his Lord Chamberlain. William de Neville becomes commander of the Yorkist Knights of the Star.

year 1461

• **Pontifex Pius II** declares the Commonwealth and Teutons anathema until they cease their warfare with each other.

• **Battle of Mortimer's Cross** (Edward of York vs Jasper Tudur) Edward, George, and Richard of York; and Sir William «Ap William» Herbert, Baron Audley (whose father had been killed fighting for Lancaster at Blore Heath, but who meets with Edward and changes allegiance to York), and Sir John Wenlock fight Jasper and Owain Tudur's Welsh army. Before the battle, a parhelion (a triple sun) is seen at dawn, which is taken as a portent for the three sons of York being destined to rule. It is a Yorkist victory. Owain is captured and executed, jasper manages to flee. Some 4000 Welshmen are executed.

• **2nd battle of St.Albans** (the Mad King is present as a prisoner, and laughs and sings during the battle). 15,000 Lancastrians vs 10,000 Yorkists (losses 2000 / 4000). The Duke of Somerset, Earl of Northumberland and Lord Clifford, as well as many Scots Men reivers recruited by Queen's agents, are on the Lancastrian side.

Warwick arrives with the Duke of Norfolk and John Neville, as well as the Earl of Arundel, and Sir John Wenlock; and Henry VI in his caravan as a prisoner. Warwick sets himself up north of St.Albans with barricades, cannons, caltrops, and Burgundian riflemen. However, their defenses face north, and Margaret divines this; she goes round and comes south from the town, setting up her archers along the roofs of the town's apartments. As it begins to snow, the Yorkist cannon and guns often fail to fire, while Henry de Grey, Lancastrian magister, sends out great magical attacks against the Yorkists including demons. Sir Henry Lovelace, a personal man of Warwick's and one of his commanders, betrays him mid-battle. By evening Warwick is forced to retreat, abandoning King Henry's wagon in the panic; Lord Bonnville and Sir Thomas Kyriell, his wardens, are murdered by the Lancastrians on young Prince Edward Lancaster's orders. John Neville is also captured but not executed, to be used for prisoner exchange with the Duke of Somerset's brother. The Lancastrians, hearing of the loss in Mortimer's Cross, and fearing that London would not open its doors, do not take advantage to march on London. Andrew Trollope is knighted, as are Thomas de Roos and other Lancastrian leaders. On Lancaster's side, John Grey (husband of Elizabeth Woodville) dies in the battle, leaving her a widow.



• **Sir John Wenlock** besieges the Tower of London, taking it and securing Edward of York's entrance into London.

• **Edward IV** crowned in London by the Archbishop of Canterbury. Sir John Wenlock is elevated to the Knights of the Star and given the title of Chief Butler. William Ap William is made Lord Herbert. King Edward also makes George Duke of Clarence and (provisional) Knight of the Star, as well as William Hastings, who is made Lord Hastings . He makes the magister Baron Tiptoft, who has just returned from pilgrimage in Heliopolis, the Constable of the Tower (where he quickly gains the nickname «The Butcher of Albion» for his gleeful execution of Lancastrian prisoners).

• **Berwick is retaken** by the Scots men. It is ruled over by chief Robert McLauder.



• **Battle of Towton** (Queen Margaret's army destroyed), fought in a vicious snow storm on the spring equinox; 25,000 troops to each side (14,000 die on each side). Henry and Margaret remained in York, the Lancastrian leader was the Duke of Somerset, along with Exeter and Northumberland, James Butler (the Eireman, earl of Wiltshire) and his brother John «The Gentleman» Butler, the Earl of Devon, Thomas de Roos and Ralph Dacre, and Lionel de Welles.

Initial Yorkist forces reach Towton under William De Neville (with his brother Sir John Neville of Westmoreland, John Sutton Baron Dudley who had switched sides to York, and his son Edmund Sutton, and William Lord Hastings); waiting desperately for reinforcements from Duke of Norfolk, De Neville takes advantage of strong wind on his side to fire arrows at the Lancastrians, who cannot shoot back, forcing them to draw back (and collecting the arrows they left behind and misshot) and giving time for reinforcement (Norfolk, Warwick and Edward) to arrive. Norfolk and Edward had been delayed by a chance encounter with Clifford and a small force of 900 men at Ferrybridge. Rather than flee, Clifford held the bridge, and fought to the death (dying from an arrow shot).



The two armies proceed to fight for hours in the snowstorm, but finally the Lancastrians rout. The turning point is when Warwick, injured and his horse dead, cries out «Let him fly that will, but I will tarry with him that tarries with me!»

Northumberland (Percy) dies in battle, Dacre dies from a sniper's arrow. Thomas Courtenay (Earl of Devon) dies. Lionel de Welles dies. Sir Andrew Trollope dies. James Butler is captured and beheaded, his brother John was also captured but is spared though not given his brother's Anglish title (though still «Chief of the Ormonds» in Eire Land). William Beaumont (Viscount) is taken prisoner. On the Yorkist side, Sir John Neville of Westmoreland dies.

• **Henry escapes with Margaret** to Scots' Land; soon joined by Somerset, Exeter, Roos and Humphrey Dacre (son of baron Dacre).

• **William De Neville** is made Earl of Kent for his service, Warwick made Lt. of the North and Lord Admiral. Humphey Bourchier (son of Earl of Essex) is made Lord Cromwell. Sir Walter Devereux is made Lord Ferrers.

• **Sir Jasper Tudur** is attaindered, as is the prisoner Viscount Beaumont, and Thomas Baron Roos, 12 year old Henry Percy (Northumberland's son) is imprisoned in the Tower of London.

• **Lawrence Booth**, cleric to queen Margaret, submits himself to Edward IV and is fully pardoned. Richard de Welles, and then Richard Wydeville, likewise submit to Edward and are also pardoned.

• **Roos and Dacre** return to north Albion to raise a rebellion, but Lawrence Booth, William Booth (archbishop of York) and Ralph Neville (bishop of Durham) command forces that push them back and quash the rebellion.

• **The Duke of Norfolk**, John Mowbray, dies of natural causes; his son John becomes the new Duke.

year 1462

• **Sir John Wenlock**, Lord Hastings, Lord Herbert («black william»), Sir John Astley and George Duke of Clarence (provisionally), become Knights of the Star.

• **Harlech Castle** in Wales is besieged. Among those inside is Henry Tudur.

• **Sir Ralph Percy** surrenders Bamburgh castle to the King; he's pardoned and restored.

• **The Earl of Oxford** and his oldest son are executed for treason; his younger son John De Vere is spared.

• **The Mad King** and his remaining forces base themselves in Berwick, Scots' Land.

• **George Duke Clarence** (age 13) is made Governor of Ulster, sent to Eire Land.

• **Vlad Tepes** marches through the land of the Bulgars, part of the empire of the Turks, and slaughters 24,000 men, women and children.

• **The Duke of Somerset** switches allegiances to York, is pardoned.

• **William Percy**, chief magister of Cambridge collegium, dies. He's replaced in his role by Magister John Booth who also becomes the King's magister-secretary.

• **The Turks** invade Wallachia again with 90,000 troops (Vlad's own army is at best 1/3rd the size). In a daring «night attack», Vlad kills 15,000 of them. The Turk are forced to retreat. The Pontifex's office orders celebrations for Vlad's victories.



Year 1463

• **In Wallachia**, Prince Vlad's own brother, Radu Bey, betrays him and most of his nobles to the Turk; Vlad is defeated in battle and presumed dead. Radu Bey now rules over Wallachia as a territory of the Turk. The Turk expands as far as Herzegovina.

• **Baron Scrope and Sir Robert Harcourt** are made Knights of the Star. John De La Pole is restored as Duke of Suffolk (he's married to King Edward's sister). The aristocratic magister, Baron Tiptoff, constable of the Tower (nicknamed «The Butcher») is made Steward of the Royal Household.

• **Sir John Neville** (Baron Montegu) becomes Chief Steward of Durham and Warden of the Northern Marches.

• **Edward IV** meets Baron River's daughter Elizabeth Woodville while on his tour. He is immediately smitten with her.

• **The Duke of Somerset** switches allegiances back to Lancaster, taking his forces north. In Berwick, Henry De Gray becomes the Lancastrian Magister-Royal.

• **William de Neville**, Earl of Kent, dies of natural causes. His son Thomas («the bastard») is made Lord Falconberg at age 13. William was commander of the Knights of the Star (for York), and is replaced in that position by Henry Bourchier.

• **Lord James Berkeley** (a.k.a. «the Just») dies of natural causes. His son William de Berkeley (a.k.a. «William Wassail») becomes Baron Berkeley.

• **Pontifex Pius II** prohibits the enslaving of converts.

Year 1464

• **Anthony Woodville** is knighted by King Edward of York. He is the brother of Elizabeth Woodville whom the King met the previous year and has begun to secretly court.

• **John de Vere** is pardoned for his father's previous treason and is granted his hereditary title of Earl of Oxford.

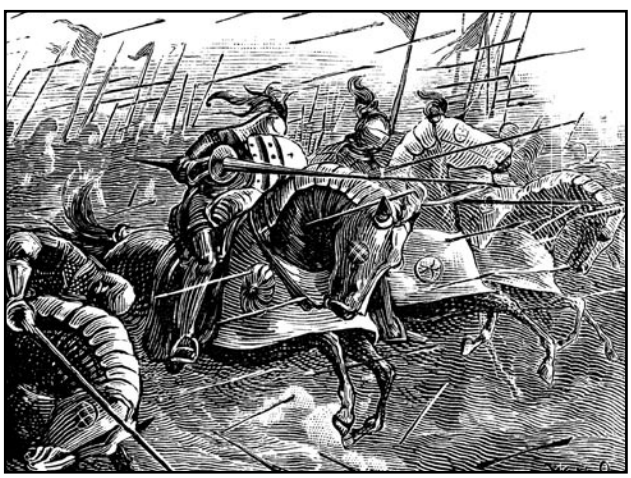
• **Baron Tiptoff** (the magister baron, nicknamed «the butcher» for his gleeful executions of Lancastrians during his time as warden of the Tower of London) is now appointed Chancellor of Eire Land.

• **In Arcadia**, the Pontifex Pius II dies. He is replaced by Paulus II (who was not a priest but a generous merchant of the city who buys his way into the Pontificacy).

• **The Battle of Hedgeley Moor:** 5000 troops under Lords Somerset, Roos, Sir Ralph Percy and the Magister Lord Henry Grey (an 8th level magic-user, who is an expert on summoning demons in battle) raise up a rebellion in the North; they are faced by John Neville (Baron Montegu) with 6000 men. Battle begins with archery exchange. Montagu marches across 1500 ft of archery fire and the Lancastrians are relatively rapidly broken when Roos' men scatter under his assault; Sir Ralph Percy stays behind to fight and dies (his last words: «I have saved the bird in my bosom»); Roos is captured and executed. Somerset and Henry Grey escape.

• **Lord Cobham** dies of natural causes.

• **The Battle of Hexham:** 4000 men under Montegu (with the Earl of Wiltshire, younger son of the Duke of Buckingham) face the Lancastrian rebellion (led by Somerset, with Lord Hungerford) in the north, near Devil's Water Creek. Yorkists hit them hard charging down from higher ground and half the Lancastrian force (under Edmund de Roos) flees almost immediately; the other half are surrounded and many drown in the Devil's Water. Somerset is captured and executed. Sir William Tailboys tries to escape with the Lancastrian war chest (containing over 2000 Pounds!), but he's captured and executed. Roos tries to escape but is captured and beheaded at Newcastle.



• **Baron Montegu**, for his honor in battle, named Earl of Northumberland (the traditional title of his family's enemies, the Percies). Lawrence Booth, who had once been the personal cleric to the Lancastrian Queen Margaret, is now named personal cleric to King Edward for his loyalty and bravery in fighting the rebels.

• **The Earl of Warwick** has been engaged in prolonged diplomatic efforts to arrange a marriage between Edward of York and the Princess Bona of Lorraine; this alliance would end up creating a firm union between Burgundy, Lorraine, and Albion and would allow these nations to dedicate themselves to a war of extermination against the hated Frogmen (and thus the potential rescue of Albion's territories on the Continent). Unfortunately, Warwick had not been informed that Edward has been secretly married to Elizabeth Woodville. When he learns of this Warwick is livid, but is unable to prevent the young king from squandering the chance for a lasting alliance just to marry a woman of low birth. It is the first time that Edward does not agree to Warwick's wishes. Elizabeth Woodville is crowned Queen.



• **Sir John Wenlock**, along with Lord Hastings, recaptures Dunstanburgh castle in the north from rebels.

year 1465

• **William Booth, Archbishop of York**, dies of natural causes. His successor is Robert Neville.

• **In Arcadia**, the Collegium of Cardinals try to limit Pontifex Paulus II's powers, he resists the move.

• **Pasha Radu Bey** (of the Turk Empire) engages in campaign of forced conversions to the God of the Crescent Moon in conquered Wallachia.

• **Philip of Burgundy** makes a great campaign against the Frogmen, comes within eyeshot of Paris; but is wounded. Even so he retook huge swaths of territory from the hated Frogs.

• **A band of adventurers go to Scots Land**, manage to capture the Mad King outside Berwick and bring him back to Albion; Queen Margaret and her remaining court flee Scots Land for Lorraine where they are welcomed by Prince Louis of Lorraine and the Princess Bona, Louis' daughter who had been promised in betrothal to King Edward of York only to be shunned in favor of Elizabeth Woodville.

• **Henry Stafford** (age 10), Duke of Buckingham, is married to Catherine Woodville (age 7).

• **Queen Elizabeth** is pregnant.

• **Thomas Beckington**, commander of clerical order in Albion, dies in battle after three decades of campaigns against the Frogmen in Calais; his successor is Robert Stillington

year 1466

• **King Edward of York**'s daughter Elizabeth (his first child) is born.

• **A huge Turk army** invades the Border Kingdoms, but local resistance stalls their advance in their planned conquest of the Continent.

• **In Arcadia, the Pontifex Paulus II** enters into political conflicts and machinations with the Cardinals, events escalate to the point some assassinations of important church figures take place.



• **In Albion, Henry Courtenay**, younger brother of the attaindered Earl of Devon, and Sir Thomas Hungerford, son of the attainedered Baron Hungerford, plot to raise an insurrection in Devon; they are discovered, arrested and executed.

• **Sir Pierre De Braap**, Frogman champion and hidden agent in Albion, makes contact with a group of degenerate Frogmen living in an ancient Elven temple complex in the swamps of The Wash. They attempt to summon/control a Dragon to destroy London and kill the King, but are thwarted by a group of adventurers.

• **King Casimir of the Commonwealth** wins the 13 year war with the Teutons, which ends with the Treaty of Thorns, with Teuton lands becoming a vassal state of the Commonwealth.

• **Richard Wydeville** (the King's father-in-law) is made Earl Rivers; Anthony Woodville is made Baron Scales, Henry Woodville made Lord Rockingham (Anthony and Henry are the King's brothers-in-law). Thus the King continues to increase honor and favor on the low-nobility family he has married into.

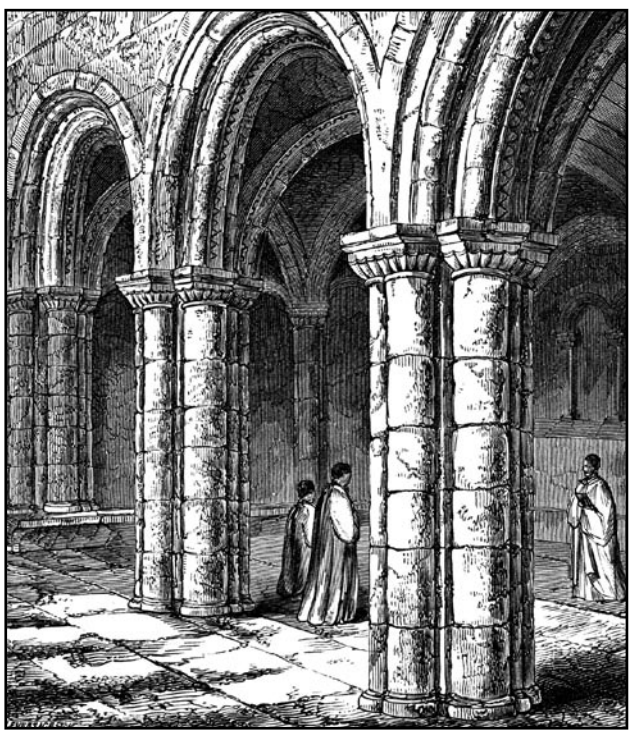
• **In other Solstice honors**, the King makes his 14-year old brother Prince Richard Crookback (Duke Gloucester) a provisional Knight of the Star. Earl Rivers (that is, Richard Wydeville) is made Knight of the Star and Lord Treasurer. Sir John Wenlock is made Captain of Calais. Lord Hastings is made ambassador to Burgundy.

year 1467

• **Grand Duke Philip of Burgundy** dies. Charles of Burgundy is his heir. He immediately retakes the city of Liege from the Frogmen, earning himself the title of «Charles the Terrible».

• **The Turks** invade Border Princes again but are beaten back after failing to win the siege of Kruje.

• **William Canynges** abandons the mayoralty of Bristol, and becomes a monk. The shipping magnate had for almost three decades been the wealthiest of (and one of the most powerful) commoners in Albion, controlled the city of Bristol, and had played a significant role in supporting the Lancastrian cause. With the failures of the Lancastrians, he had found himself in a politically precarious position and may have abandoned his power and wealth in fear for his life.



• **Pontifex Paulus II** arrests and tortures many of the pontifical secretaries after accusing them of conspiring against him. He accuses «learned men» and especially the magisterium of attempting to subvert the church toward heathenism; magisters are persecuted in Arcadia, but find refuge in the Commonwealth.



• **Geoffrey Boleyn** becomes sheriff of London. Bishop Thomas Rotheram (nicknamed «the Scot») becomes Keeper of the Privy seal (replacing Prince-Bishop Ralph Neville of Durham). Robert Stillington, clerical high commander, becomes Lord Chancellor (replacing Oxford Magister-Chancellor George Neville).

• **Humphrey Dacre**, younger brother of Baron Dacre, returns to Albion and is pardoned for his involvement in the Lancastrian cause.

year 1468

• **Auric I of Northland** officially withdraws all ownership of the isles off the Scots Land coast to Robert Bruce in exchange for certain treasures recovered by adventurers from the Valley of the Jarls.

• **Movable type printed book**s, from Gutenberg's machine, begin to arrive in Albion.

• **After 7 years of siege**, Harlech castle surrenders; only 50 men remain alive inside, including 11-year old Henry Tudor; Tudor is handed over to William Herbert where he suffers unspeakable tortures.

• **William Herbert** is made Earl of Pembroke. Thomas «the Scot» Rotheram is made Bishop of Rochester.

• **John De Vere**, Earl of Oxford, is arrested for alleged Lancastrian sympathies, some suspect that his arrest may have been due to his overtures toward Warwick. Richard Woodville supports the arrest and oppose Warwick's voiced protests about it.

• **George Duke Clarence** made full Knight of Star (at age 19).

• **"Robin of Redesdale"** lifts the Merry Men from Nottingham in rebellion against King Edward, demanding that the Woodvilles be stripped from power. They have been bribed in this by Warwick. «Robin» is actually Sir William Conyers, a Lancastrian outlaw. John Neville (Warwick's brother)



confronts them but intentionally allows the bulk of the rebels, including Robin, to escape.

• **Pontifex Paulus II** publically arrests 10 cardinals he accuses of plotting against him.

• **24 year old John Woodville** is knighted.

• **Skanderbeg**, the great hero-prince of the Albani who has fought for decades against the Turks in the Borderlands, dies of malaria.

• **Charles the Terrible** is in conflict with the principality of Lorraine. He therefore does not send them help against a Frogman offensive; several valiant troops of the Lancastrian court join the fight against the Frogmen.

• **Warwick begins to plot** with George Duke of Clarence. The agreement is that Clarence will marry Isabel, Warwick's 18 year old daughter, whom Warwick had previously tried but been forbidden from marrying her to Clarence by King Edward.



Year 1469

• **Richard Crookback** (age 17) is made Governor of the North, replacing John Neville. John Tiptoft becomes Constable of Albion. Humphrey Dacre becomes Chief Forester of Inglewood. Sir John Stafford, uncle of the young Duke of Buckingham, becomes steward of Cornwall.

• **Battle of Nibley Green**: private battle between 20 year old Thomas Talbot, Viscount Lisle (nephew and heir of the Earl of Shrewsbury), and 43 year old William (Baron) Berkeley (aka «William Wassail», a drunkard) and over ownership of Berkeley castle. Talbot only manages to raise 300 men, against Berkeley's 1000 men (about 300 of which are foresters from Dean), including his brother «Maurice the lawyer», who had until this point been feuding with his brother. The battle involves a quick charge by Talbot, broken by Berkeley's archers; then Berkeley's forces charged in and kill Talbot, causing his men to scatter and ending the conflict. It is notable as the last private battle between nobles not directly related to the Rose War.



• **Pontifex Paulus II** announces that he has appointed a number of secret cardinals, as a measure to prevent a council from being able to depose him.

• **At Calais**, Isabel Neville is secretly married to Clarence, George Neville (Archbishop of York) officiating.

• **The Queen** announces she is pregnant again.

• **Battle of Edgecote Moor**: Warwick and Clarence's forces defeat King Edward's army. William Herbert is executed by Warwick after the battle, and Henry Tudor is liberated:

Warwick and Clarence declare their support for the rebels. The 20,000 rebels clash with Edward IV (accompanied by Richard Woodville, and his 25 year old son Sir John Woodville) and William Herbert (Earl of Pembroke) at the Battle of Edgecote Moor (in Oxfordshire). The King's forces are outnumbered and retreat; Richard and John Woodville both fleeing the battle (but they are later captured by Warwick's men as he's arriving). Later the Earl of Devon arrives to reinforce for the King's men, but Warwick arrives to save the rebellion (with the Earl of Oxford, released from prison by Clarence), with the support of Clarence who has declared against the King.

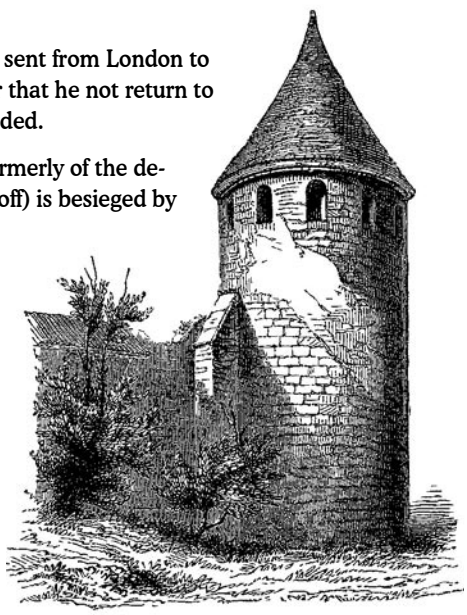
The combined forces battle each other, the rebels and Warwick vastly outnumbering Pembroke, Devon and the King. The royal army breaks when Warwick's knights charge and the battle is lost for the king. The Earl of Pembroke and Sir Richard Herbert (the Earl's brother) are both captured and executed; Pembroke being taken down by a magister's web. Warwick's men march to Pembroke Castle and liberate young Henry Tudur, who is returned to his mother, Margaret Beaufort.

• **Richard Woodville** and John Woodville are captured by some of Warwick's men while fleeing the battle early and are executed in Coventry, their heads put on spikes. The rebel leader Robin of Redesdale dies in the battle (conveniently, some say at Warwick's orders). King Edward is caught in Buckinhamshire, trying to flee the country; he is made a prisoner under the care of Ralph Neville, Bishop of Durham. Warwick marches to London where he makes an alliance with Sir John Wenlock, who switches over to his side (continuing to justify his nickname as the "Prince of Traitors"); Warwick tries to rule as Lord Protector, but the nobility (united by 17 year old Prince Richard Crookback) force him to release the King in exchange for full pardon to him and Clarence.

• **William Herbert** becomes the new Earl Pembroke. Anthony Woodville becomes Earl Rivers.

• **20 year old Henry Percy** is released from imprisonment. John De Vere, Earl of Oxford is pardoned and released from imprisonment.

• **John Wenlock** is sent from London to Calais, with the order that he not return to Albion until commanded.



• **Caister castle** (formerly of the deceased Sir John Falstoff) is besieged by the Duke of Norfolk, after a dispute over the inheritance of the castle by the Duke - in pursuit of his own claim of ownership - and defended by John Paston junior (who claimed ownership due to Falstoff's massive unpaid debts to him) and

approximately 30 men. The two months defense was unsuccessful, resulting in the death of one of the Pastons' longest serving servants by a crossbow wound and the loss of the castle to the Duke. Some years later, the castle was ultimately returned to the Paston family's ownership

• **William Herbert** (age 18) marries Mary Woodville (age 12, niece of the late Richard Woodville).

year 1470

• **Albion declares war** against the Hanseatic League (the city-states of Gdansk and Lubeck), it is a naval war, over trade conditions, mostly fought by privateers and mercenaries. The war begins badly for Albion when the great Polish naval captain Pawel Beneke defeats the Anglish fleet in the naval battle of Zween.

• **Isabel Neville** gives birth to a daughter by Clarence, but the child dies a day later.

• **9 year old George Neville**, son of John Neville, inherits the title of Duke of Bedford from his mother's side.

• **John Tiptoff** is made Treasurer of Albion.

• **Richard Crookback** Duke Gloucester made full Knight of the Star.



• **Warwick and Clarence** (without Oxford) rebel again, after Robert Welles rebellion (in Lincoln) following Welles' father's arrest (and later execution at the eve of battle). Welles attacks the home of Sir Thomas Borough (a royalist and enemy of Warwick's), forcing the latter to flee; and then raises up rebellion to confront the King, counting with Warwick's support.

• **King Edward** (along with Thomas Howard, Earl of Surrey) faces Welles' rebels (30000) at Tickencoat Warren, later renamed «Losecoat Field», where he uses cannon-fire to cause the rebels to rout totally, tearing off their coats to avoid being identified. Robert Wells is captured and executed.

• **Warwick and Clarence** (and Oxford) flee to Lorraine where they swear allegiance to Margaret and The Mad King Henry (as does John Wenlock from Calais), and arrange a marriage between Warwick's daughter Anne (age 14) and young prince Edward Plantagenet. Clarence will be heir to the Lancastrian throne after Prince Edward.



• **Pontifex Paulus II** is engaged in constant plotting against the Conclave of Cardinals.

• **John Neville** is forced to resign the title of Earl of Northumberland which the King restores that title to young Henry Percy (a21); he retains his earlier title of Baron Montegu. The King gives Neville the added office of Lieutenant in the North and believes he has been placated.

• **Outbreak of witchcraft** in the Canton Confederation; it begins to be repressed.

• **September**: Warwick lands in the west country with Clarence, Jasper Tudur, Edmund Beaufort (Duke Somerset) and his brother Sir John Beaufort, John Courtenay (Earl Devon), William (Viscount) Beaumont, and the Earl of Oxford. King Edward prepares to face him but realizes that Baron Montegu, Warwick's brother, has betrayed him, and so instead flees with Richard of Gloucester and Anthony Woodville, heading to Bruges, Burgundy.

• **Warwick takes London**, and restores Henry VI to the Anglish throne. Queen Elizabeth Woodville and Princess Elizabeth both take sanctuary in the clerical priory; the queen

is pregnant. Jasper Tudur takes young Henry Tudur into his care.

• **Earl of Oxford** made Lord High Constable. John Stafford (uncle to the young Duke of Buckingham) made Earl of Wiltshire. Warwick is made Lord of the Realm. Oxford Magister-chancellor George Neville is made Chancellor of Albion.

• **John Tiptoff** is captured, imprisoned (ironically in the tower) and executed for high treason and sorcery.

• **Prince Edward**, son of Elizabeth Woodville and Edward IV, is born in the Clerical priory of London.

Year 1471

• **March – Edward of York returns**; he is prevented from landing in Norfolk by the presence of the Earl of Oxford's troops, landing with some difficulty in the Humber River area, in Ravenspurn. He enters York only with some difficulty, after promising that he seeks only to restore his title as Duke of York. But by the time he marches for Warwick (town) he is again declaring himself king (after receiving rebels from Henry Percy, and Irish Kerns recruited by the Woodvilles, routed via the Isle of Mann, where King Thomas Stanley favors Edward). He sends envoys to Clarence entreating him to switch back to the Yorkist cause.

Warwick prepares to oppose him but is betrayed by Clarence, who re-allies with his brother once more. Edward takes London (Somerset having left it to meet with Queen Margaret in the south) and imprisons Henry VI (who was left behind there) in the tower (the Mad King greets Edward warmly, saying «I trust my life is in no danger in your hands»).



• **April – Battle of Barnet** (north of London): Edward IV (in golden armor), with Richard and Clarence, Antony Woodville, Lord Hastings, Baron William Bourchier (son and heir of the elderly Earl of Essex) and his younger brother Humphrey Bourchier Lord Cromwell, Thomas Howard Earl Surrey (son of Sir John Baron Howard), and Baron Audley (10000 men, including Irish kerns and local peasant forces) vs Warwick and Montegu, with Oxford (and his brothers George and Thomas De vere), Exeter, Viscount Beaumont, and Devon (Somerset was supposed to be there but was in Salisbury instead awaiting Queen Margaret) (15,000 Lancastrian men total). Losses:500Y/1000L. Warwick sets his forces along the great north road, with plans that Oxford will take the right flank, Exeter the left, and Montagu and Warwick the center. Edward, knowing he's outnumbered, sneaks up on the Lancastrians at night and attacks at the first hours of dawn (with Hastings commanding the left, Richard the right, Clarence and Edward in the center). Warwick's bombards fire but shoot long, misjudging the proximity of the Yorkist forces. Warwick and Montegu unhorse and fight on foot to give confidence to their troops. Both sides fought with bombards. Thick fog made the fight (particularly archery and artillery) extremely difficult. Oxford crushes Hastings at the flank (Hasting's troops panic and flee the field), but his men stop to loot the supply treasury and he fails to carry through the advantage.

Richard, after beating back Exeter's forces, presses on Oxford and drives him back. Oxford's men are mistakenly fired upon with arrows by Montegu's when they fall back, and Oxford believes Montegu a traitor; their forces begin to fight each other. Oxford is brutally wounded by Montegu's men and Montegu stabbed in the back by one of Oxford's men, and killed. As the fog begins to lift, Edward sees the Lancastrian disarray and charges right into the center. Warwick tries to flee, Edward orders him to be captured alive but he is slain by Yorkists (Richard Crookback's men), either unaware or uncaring of the order (or, some say, ordered to do so by Richard). On the Yorkist side, Humphrey Bourchier (Lord Cromwell) dies. Antony Woodville and Thomas Howard are both seriously injured but survive. Exeter, left for dead with mortal wounds, survives and makes it to the clerical priory, where he recovers but is imprisoned by the King after negotiation with the clerics to spare his life. Warwick and Montegu's bodies are brought back to London and publicly exhibited as proof of their deaths; but the heads are not removed or put on spikes, as a gesture of the King's respect for the man who once was his mentor.

Among the dead is one of Warwick's knights, 55 year old Sir Thomas Malory; who leaves behind a book of his own writing; «La Morte D'Artur». It will be posthumously published and become a classic of Anglish literature.



• **Oxford, George and Thomas De Vere, Beaumont** and 40 other men who fought for Warwick managed to flee to Scots Land, where they begin a career as pirates in Edinburg, raiding the Frogman coast.

• **Sir James Tyrell**, one of Richard Crookback's men, distinguishes himself in the Prince's service and becomes one of his most trusted agents.



• **May –Battle of Tewkesbury**: Edward IV with Princes Richard and Clarence, Lord Hastings, and Baron Audley (3500 men), vs. Queen Margaret with Edward Lancaster, and Somerset, and the Earl of Devon, Baron Wenlock, Sir Roger Kynaston and Sir Humphrey Tuchet (Baron Audley's half-brother) (5000 men). Margaret had been reinforced in Bristol, and is trying to enter Wales, pursued by Edward. He sends order to Gloucester not to let her forces pass the city or use the bridge, which order is obeyed. Both armies march like mad to Tewkesbury (the next bridge); exhausted by the time they arrive, the Lancastrians having been forced to abandon their significant bombards. The grounds of the battle were poor, full of ditches, woods, and embankments. The Yorkists use their few bombards and archers at first, but Somerset sneaks through ditches to attack Edward. Edward, however, had 200 spearmen in reserve in a wood, and uses them to rout Somerset. When Wenlock fails to bring in reinforcements, Somerset is forced to retreat, and (assuming Wenlock to have yet again betrayed his side) bashes out Wenlock's brains with a battleaxe, then flees to an abbey for sanctuary (he is later executed). The collapse of the flank and loss of commanders leads to a Lancastrian rout. Somerset and his brother John Beaufort die (the latter in battle, the former executed two days later). The Earl of Devon dies. Prince Edward Lancaster is found in a wood by Clarence, and is murdered despite his pleas that Clarence had once sworn him loyalty. Among those in the abbey who had fled with Somerset were Hugh Courtenay (Devon's brother) who is also executed. Sir Humphrey Tuchtet is also captured, and the king offers Audley his half-brother's life, but he responds that Tuchet should die a traitor's death, so he is executed.



• **Edward returns to London** with Queen Margaret his prisoner; that same night Henry VI, the Mad King, dies (murdered by Sir James Tyrell, on Prince Richard's orders).

• **Jasper Tudur** flees to Lorraine along with Margaret Beaufort and Henry Tudur, as well as Sir Roger Kynaston.

• **Sir Thomas Falconberg** ("The Bastard"), landed at Sandwich, marches with 16,000 rebels to London in the name of Neville and Lancaster. The London mob and militia prevents him from taking the town, however, and when he learns of Tewkesbury he retreats and eventually surrenders, and is executed.

• **Ralph Neville**, Prince-Bishop of Durham, is arrested and put in the tower for his alliance with the Lancastrians, however, he is pardoned and released shortly thereafter when he reaffirms loyalty to Edward.

• **Robert Stillington** is restored as lord Chancellor. Cleric Lawrence Booth made Lord Keeper of the Great Seal. Lord Hastings is made Chancellor of the Exchequer and Lt. General of Calais. King Thomas Stanley is brought into the Star Chamber and made Stewart of the household of Edward IV. Baron Audley is brought into the Star Chamber. Prince George is given the vacant title of Earl of Warwick. Prince Richard made Lord High Admiral. Henry Percy is made Earl of Northumberland. William Fitzallan Earl of Arundel is made Warden of the Cinque Ports.



• **July: Thomas Von Kempen**, Burgundian-born supreme commander of the clerical order, dies. He is replaced by John of Kanty, of the Commonwealth.

• **August: Pope Paulus II** dies of a heart attack (allegedly while sodomizing an altar boy). Pope Xystus IV is elected; he is said to be deeply pious and a great admirer of the clerical order.

• **King Afonso of Lisboa** leads a crusade against the followers of the Crescent Moon in northern Afric. Additionally, Lisboan sailors cross the equator for the first time, starting colonies in southern Afric.

• **Prince Richard Crookback** wishes to marry Anne Neville; but Clarence opposes it, and Anne had been put under his and his wife's (Anne's sister, Isabel) custody after the death of their father. Clarence opposes the marriage because he wishes to be sole heir to the Warwick fortune. The King refuses to judge, effectively thwarting Richard's desire.

• **Prince Edward** the younger is made «Prince of Wales», a new title for the heir; and is put under the care of Anthony Woodville.

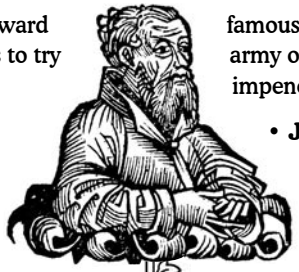
year 1472

• **Anne Neville** manages to be rescued from her imprisonment in Clarence's London manor, and is married at Westminster temple to Richard Crookback.

• **To avoid further conflic**t between his brothers, Edward divides the Warwick estate between them, and sends Clarence to act as Chief Governor of Eire.

• **Human rebellion in the frogland** territory of Brittanie, led by «duke» Francois (son of the last

legitimate duke of Britanie, who died in 1450); Edward sends 3000 Archers along with 2 of the Woodvilles to try to aid the revolt.



• **Edward IV** begins reconstruction of Eltham Palace, just south of London, as his official court; and constructs a great hall there to hold court, in imitation of the Grand Duke of Burgundy's castle in Bruges.

• **John Stacey**, magister, enters into George's service and confidence in Eire Land.

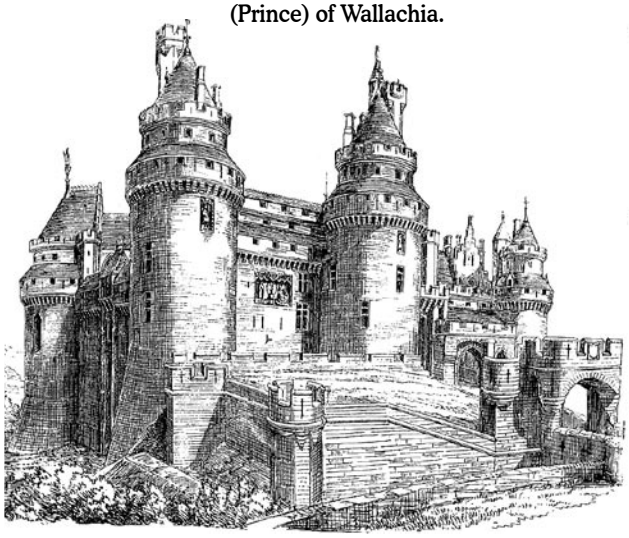
• **George Neville** (Archbishop of York) is arrested for attempted treason in Calais.

• **Queen Elizabeth Woodville** pregnant for a third time. Anne Neville is also pregnant.

• **Margaret Beaufort** (mother of Henry Tudor) marries King Thomas Stanley (of the Isle of Mann).

Year 1473

• **The abandoned castle of Argész** («crow's loft»), Prince Vlad Tepes' old stronghold in Wallachia's Transsylvanian mountains, comes to life again; and from it issue forth dark armies of dire wolves, and other worse things, like the walking dead. Radu Bey marches with his Janissaries to raid the castle, but he is defeated, and slaughtered. Vlad Dracula declares himself once more the Voivode (Prince) of Wallachia.



• **Anne Neville and Richard Crookback** gives birth to a son, Edward of Middleham. Richard Crookback moves into Warwick castle, claiming the property in the name of his son (through his mother).

• **Queen Elizabeth** gives birth to another son, called Richard of Shrewsbury.

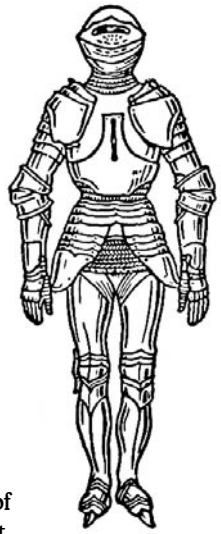
• **William Beaumont** and the Earl of Oxford (John Devere), with Oxford's two brothers George and Thomas, take the castle of St. Michael's Mount, Cornwall; occupying it in an attempt to create a rebellion against Edward of York. The two had become famous pirates along the Brittanie coast. Edward sends an army of 6000 men to besiege the castle, but it is thought impenetrable.

• **John De La Pole** Duke Suffolk is made a Knight of the Star.

• **Humphrey Dacre**, who had once fought for Lancaster, is given the title of Baron Dacre.

• **John Stafford**, Earl of Wiltshire, dies of natural causes aged 46. he has no heir.

• **John Talbot**, Earl of Shrewsbury, dies in an accident age 25. He has no heir.



• **Sir Ralph Boteler**, Baron Sudbury, Knight of the Star, and one-time Captain of Calais, an unpardoned Lancastrian knight, dies fighting the Frogmen in Britanie. This is significant mainly in that among the Lancastrian standard, Jasper Tudor would now be rightful commander of the Knights of the Star (though to the Yorkists it is Sir Henry Bourchier).

• **Thomas Bourchier**, Archbishop of Canterbury, is made a Cardinal by the Pontifex.

• **Anthony Woodville** (Earl Rivers) is given the title of Governor of the Prince of Wale's Household, at the Queen's request. He returns from Britannie, leaving Sir Henry Woodville (Lord Rockingham) to man the increasingly tenuous rebellion there. Anthony also receives the title of High Sheriff of Caernarvon.

• **Hanseatic captain Pawel Beneke** captures the Anglish galleon «Thomas», seizing a fortune in goods bound for Arcadia.

Year 1474

• **David McCrawford** takes over Berwick from McLauder via purchase.

• **William Canynge** (once the richest commoner in Albion but for some years now a monk in self-exile) dies.

• **After a long siege at St.Michael's Mount**, William Beaumont and John De Vere/Earl Oxford (and his brothers George and Thomas) are captured and the siege is ended when the King promises a pardon to all of their men if they surrender and hand over the four ring-leaders, who are imprisoned in the Tower.

• **George Neville**, Archbishop of York is pardoned and released from his imprisonment for treason in Calais, and allowed to return to Albion.

• **Sir John Bourchier**, knight of the star and constable of Windsor castle, dies.

• **Sir Walter Blount**, Baron Mountjoy, who had risen up

to noble title from regular knighthood and became a knight of the star, and chief Knight of Derbyshire, dies. His 11 year old grandson Edward inherits his titles but his guardian uncle John Blount governs in his stead, dedicated to eradicate the local rebellion of the 'tricolor knight'.

• **King Casimir Jagiello** of the Commonwealth invades the kingdom of the Huns, whose crown he has claim to, with 60,000 men.

• **Jan of Kanty** (commonwealth), supreme commander of the Clerical order, dies in battle with the Huns; he is replaced by the Arcadian hermit-cleric James of the Marsh.

• **Cleric Lawrence Booth**, personal Cleric to King Edward and Keeper of the Great Seal leads a crusade into Pictland, with Scots permission, to fight a great evil there as Morgaine attempts to once more extend her influence from Orkney to Scot's Land, at the ruins of the Black Tower far north in the Pict Highlands. The Crusade is successful and the demonic forces at the Black Tower destroyed.

• **The Hanseatic war** comes to an end in defeat for Albion, with the Treaty of Utrecht establishing rights to all the steel trade from the continent in Albion, and the Hanseatic league is given a central trade depot in London. (GM Note: all prices for steel weapons and guns raised x1.5 from this point onward)

• **Thomas Fitzallan / Baron Maltravers, and William Baron Parr** made Knights of the Star; as are Henry Stafford/ Duke Buckingham and Henry Percy/Earl Northumberland (both close friends of Prince Richard Crookback).



• **Bishop Thomas «The Scot» Rotherham** is made Lord Chancellor.

• **Lawrence Booth**, on return from Pictland incursion, is made Captain Commander of the Clerical order at York.

• **After two years of negotiations**, Charles the Terrible finally agrees to a treaty with Albion to liberate Britanie and attack the frogmen, on condition that the Anglish provide 10,000 men.

Year 1475

• **Isabel Neville** is pregnant.

• **Prince Stephan of Moldavia** defeats the Turks at Vaslui.

• **12 year old Edward Blount** dies (mysteriously), and his uncle Sir James Blount becomes Baron Mountjoy and chief knight of Derbyshire.

• **A peace is signed at Breslau** between Casimir of the Commonwealth and King Mattias Corvinus of the Hun Lands.

• **The Earl of Oxford**, captured the previous year, is attaindered and imprisoned in Calais.

• **John Beauchamp**, knight of the Star, dies aged 95. He was neutral in the war of the roses.



• **The Duke of Exeter** is pardoned on condition that he goes fight the Frogs, but drowns at sea while crossing the channel; some think he is thrown overboard, possibly on the King's orders.

• **Pope Xystus' nephews** plot to go to war with Arcadia.

• **King Edward** of York goes to war with Frogland, but promptly accepts a treaty from the Frogmen wherein Francois is made the Duke of Britanie under Burgundian control, and Edward gets the payment of 75,000 pounds plus 50,000 per year, along with a 50,000 ransom for Queen Margaret. Queen Margaret curses the new Queen before being turned over to the Frogmen, that like her, Queen Elizabeth will one day live to be «neither wife, nor mother, nor Albion's counted Queen».

• **Charles the Terrible** of Burgundy campaigns against the Grand Duke of Austria, butchering all those in his path.

• **Prince George / Duke Clarence and Isabel Neville** give birth to a son, Edward of Warwick (courtesy Earl Warwick). Richard Crookback is forced to cede Warwick castle.

• **Richard Grey**, age15, the son of the Queen from her first marriage, is Knighted and made justice of the peace in Herefordshire. 10 year old Edward Hastings, a squire of Henry Woodville, is knighted for his bravery in the siege of Krak des Ghuls in Brittanie.

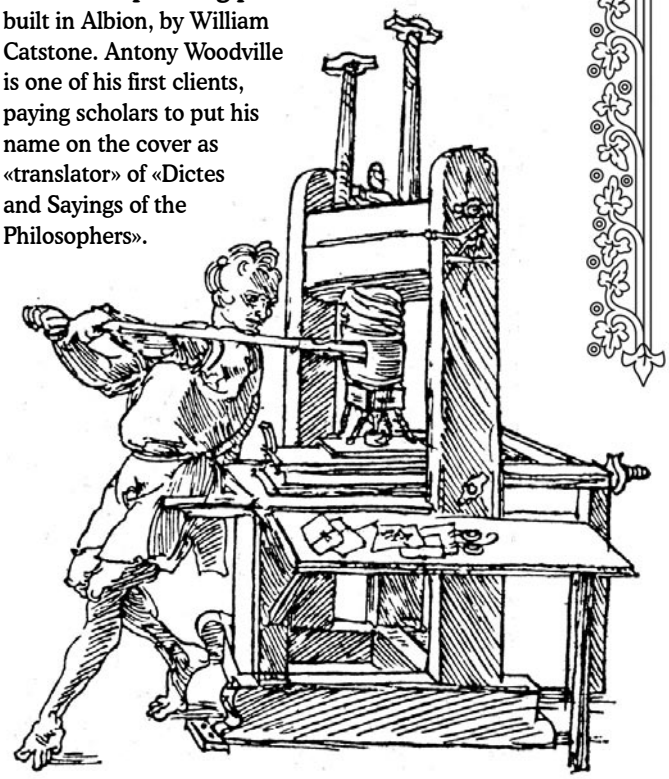
• **The young Princes** Edward (age 5) and Richard (age 1) are made provisional knight of the star.



Year 1476

• **Charles the Terrible** campaigns against the Confederacy of the Cantons, where in spite of raising an army of 30,000 men he is unable to breach their mountain defenses.

• **The first printing press** is built in Albion, by William Catstone. Antony Woodville is one of his first clients, paying scholars to put his name on the cover as «translator» of «Dictes and Sayings of the Philosophers».



• **Ralph Neville**, Bishop of Durham, dies. Replaced by William Dudley.

• **John Mowbray**, Duke of Norfolk, dies; the day after he dies the Paston family retakes Caister Castle, only to have John Paston die the next day.

• **The «War of the Clerics»**. King Casimir Jagiello of the Commonwealth goes to fight the incursions of undead in his southern borders, giving stern warning to the Teutons and principalities that any attempt to take advantage will be met with terrible punishment. In spite of this, the Teutons, the Hapsburg Principalities and Mattias Corvinus of the Hun Lands try to attack Commonwealth territory (Corvinus' borders being suspiciously untroubled by undead, either in an alliance with Dracula or from the latter wishing the demise of the Commonwealth). In addition to fighting off the Wallachian undead with powerful clerics, Casimir raises a second mighty army that marches to exact terrible vengeance on the lands that dared attack during the holy crusade. He enlists the aid of the Hanseatic league, and promises benefits to various Tueton cities if they rise up against their masters, which they do.

• **George Neville**, Magister-chancellor of Oxford, dies. Replaced by Lionel Woodville; who is not the most qualified for the post but is placed as a case of political nepotism by the King.

• **Clarence's wife Isabel** is pregnant again, and gives birth to a sickly son, Richard; who dies shortly thereafter; Isabel dies from complications a few weeks after the birth. Anne Neville, Richard Crookback's wife, takes Edward of Warwick into her household. The boy shows signs of mental deficiency.

• **Clarence believes** his wife died of poison, and executes (illegally) his wife's serving maid Ankarette for the crime. He believes her a spy or agent of Queen Elizabeth (Woodville). He is at this point a severe alcoholic.

• **Robert Neville**, Archbishop of York, dies; replaced by Thomas Rotherham ("the Scot").

• **Battle of Valea Alba**: The Moldavians are defeated by the Turk.

• **Clarence seeks to court Mary**, daughter of Charles the Terrible of Burgundy, hoping to escape from Albion and come to rule over a kingdom of his own. The king refuses him the right to do so, as by this point Clarence is an embarrassment.

• **Henry Percy** is made warden of the north. Thomas Grey (Marquees Dorset) and Sir Thomas Montgomery are made knights of the star.

• **James of the Marsh**, Supreme Commander of the clerical order, dies. Replaced by Andrea Gregho of Arcadia.

• **Vlad Dracula** is slain by a band of adventurers, bringing an end to his undead terror. Wallachia is promptly once more invaded by the Turk.

• **Peasant revolts** motivated by Chaos Cultists emerge in the Principalities, in the eve of the Commonwealth's punitive invasions of those lands.





year 1477

• **Charles the Terrible**, (last) Grand Duke of Burgundy, is slain at the battle of Nancy, fighting against the rebellious men of Lorraine and their Confederate allies. His only heir is his daughter, Mary, who is wed to a prince from the principalities, ending the separate existence of Burgundy.

• **Grand Duke Ivan the Great** of the Rus goes to war with Novogrod.

• **Thomas Norton**, Magister of Gloucester Castle, writes "the Ordinall of Alchemy", a guide to alchemical study. As well as being a master guide to the creation of alchemical recipes, it demonstrates his invention of a new and vastly more accurate form of scales for making measurments.

• **In Derbyshire**, out of the Sherwood forest, erupts a peasant revolt under the leadership of the "Three Colour Knight", actually a mercenary who had no knighthood. They revolt in protest against Baron Mountjoy. After a string of initial failure's on Mountjoy's behalf to restrain the revolt, and the town of Nottingham declaring for the rebels, the revolt is finally defeated when Prince Richard Crookback's army engages the rebels and slays the "knight".

• **William Beaumont**, a prisoner in the tower since 1474, has his marriage annulled to Lady Stafford.

• **Martin Von Wetzhausen**, new head of Teutonic knights, invades the Commonwealth.

• **Prince George Duke of Clarence** has begun spreading rumours that his brother the King was illegally married (having already drunkenly married a common woman named Eleanor Butler), and that the king himself may be a bastard (son of their mother Cecily of York and a common archer named 'Blaybourn').

year 1478

• **In a fit of seller's remorse**, Robert McLauder invades Berwick and takes it back from David McCrawford.

• **King Casimir** counterattacks the Teutons, pushing them back and taking several cities and territories in the Teuton lands.

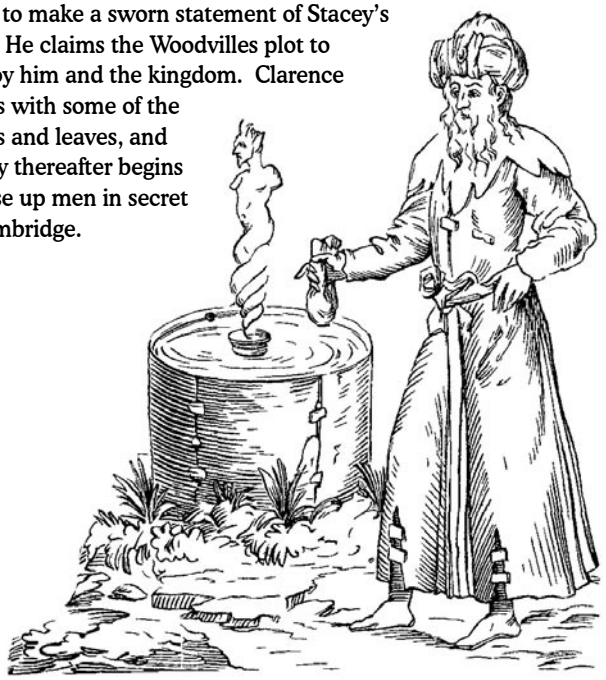
• **John Booth**, the Magister-Chancellor of Cambridge, dies. He is replaced in that office by John Boynton.

• **Novgorod falls** to Grand Duke Ivan of the Rus.

• **John "The Gentleman" Butler**, Magister and brother of the Eirish Earl Thomas Butler, dies while acting as Anglish ambassador in the Principalities. Thomas Butler inherits his brother's title as "Chief of the Ormonds", the largest tribe of Eirish allies to the Anglish territories in Eire Land.

• **Antony Woodville** arranges a marriage between his nephew Prince Richard of Shrewsbury (age 5) and Anna de Mowbrey countess norfolk (age 6).

• **Evidence is brought to the King** by a magister that John Stacey, Magister to the Duke of Clarence, is practicing Chaos magick. The king has Stacey captured and executed. Clarence bursts into the Star Chamber during a meeting of the king's council (which the king no longer attends at this point), outraged and defending Stacey's innocence, forcing a priest to make a sworn statement of Stacey's piety. He claims the Woodvilles plot to destroy him and the kingdom. Clarence argues with some of the nobles and leaves, and shortly thereafter begins to raise up men in secret in Cambridge.



• **Clarence is accused** of plotting against the king; he is arrested and sent to the Tower of London, where he is killed. King Edward attempted to give him a reprieve from execution at the last minute, but Prince Richard makes sure that the execution takes place before it can be given, by having Sir James Tyrell drown Clarence in a barrel of wine.

• **Robert Stillington**, the Clerical Commander in Albion, had given Clarence information about the King's prior marriage to Eleanor Butler. In the operation that

arrests Clarence, Stillington is also imprisoned, but is released a few weeks later.

• **Pontifex Xystus IV** empowers an Iberian Clerical Commander, Tomas de Torquemada, to commence a new order within the Cleric hierarchy, the Holy Clerical Inquisition, with authority to investigate heresy and Chaos cultism at all levels in society but particularly within the Church's own ranks.

• **The fortress of Shkodra**, in the Albani border lands, is besieged by the Turk.

• **John de Vere**, Earl Oxford, attempts to escape from the castle of Calais where he has been imprisoned for some time, but the attempt fails.

• **Catstone** publishes «Moral Proverbs».

• **A band of adventurers** crusade to the Orkneys in an attempt to slay the witch Morrigaine.

• **Thomas Howard**, the Earl of Surrey, is knighted by the King (for his assistance in preventing Clarence's rebellion). Baron Mountjoy is knighted and made a Constable in the Pale, Calais.

Year 1479

• **King Fernando** and his wife Queen Isabela unite two of the largest states of Iberia, creating the most powerful single kingdom in Iberia upon his ascension to the throne.

• **The fortress of Shkodra**, in spite of near-impossible odds, manages to hold out against the mighty Turk siege. However, in a treaty between the Turk and the city-state of Venetia the fortress is given away in exchange for (promised) peace. All of the lands of the Albani now fall into Turk possession.



• **Plague in London** and the south, thousands die.

• **The Frogmen** attempt to invade some of the former Burgundian territory. They are pushed back by a force from the northern Principalities.

• **In the face of the Commonwealth invasion**, and after Casimir makes peace again with Mattias Corvinus in the Hun lands, the Teuton knights are forced to flee into konigsberg keep; they are besieged and eventually surrender, having to pay homage to the Commonwealth Crown. Effectively, the Teuton lands are now under full control of the Commonwealth.

• **The Turk invades Hun Land** though the Transylvanian forests, but an army under the leadership of the noble general Istvan Bathory defeats the 40,000-strong Turk force, slaughtering at least a quarter of them. Bathory had been a protege and ally of Prince Vlad Tepes (later the vampire lord Dracula), and was one of the first to reach his castle after Dracula's demise. Mattias Corvinus rewards him by making him Voivode over Hun Transylvania.

• **Prince Richard Crookback** gives the funds to found a Collegium in Middleham, the third in the land.

• **William Herbert** is made Earl of Huntingdon. Richard Grey, son of the queen by her first marriage, is made Constable of Chester Castle (at the age of 19).

Year 1480

• **Scots are pillaging** in the reiver lands, Laird James McAngus conducting raids in the eastern marches. Richard Crookback and Lord Percy retaliate with a counter-raid, after which Richard realizes that if he could get the king to provide funding, they could invade Scots land easily.

• **William Bourchier** (baron) dies.

• **The Turk** attempts to conquer the isle of Rhode, but is repelled by the order of knights who rule there.

• **The Turk forces** subsequently land in southern Arcadia, where they kill some 800 people before retreating back to their own territory after resupplying.



• **Lawrence Booth**, who had been personal Cleric to both Queen Margaret (of Lancaster) and King Edward of York, dies.

• **Ivan of the Rus** defeats the Tatar hordes at the banks of the Ugra river, assuring Rus independence from the Tatar rule.

Year 1481

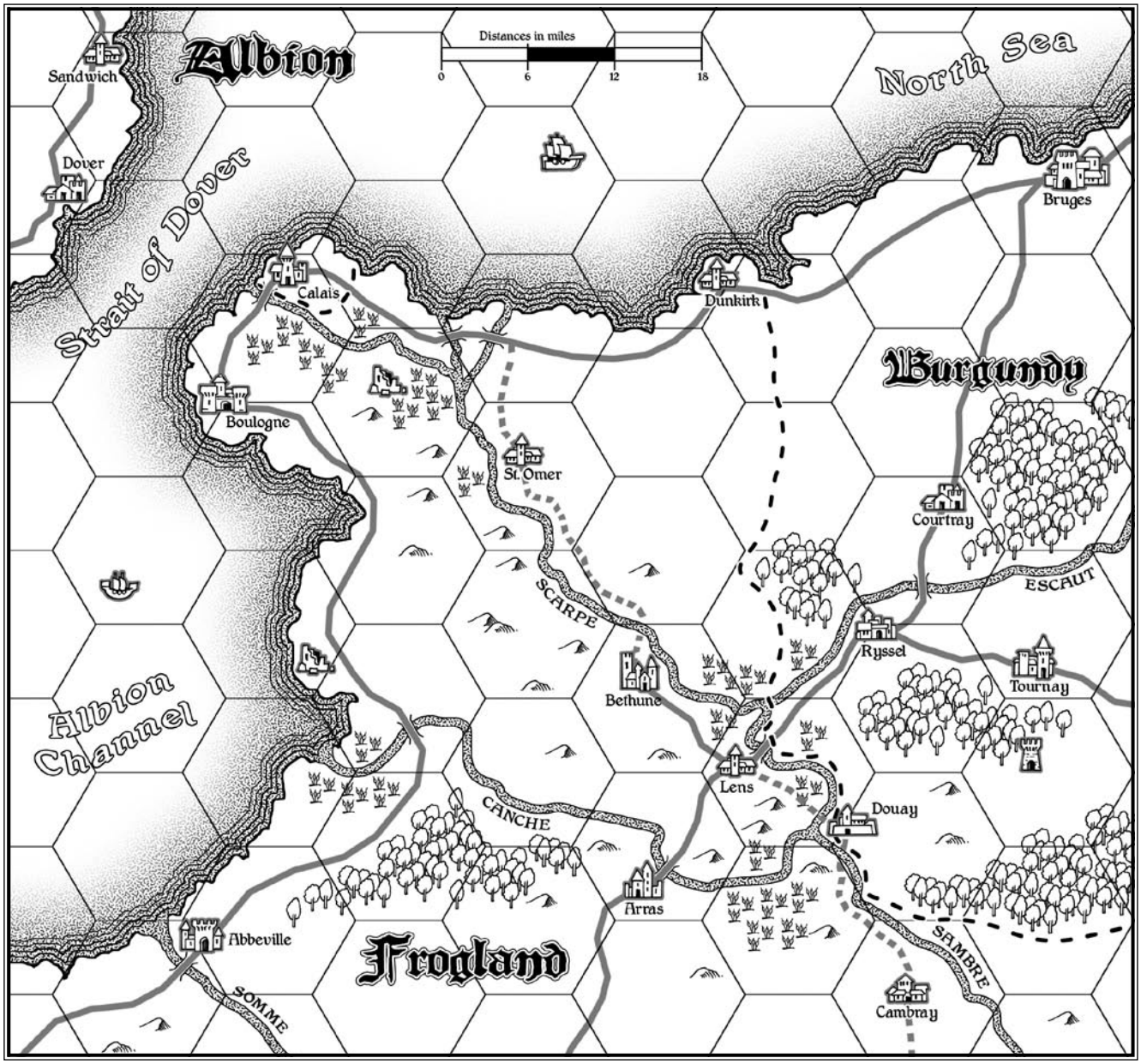
• **The Turk Sultan** (Mehmet II) dies and his son Bayezid II succeeds him.

• **The Frogmen** recapture southern territories which had been liberated by the Burgundians.

• **Scandal abounds in Arcadia**, regarding the Pontifex Xystus having elevated several of his young male lovers to Bishoprics.

• **Mary Woodville**, sister to the Queen and wife of William Herbert (Earl of Pembroke), dies. Ongoing resistance to his rule in Wales (and support for the exiled Tudors), combined with Mary's death, weakens Herbert's relationship to the King and his standing at the royal court, but he is shown favor and support by Prince Richard Crookback.

• **William "Wassail" Berkeley** is made Viscount Berkeley.



• **Abbeville:** Small city (7500 people); fortified; unholy site: temple of the Toad God; four inns (*Gueuse Verte*, *Deux Epées*, etc.) and many taverns. Purchase limit: 250£.

• **Arras:** Large city (17,000 people); fortified; unholy site: temple of the Toad God; eight inns (*Crapaud d'Or*, *Tête Cornue*, *Pucelle Pourpre*, etc.) and many taverns. Purchase limit: 500£.

• **Béthune:** Large city (20,000 people); fortified; unholy site: temple of the Toad God; ten inns (*Nain Jaune*, *Trois Tonnelles*, *Grenouille Bénite*, etc.) and many taverns. Purchase limit: 500£.

• **Boulogne:** Small city (9000 people); fortified; Counts' castle; four inns (*Chien Rouge*, *Crapaud Vertueux*, etc.) and many taverns. Purchase limit: 250£.

• **Bruges:** Capital city (125,000 people); great port and trade city; heavily fortified plus suburbs outside the walls; many palaces; main holy sites: the Church of Our Lady, the Basilica of the Holy Blood (which has a holy relic of great power), and the Old Clerical Hospital. There is many inns and a multitude of taverns. Bruges is the richest city of the continent; purchase limit: 2000£.

• **Calais:** Large city (12,000 people); heavily fortified port-city; six inns (*Staunch Soldier*, *Albion's Crown*, *Blue Fisherman*, etc.) and many taverns. Purchase limit: 500£.

• **Cambray:** Small town (900 people); unholy site: temple of the Toad God; no inn and two taverns. Purchase limit: 40£.

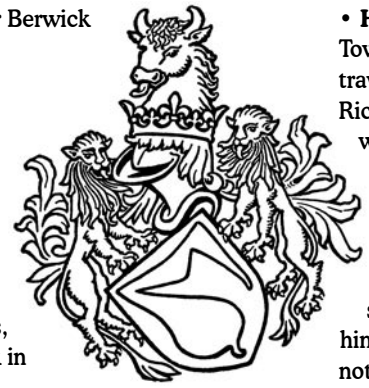
• **Courtray / Douay / Ryssel:** Small towns (1200 / 800 / 1600 people); fortified; holy site: the church; one small inn and three or four taverns. Purchase limit: 50£.

• **Dover:** Small town (1200 people); fortified; holy site: St. Edmund's Chapel; two inns (*Ship & Sailor*, *Weary Pilgrim*) and four taverns. Purchase limit: 50£.

• **Tournay:** Large city (20,000 people); fortified plus suburbs outside the walls; main holy sites: the Cathedral and the Abbey of St. Martinus; a dozen inns *(Drap d'Or*, *Fier Vigneron*, *Chevalier Blanc*, etc.) and more than thirty taverns. The city is prosperous; purchase limit: 500£.

The other locations on the map are villages of 200-500 people. They aren't walled, usually have one tavern but no inn, and have a purchase limit of 20-50£. There also exist many thorps and hamlets of less than 200 inhabitants not indicated on the map.

• **Patrick McHepburn** takes over Berwick from Robert McLauder.



Year 1482

• **King Edward** tries to send assassins against Jasper and Henry Tudur, but they fail.

• **Prince Jan of the Commonwealth** fights a war with the Tatars, barbarians in the service of the Turk in the eastern Crimean lands.

• **Mary of Burgundy**, daughter of the late Charles the Terrible, dies unexpectedly. This leads to a series of revolts in the former Burgundian territories against the Hapsburg Principalities that now rule them.

• **Pontifex Xystus** allies with Venetia in organizing a war against the Arcadian city-states of Florentia, Milan, and Napoli.

• **Richard, Duke of Gloucester** mounts a military expedition to retake Berwick from the Scots Men. He succeeds, reaching as far as Edinburgh. He is supported in this by Laird Alexander McBruce, brother of High Laird James Bruce who wishes to betray his brother for the chiefdom. King Edward originally planned to lead the invasion himself, but only got as far as Fotheringhay before changing his mind and leaving Crookback in command instead. The Anglish army has 20,000 men; they besiege Berwick, taking the town but not the citadel (where McHepburn is). James Bruce marches with a huge army of Scots where they fight Crookback's army but are quickly routed, and James Bruce is captured. Richard then charges north (leaving a minor force to contain Berwick) and rampages through the Scots countryside, burning villages all the way along until reaching Edinburg, which surrenders to him. At this point he makes a deal with James, where Richard betrays Alexander McBruce and frees James in exchange for Berwick and 20,000 pounds and a «single Scots wife for earl rivers».

• **Richard is rewarded** by parliament for his conquests by being granted the city of Carlisle and all crown territories in Cumberland.

• **Richard Grey**, the Queen's son by her previous marriage, is made Constable of Wallingford Castle.

Year 1483

• **Catstone** publishes «Cordyale»

• **Henry Bourchier**, Earl of Essex, dies of old age.

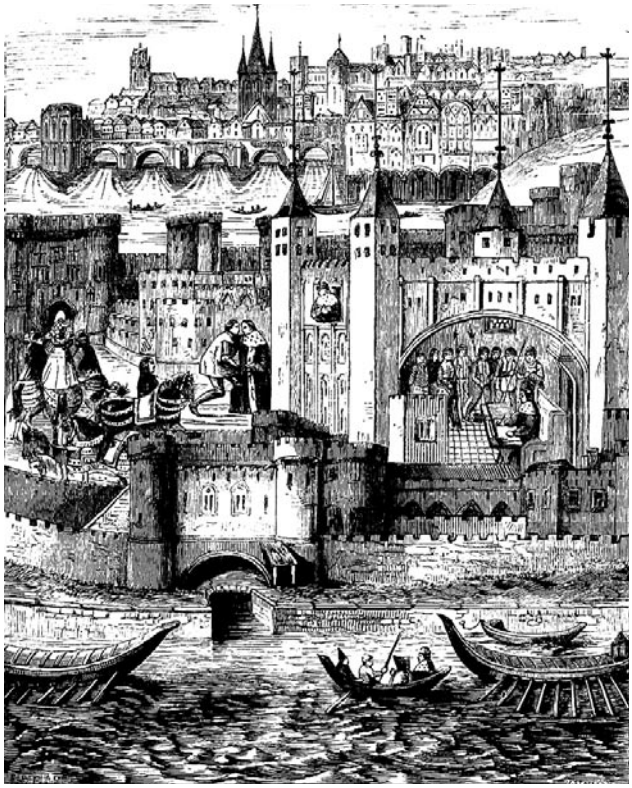
• **April 9 – King Edward of York** falls ill (having become quite obese), names his brother Richard as Lord Protector during his son's minority, and dies shortly thereafter.

• **His son Edward V** (later to be known as "Edward the Tower Prince") inherits as a minor (at the age of 12), and travels to London with the care of Anthony Woodville and Richard Grey; but Richard meets them along the way (along with the Duke of Buckingham) and arrests the two lords, as well as dismissing most of young Edward's servants.

• **Archbishop Thomas Rotherham** attempts to give the royal Seal to Queen Elizabeth Woodville, but is thwarted. He is dismissed from his office as keeper of the seal. Thomas Grey (Marquis of Dorset) attempts to have himself declared Lord Protector instead of Richard but does not gain support.

• **Richard replaces Rotherham** with Bishop Russell of Lincoln as chancellor; and makes the magister John Russell keeper of the privy seal, as well as having him replace Lionel Woodville as Magister Chancellor of Oxford. Buckingham is made Chamberlain of Wales. Edward V's coronation ceremony is postponed until the end of June.

• **Richard then convinces Elizabeth Woodville** (who is in sanctuary at the clerical priory in Dorset along with her brother Lionel) to hand over her younger son Prince Richard of Shrewsbury to join his brother and keep him company; promising to free Antony Woodville and Richard Grey, since they would not have Prince Richard to rally around. The Cardinal of Canterbury helps to convince her of her children's safety.



• **Richard accuses Hastings**, Rotherham, Bishop Morton of Ely and King Stanley of plotting with the Woodvilles against him; the first three are arrested and put in the Tower; Hastings is immediately put to death. Hasting's son Edward swears loyalty to the Lord Protector and becomes Lord Hastings in his father's place.

• **June – Parliament** presents Richard the case of «titulus regius» claiming that Edward IV had secretly married Eleanor Butler before marrying Elizabeth Woodville, thus making the wedding bigamy and his sons illegitimate. this claim is backed by Robert Stillington, commander of the Clerical Order in Albion. Richard is declared rightful king and crowned; the king making rich endowments to Cambridge Collegium and to the church. Shortly thereafter young Edward V and Prince Richard both disappear from the tower (murdered by James Tyrell).



• **Elizabeth Woodville** is herself charged with witchcraft, but she is absolved of the accusation in a show of generosity by the new king.

• **June 25 – Earl Rivers** (Anthony Woodville) and Richard Grey are beheaded for treason.

• **John Boynton**, Magister-Chancellor of Cambridge, dies. He is replaced in that office by Thomas Cosyn.

• **Pontifex Xystus** betrays his Venetian allies and switches his support to the city-states of Florentia, Milan and Napoli in their war with the former.

• **Richard appoints Sir James Blount**, younger brother of Baron Mountjoy, as commander of Calais.

• **October – Rumours** begin to circulate that the princes are dead. Henry Stafford (Duke Buckingham) begins to plot a rebellion, ostensibly to put Henry Tudur on the throne instead (though in fact his claim to the throne through his great-grandfather John of Gaunt was stronger and he secretly plots to kill Tudur and reign himself). His plot is joined by a cabal of mixed supporters of himself, of the Woodvilles, and of the Tudurs, including Sir Robert Willoughby, Thomas Grey, Edward Courtenay, the Cleric Sir Richard Hill, Bishop Morton of Ely (then in Buckingham's custody from Richard's earlier command), the Magister Thomas Nandyke, and rebel leaders John Cheyne in Salisbury and Walter Hungerford in Wiltshire. Henry Tudur was to have come by boat with his force of mercenaries. However, Richard learns of the plot through his spies. Also, a powerful storm (possibly magical) prevents his fleet from reaching Albion, and Henry is forced to take refuge in the Yorkist Isle of Wights where he is forced to hide in wight-warrens (where he finds a secret artifact to summon and control a dragon).

Meanwhile, Richard (now King Richard III "Crookback") along with the Duke of Norfolk march against the rebels before they can fully organize; they are defeated. Willoughby, Grey/Dorset, and Courtenay manage to escape and flee to Brittanie (where Henry Tudur joins them next year). Richard Hill and Bishop Morton are captured; Hill is imprisoned in the Tower and Morton is stripped of his bishopric and exiled to Arcadia with consent of the Pontifex. Nandyke, Cheyne and Hungerford are killed. Stafford escapes the battle and hides in the New Forest but he is eventually captured (betrayed by his own men?) when a sizable bounty is put on his head; he is convicted of treason and beheaded.

• **William "Wassail" de Berkeley** is made Earl of Nottingham. King Thomas Stanley is made Lord High Constable and a Knight of the Star, as well as steward of the Royal Household. William Herbert is made Chief of South Wales. Sir John Howard is made Duke of Norfolk and Marshall of Albion. Francis Viscount Lovell is made a Knight of the Star, as is Thomas Howard (Earl Surrey), Thomas Burgh (the son of Baron Burgh) and Richard Ratcliff (a commoner who had gained a knighthood in Richard's Scots Land campaign and was now one of his trusted men).

year 1484

• **Catstone** publishes Aesop's Fables.

• **War erupts** between the Principalities and Hun Land. The Huns prove victorious at the battle of Leitzersdorf.

• **The Cleric Prince Casimir**, son of King Casimir the Great of the Commonwealth, dies. He will become a saint of the church.

• **Henry Tudur** has been fighting the Frogmen in Brittanie. Richard III offers duke Francois 20,000 pounds if he'll capture Henry and hand him over; but Henry is warned by a Burgundian priest and escapes. He goes first into Frogland itself where he quests, coming out of Frogland (with a Dragon), and 3000 pounds in riches that he uses in the Principalities to recruit troops; and then takes Calais without a fight when it declares for him after seeing his dragon. The Earl of Oxford, imprisoned in Calais, is vital to convincing the city to surrender itself, and after being liberated swears loyalty to Henry, as does Sir James Blount (the captain of Calais). Henry declares himself rightful King of Albion. Forces loyal to Richard prepare to besiege Calais, and Oxford and Blount abandon Calais for Henry's court.





• **Pontifex Xystus IV** dies; he is succeeded by Pontifex Innocentius VIII, known to have at least sixteen bastard children.

• **Ralph Neville**, the Earl of Westmoreland, dies of old age.

• **The magister Lionel Woodville**, brother of Queen Elizabeth Woodville, dies of apparently natural causes.

• **The Douglas clan**, led by James Douglas faces Chief James Bruce in battle at Lochmaben Fair; Douglas is defeated and captured.

• **Edward of Middleham**, only son of King Richard and his presumptive heir, dies of consumption aged 11. This makes King Richard's mentally deficient 9 year old nephew Edward of Warwick (son of Clarence and Isobel, both dead) his presumptive heir.

• **The Pontifex** grants the Cleric Jacob Sprenger the authority of the Inquisition to hunt heretics and witches in the Principalities.

• **Humphre Dacre** is made governor of Carlisle castle and warden of the Western Marches. John Tuchet is made Lord Treasurer. Edward Lord Hastings is made Keeper of the King's Monsters.

Year 1485

• **In his ongoing war** with the Hapsburg Principalities, Mattias Corvinus conquers the city of Vienna and makes it his new capital.

• **March – Queen Anne Neville** dies, possibly poisoned by her husband Richard Crookback. Richard also removes Edward of Warwick as his heir and declares John De La Pole (age 23), his nephew by his sister Elizabeth, his new heir (also making him Lt. in Ireland and giving him a revenue of 500L/annum). He also seeks to marry his 19 year old niece Princess Elizabeth of York. Henry Percy, one of Richard's closest allies, is secretly displeased by the favor shown to De La Pole, who is Percy's rival in the north.

• **In Arcadia**, the inventor Leonardo da Vinci attempts to produce designs for a flying machine.

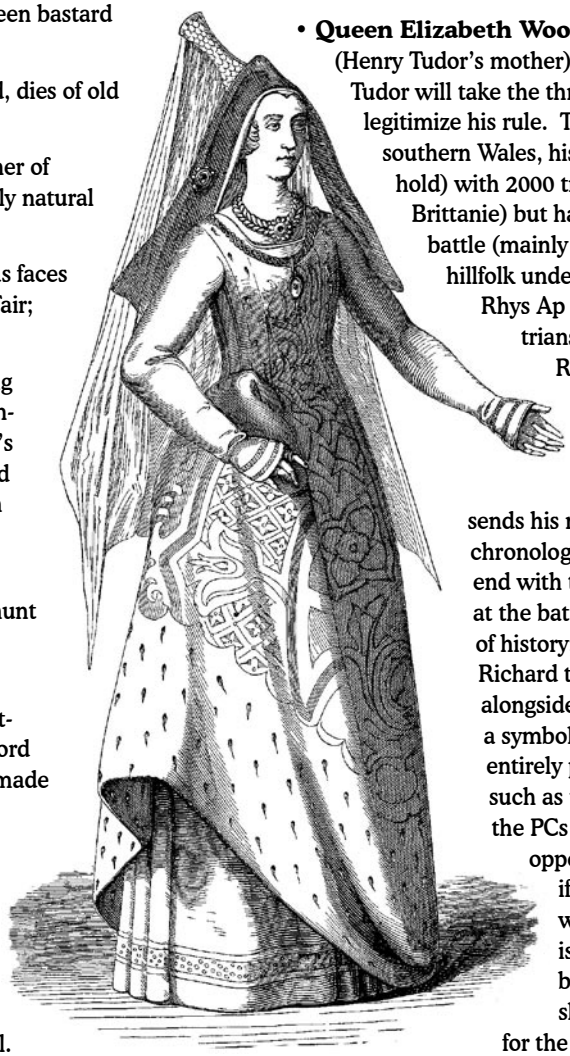
• **King Casimir of the Commonwealth** (now age 58) fights the Turk in the border principality of Moldavia after they take the coastal territories there.

• **Pontifex Innocentius** receives many gifts from the Turk Sultan, including a part of the Lance of Mithras.

• **Catstone** publishes «La Morte D'artur».

• **Sir James Tyrell** leaves for Burgundy just before battle of Bosworth.

• **A mysterious new plague** called the "sweating sickness" breaks out in Albion, even as social unrest increases, particularly among the nobility, against King Richard.



• **Queen Elizabeth Woodville** and Margaret Beaufort (Henry Tudor's mother) make an alliance: Henry Tudor will take the throne and marry Elizabeth to legitimize his rule. Tudor arrives in Albion (in southern Wales, his traditional family stronghold) with 2000 troops (most of them men of Brittanie) but has 5000 men by the time of the battle (mainly Welshmen, including Welsh hillfolk under the command of the chief Rhys Ap Thomas; but also old Lancastrians and knights dissatisfied with Richard's rule, as well as Scots mercenaries); Richard has 10,000 men and dozens of bombards. But Henry Tudur also has a dragon; Richard sends his men to kill it beforehand. A chronological Albion campaign should end with the player characters involved at the battle, perhaps turning the tide of history; either being sent by King Richard to slay Tudor's dragon, or alongside Henry Tudor to protect it as a symbol of power. Of course, it is also entirely possible that in a campaign such as this, the endgame might find the PCs fighting against each other, in opposing sides of the battle. Even if the Dragon is slain (as it may well be in battle), Tudor's heroism, the betrayal of Richard by some of his key allies, and sheer fortune can win the day for the Tudor Rose.

• **Thomas Bourchier**, Cardinal of Canterbury declares for Henry, while Robert Stillington (commander of the Clerical order) continues to support Richard.

• **August 22 – The Battle of Bosworth Field**: Henry Tudor marches for London. He's intercepted in Leicestershire, outside of Bosworth Market, by Richard's army. King Thomas Stanley and his brother Sir William Stanley are present at the field but do not join the engagement on either side initially (sword to Richard but having been courted previously by the Tudors, as he is married to Henry Tudor's mother). Richard is troubled the night before the battle by dark dreams.

Richard's (loyal) forces had about 10,000 men, Henry Tudor's about 5000, while Stanley had brought 6000 men. Richard was accompanied by John Howard (Duke Norfolk), his son Thomas Howard (Earl Surrey) and Henry Percy (Earl Northumberland), as well as Sir Walter Devereux, Sir Richard Ratcliffe, and William Catesby.

Henry Tudor's force was commanded by John de Vere (Earl of Oxford), and included Henry's uncle Jasper Tudor, Edmund de Ros, Sir James Blount, Sir William Brandon, Sir Roger Kynaston, and a body of Scots mercenaries.

The King's forces had the higher, drier ground, while Tudor's men were initially arrayed in a marshy area, where they were harassed by Richard's bombards. When Oxford's forces finally advanced sufficiently, Norfolk's troops engaged; but Oxford's forces held their ground and much of Norfolk's troop loses morale and flee. Norfolk himself is slain when he is shot in the face by an arrow. Richard signals for Percy's forces to engage, but he gives no response.

When Henry Tudor's knights move toward Stanley's army, Richard decides to charge them in an attempt to slay Tudor and end the battle. Richard's experienced elite knights tear into Henry's force, and Richard slays Sir William Brandon, Henry's standard-bearer and close friend. At this crucial moment, Stanley moves his troops forward, and attacks King Richard's men, who break. Richard himself slays many of Henry's guard and gets within a sword's length of Henry before being unhorsed (it is said here that still determined to fight, he cries out "A horse! A horse! My Kingdom for a horse!"). A welsh infantryman slays King Richard Crookback with a halberd-blow to the skull.

In the end, there are about 1000 losses on Richard's side, versus only 100 on Henry's.

King Richard Crookback dies. John Howard, Duke of Norfolk dies. Sir Richard Ratcliffe dies in battle.

William Catesby, Richard's Chancellor of the Exchequer (known as "Richard's Cat") who fought at his side, is captured and executed.

Richard's circlet crown is found on his body and King Henry Tudor is crowned on the hilltop, ending the Rose War.

(In the aftermath, Henry weds Princess Elizabeth, liberates Thomas Rotherham and Viscount Beaumont, restoring both to their fortunes. He imprisons Commander Stillington briefly, but later releases him.)





Characters in Albion

Publisher's Note: Dark Albion is a campaign setting primarily intended for use with "OSR" rpg (i.e. Old School Renaissance role-playing games). In the improbable case you wouldn't know what an OSR game is, here is a definition: At some point in its history, the publisher of the original and most popular role-playing-game (i.e. the one where you play fighters, clerics and wizards who explore subterranean mazes in search of ancient treasures to plunder) created a license (the OGL) that would eventually let people recreate the earlier editions of that game, with or without modifications. Today, there exist many such OSR games. Despite their multitude however, they are all very similar and use the same basic rules. As such, when you know one, you generally know them all. A few examples of these OSR games include: *Adventure Dark & Deep, Basic Fantasy RPG, Castles & Crusades, Dungeon Crawl Classics RPG, Fantastic Heroes & Witchery* (recommended!), *Iron Falcon, Labyrinth Lord, Lamentations-of-the-Flame-Princess, Osric,* or *Sword & Wizardry*. Then, Dark Albion is of course perfectly usable with the original game that inspired all these clones and simulacrums, even its latest edition. (Readers may feel daunted by the existence of so many different RPGs, but remember that most OSR games are generally but slight variants of the same thing.)



Character Creation

Generally speaking, character creation for the Albion setting can be done in the same way as you wish in your preferred version of the fantasy RPG rules; the original rules or any early edition of the same, or any of the various "OSR" editions are viable for use. The appendices of this book contain guidelines for generating Dark Albion characters specifically for the Fantastic Heroes & Witchery old-school RPG.

The following, however, are guidelines for how a GM should generally structure character creation for an Albion campaign.

Races

By default, the standard Albion setting is one where the only playable character race should be Human. If a GM wished to create a more 'fantasy-rich' variant to the standard setting, that would be his prerogative; however, it is very much a significant part of the atmosphere of Albion as a setting that anything not human is, at the very least, extremely alien and unusual. And more often, anything not human is dangerous and hostile to human life and civilization.

Social Classes

In the Albion setting, Social Class is an extremely important concept in society. Player Characters should have their social class determined at random during character creation, unless the GM wishes to specifically have the PCs only be of a certain class or classes.

Social Class (Roll 2d6; then, in the case of a 2 or 12, roll an additional 1d6)	
2	Ex-slave (1) or serf (2-6)
3-4	Peasant
5-9	Villain
10	Knightly nobility
11	Lordly nobility
12	Aristocracy (1-5 earl's family, 5-6 duke; optionally royal lineage on a 6)

EX-SLAVE OR SERF

In Albion, as indeed in most of the nations that follow the Unconquered Sun, slavery is quite rare. The concept is just not one that is seen as normal to the society. Nevertheless, it is possible for certain slaves to be found in the culture. In particular these are likely to be foreigners, and from societies that are not of the faith of the Unconquered Sun (the most common in Albion could be barbarian Welsh from the mountains, Eirishmen, Scots Men, or more rarely slaves imported from the barbarian eastern Slavs, the Moors (Iberian or Afric), the lands of the Turk, or the Azure Islands found far to the west in the great ocean). Player Characters would be FORMER slaves, having been granted their freedom, possibly because they adopted the faith of the Sun, or because they

were liberated by their former owner for some reward; whatever the reason it would be important for the Player and GM to establish the backstory of how the PC gained freedom. Former slaves are likely to be outsiders to the social class system, although ironically this may grant them more attention and less discrimination in certain circumstances than a serf or peasant might suffer, since they would be a "curiosity".

Serfs are barely a step above slavery in Anglish society: they are peasants who are not free, but rather are bound to the land and to the lord that owns that land. They are not permitted to leave the lands they work from childhood. They require the permission of their lord for any number of things, including the right to marry. They do not own their own property, and must give most of the crops they cultivate over to their lord. As with the 'slave' result, a PC Serf would be a FORMER serf; who has won his freedom. By far the most common reason for this would be that he fled the lands of his birth, and reached a free city; for by law those who reside in a city are automatically freemen (hence the common saying in Albion that "City air frees you"; the saying certainly isn't due to the pleasantness of any smells). However, a serf might also gain his freedom in these troubled times by joining an army mustered by a lord, where the reward for service (and survival) in a campaign is being granted the rights of a freeman. Again, the Player and GM should agree on the source of the ex-serf PC's freedom.

Note that the probability of playing a Serf is severely under-represented to what would be the real percentage of serfs in Albion; this is because only freed serfs are considered for player characters.



PEASANT

For the last century this has been the largest demographic in Albion: freeman farmers, most of them extremely poor, who work land that is usually not their own, but are not bound to it like serfs are. The top levels of this social class are freeman landholders who own their own small (and very rarely, larger) plots of land. Although they are free, because their economic welfare is tied to the land the vast majority of this social class do not extensively travel or become adventurers. The exceptions, like any Peasant-class PC, would usually be younger sons of the family who choose (or in the case of clerics, were chosen from childhood) to become mercenaries or freelancers of other sort in order to seek out their fortune, knowing they will not inherit any of their family's meager wealth.

VILLAIN

The class of commoner born and raised in cities. This class ranges in wealth from utterly destitute beggars whose lives are usually more miserable even than serfs, to highly-trained professionals, to merchants from families as wealthy as some of the most powerful nobility. They are freemen, able to travel throughout Albion, and the most likely to enter into professional careers of all variety.



KNIGHTLY NOBILITY

The lowest level of the nobility, a PC from this class comes from a family of non-hereditary knights. The PC will not themselves begin as a knight (they will not have "Sir" in front of their name) but their father or grandfather would have (or would have had) that title. If the PC is a fighter, it would be considered normal that should they demonstrate themselves capable in the service of a lord or on the field of battle, they will eventually be knighted.

The family of a PC of this class would typically be in the service of a Lord, or the Crown (the King or royal family) itself. This would provide important connections and contacts

for the PC, and the GM should determine and inform the PC just who their family serves. It would be expected, typically, that the PC would also work in the service of that Lord (barring situations like having been taken in by the Clerical order), so the GM and player should determine whether this is the case or, if not, why the PC is not in the service of this particular lord. It could be for a fairly mundane reason (the PC had family issues, or chose to seek out their fortune elsewhere; they are not, after all, bound to service), or it could be due to some special reason (the PC may have been disowned by his family, expelled from service by the Lord for some wrongdoing which the PCs may or may not be truly guilty of, etc.).

The family of a PC of this social class is likely (barring some disaster) to own land and have some minor resources, though they may in fact be poorer (almost certainly in terms of actual liquid currency) than wealthy commoners (merchants or successful tradesmen, for example).



LORDLY NOBILITY

The character comes from a family that has the hereditary title of "Lord", or the more defined title of "Baron". These are the lower range of the aristocracy; and can range from deeply impoverished families with smaller landholdings than some wealthy peasant farmers, to families flush with land, money, and influence in the court. It is entirely up to the GM to choose (or randomly determine) whether the PC is the heir to the title or a younger child (note that women cannot inherit titles in Albion regardless). It would be strongly recommended that the GM determine exactly how large the PC's family is, who the PC's siblings are (if any), and whether their parents and siblings are still alive (note that if the PC actually becomes the titled Lord of the family, their responsibilities could make it extremely difficult for them to regularly engage in typical "adventuring" activities). The GM may optionally wish to use domain management rules for the family's property, or to use the abstract "Nobility Statistics" provided in this book. Families from the Lordly Nobility are very likely (unless disowned) to be able to use their family name to get introductions and access to levels of society that would be impossible for other player characters, but they can also be held to higher standards of comportment. It would also be important, in this problematic age, to determine whether the PC's family is loyal to the Lancastrian side, the Yorkists, or has thus far attempted to remain neutral in the conflict. Any connections or contacts the PC might be able to make due to their family name might be met with demands that the PC clarify their allegiance to the Red or White Rose.

ARISTOCRACY

The PC is the child or nephew/niece of an Earl, Duke or even a Prince. See the entry on "Lordly Nobility", above; note that this rank of nobility is the highest and any PC from this background is likely to have ready access to wealth and (family) influence; but will almost certainly also be burdened with family duties and the need to navigate the family demands. It will mean that, unless the PC has been completely disowned, there is certain behaviour that will simply not be tolerated from them (and, unless they are a Cleric, going out adventuring in the wilderlands is very likely to be one of these behaviours), and they will be called on to fulfill the family's demands in terms of work. If they are young they may be sent to the court of another aristocrat or even the royal court, or be made a squire to a Knight from a lordly family. Even if they are magisters or some other highly respectable profession (and note that neither business nor any of the standard trades would be considered at all 'respectable') they will likely be used as a pawn in the family's efforts to gain influence.

Having a PC of this social status is likely to significantly change the tone of the campaign; it would be difficult to run a standard "adventuring" campaign with a PC from this class, unless they were Clerics, or going out to adventure in secret, rejected their family, or are in some unusual way liberated from the demands of their station (potentially, for example, a younger son who has been assigned to supervise a Lord's group of "agents", in the form of the PC party). Note that even if the PC had inherited the family title, they would have enormous requirements on their time in service to the Crown, the management of their estates, and in attendance at the Court.

Note that for Clerics, social class is only rolled to determine the PC's origin; regardless of whether they were born a serf or a prince, all Clerics are considered to be of the Knightly class, and are (theoretically) equal brothers and sisters among one another, differentiated not by birth, but by rank in the order and the level of miraculous abilities granted by the Unconquered Sun.

Social class has very significant effects in the setting; if the GM runs the setting according to its (historical) characteristics, then the division in classes should potentially mark important differences among the characters, and between characters and the world itself. The difference between serfs, peasants and villains is largely a question of status, inasmuch as villains will see themselves as superior to peasants, and peasants will hold themselves of much higher quality than mere serfs. But the more significant difference will be between these classes and the nobility. It is expected in this society that commoners must respect and obey their aristocratic superiors; talking back, disobeying, or insulting their social betters in most circumstances would be grounds for at least a beating. If the aristocrat in question has some form of legal authority over their inferior, disobedience or insubordination is even a legal matter: "petit treason", where the commoner would be guilty of having disobeyed the authority of the King by virtue of having disobeyed one of his chosen representatives.

Naturally, there will be some situations where a lower social-class could be of use: the peasantry in the countryside will behave differently to an Earl than they would to one of their own. The former would be treated with enormous reverence and respect, but may not be trusted with secrets or rumours in the same way that a fellow country-dweller would be. Likewise, in the underworld of a city, a city-born PC will be viewed with less suspicion, and will naturally stand out much less than either a serf (who would be treated as a country bumpkin) or a noble (that would be distrusted).

home territory

The GM may wish to simply choose the home area of the PCs, or allow them to choose it for themselves. Alternately, they may roll on this table:

Home Region or Cities (Roll 3d6)	
3	The Isle of Mann (Douglas)
4	Northumberland (Durham, Newcastle)
5-6	East Coast: Norfolk, Suffolk, Kent or Essex (Norwich)
7	Hampshire, Sussex, Dorset or the Isle of Wights (Southports, Carisbrooke)
8-9	Devon and Cornwall (Exeter)
10-11	Middlesex, Wilshire or Berkshire (London, Oxford, Salisbury)
12-13	Gloucester, Hereford, Somerset, or Wales (Bristol)
14-15	York or Lancaster (York, Middleham, Liverpool)
16-17	Central: Warwick, Derby, Lincoln, Leicester, etc. (Coventry, Lincoln, Nottingham)
18	Border Region: Berwick, Cumbria, Calais, or Eireland (Berwick, Carlisle, Calais)

prior event table

Optionally, the GM may wish to use this table during PC creation, rolling once per character to introduce some element of a backstory to the character's history. These results can help to add flavour to the character and sometimes serve to incorporate the reason why the PC has taken up the adventuring life.



Prior Events (Roll 1d6)	
1-3	Roll on Subtable A (with 1d10)
4-5	Roll on Subtable B (with 1d10)
6	Roll on Subtable C (with 1d10)

EVENTS SUBTABLE A (1D10)

1—Animal Companion: Your PC begins the game with a pet he has trained up from infancy. The animal is a normal creature but very loyal (if applicable with a Morale score of 8+Cha bonus), and of average intelligence but can have been trained to follow simple commands of the sort that would be normal for its type.

Companion Subtable (roll 1d6)

1-2: dog (can fetch and guard)

3: wolf (can guard and fight)

4: hawk (can hunt and fight)

5: raven (can find owner or home, to transmit messages)

6: monkey (obtained from a merchant ship, can dance or steal)

2—Banished: the character was either banished from or forced to flee his home territory. The GM should decide with the player what was the cause of his banishment; return to the home area could still be dangerous for the character.

3—Brawler: The character has a particular background in combat for show; if he was from the lower classes, he spent time in his youth as a wrestler or show fighter; if higher class, he trained for tourneys and swordfighting. The character gets a +1 bonus to his charisma modifier for the purposes of intimidation (if applicable).

4—Cavalry Trained: whether as a horse-breeder, horse-racer, jouster, or through military training; the PC has spent a lot of time on the saddle. The character gets a +1 bonus to any rolls related to horsemanship.

5—Courtier: whether as a servant, a squire, or a young noble's son or daughter, the PC has spent time in the court of a high noble, or even the Royal court. The PC may have people who know them, for good or ill, in the nobility. Their understanding and training in court situation grants them a

+1 bonus to any reaction checks (if applicable) when dealing with the nobility.

6—Disinherited: regardless of social class, the character has found themselves stripped of their birthright. They have lost their plot of land, their possessions, or meager savings, or their family title. The character will not begin with any special monetary advantage if they had one, nor will they or their family have any lands or holdings. The GM should decide with the player the reasons why this happened: the character's family may have been driven out of their home, or lost it in consequence of the Rose War, or a noble's family may have been attaindered (to have their title revoked and lands and properties confiscated by Royal Decree) for corruption or treason. Such a PC may have enemies (the ones who did this to them), but they may also have sympathizers who feel the PC's family was done an injustice.

7—Heartbreak: The PCs' great first true love was lost. Did their beau die? Reject them? Was it a forbidden romance for reasons of class, wealth, or gender? The player and GM should work out the details. Meanwhile, this failed romance may have left the PC scarred and melancholy, but the air of tragedy and romantic sadness around them will give them a +1 to reaction rolls (when applicable) to those who might feel romantic attraction to the PC.



8—Kitchen Trained: the PC spent time working in a kitchen in a manor house or palace. Alternately, if they are from the upper classes, they have developed a particular interest in the gastronomical arts. In either case, they are probably not sufficiently skilled to qualify as a master chef, but their cooking will be considerably above the 15th century average.

9—Pious: even in a highly-religious culture, this PC is exceptionally devoted to the Church. The PC will be very well-versed in theology and religious history and symbolism. At the GM's discretion, this may grant them bonuses to recognizing or understanding religious issues.

10—Stolen by Reavers: at some point in their youth, the PC was captured by Scots Reavers (or optionally, by barbaric mountain Welshmen, or Eirish heathens), most likely to be used as slave labour (if lower class) or as a hostage (if upper class). The PC will have spent enough time in that area to have a knowledge of the region, will gain the language of their captors, and will have knowledge of their former captors' culture, religion and traditions. If applicable, the GM may grant bonuses to skill or ability score checks based on this experience.

EVENTS SUBTABLE B (1D10)

1—Conscript: the PC was forcibly conscripted to serve in a lord's army. This may have been as intimidation, to amend for some legal misdemeanor, or (in the case of a higher class character) to force a demonstration of loyalty from their family. The PC was later either released from their service, or is a deserter. The PC begins with one extra hit point.

2—Encounter With Chaos: at some point in their youth, the PC had a horrific close encounter with Chaos; it may have been in the form of an encounter with a Chaos creature, demon, or Elf, or with a chaos cult. It is even possible that as a child, the PC was only just rescued (by brave adventurers) from becoming a sacrificial victim in a sorcerous ritual. The GM and the player should determine just what this encounter consisted in, and the player should consider how it left their character: have they harbored intense hatred for Chaos ever since? Or were they left with a sense of taste for the dark arts? In any case, the PC came out of the experience with a permanent +1 bonus to saving throws versus magic.

3—False Identity: for any number of possible reasons, the PC is not using their real name, and are operating under an assumed name and identity. At the GM's option, the PC might have some skill in falsifying identities or even disguise. At the same time, there should be a reason for their false identity, and consequences should certain people find out who they really are.

4—Family Vendetta: the PC's family is embroiled in a long-standing feud with another family of roughly the same social class. This struggle has on more than one occasion resulted in bloodshed; it may be due to a dispute over territory, property, a perceived dishonor, or it may have been going on so long that there is no memory of why it actually began. The PC may find themselves embroiled in the conflict whether they like it or not, if they run across members of the feuding family.

5—Forester: Whether as a hunter, a poacher, or an outlaw (or some other reason), the PC has spent a considerable amount of time in the either the woods or mountains. He should, if applicable to the system, have bonuses at wilderness survival in the chosen terrain.

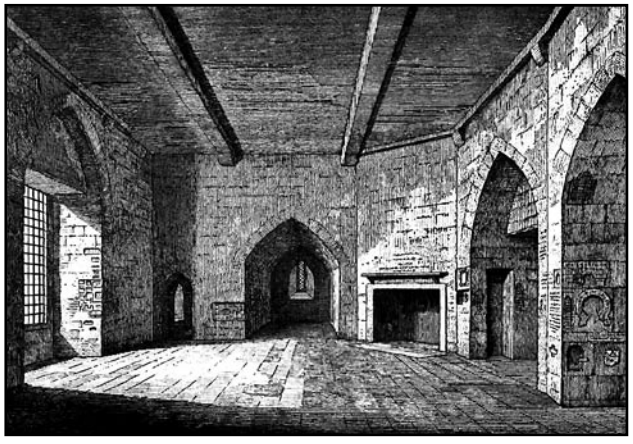


6—Lost Heirloom: Some particular object of value (to be determined by the GM, possibly with player input) has been lost to the PC's family (either by the PC himself or in the past) and the family desperately wants it recovered. It could be anything from a land deed to a jewel of great price, to a magic item, to a proof of noble ancestry, to something that is evidence of a more sinister secret that could ruin the family. It should also be determined how the object came to be lost, and the GM should consider just who has it now (though of course the player or his character may not have any idea).

7—My Old Party Are Dead: This is not the first time the PC has gone adventuring. The last time, the PC barely got away with their life, and was the only one from their adventuring party to do so. The PC starts with one-third the xp necessary to reach level 2; but there may also be family members of their dead party-mates who blame the PC for surviving, accuse them of cowardice, or look for revenge. The player may also wish to figure out just what horrible monsters killed the PC's former friends, and what psychological scars may remain from the event (a phobia? Pathological hatred?).

8—Scandalous Affair: at some point in their past, the PC got involved in a 'romantic' affair that was certainly scandalous. It was most likely either a case of adultery, a same-sex relationship that came to light and ruined reputations, or a relationship with someone radically different in social class. The affair ended in public humiliation, and possibly in threats of revenge from cuckolded partners or furious family-members. In the circles the PC typically operated the scandal is well known, and may give either a penalty or bonus to reaction checks depending on what the NPC in question would think of the character's actions.

9—Sent to the Tower: whether in the Tower of London, or some local lord's prison, the PC has spent time imprisoned. This means that the PC was at least accused of some sort of crime, what remains to be determined is if the PC was later proven innocent, escaped, pardoned, or sentenced and "served time". Regardless, the PC's time spent in the horrific condition of medieval prison should grant them a +1 bonus to any saving throw against diseases.



10—Traveled Abroad: the PC has spent time in their youth traveling outside of Albion. Most likely, this was to somewhere on the Continent (though in theory, it may have been to Eire, or even Scots' Land). The PC should obtain the language of the nation they visited to, or Arcadian (the international language of any educated upper class person), and should have knowledge of that area's features and customs.

EVENTS SUBTABLE C (1D10)

1—Auspicious Birth: There was some kind of unusual sign or omen at the time of the PC's birth, generally interpreted as a blessing from the Unconquered Sun. It was assumed throughout the character's youth that he or she was destined for greatness. This may have opened doors for the PC in terms of education or access that would otherwise have been closed, and that would excuse the PC from some of the limitations of social, class or gender roles (to a certain extent). The PC gains a +1 bonus to all saving throws.



2—Elf-Touched: In childhood or youth, the PC had a "close encounter" with an Elf. They survived/escaped, but the elves did something to the PC that changed them. The PC was left with a kind of "second sight" like those of the Cymri Travelers (with a rating of 2/6, or if the PC is already a Cymri the rating is 3/6). Additionally, if the PC is any kind of non-clerical spell-caster, they gain one extra 1st level spell per day. Note that if anyone realizes the special gifts the PC has, particularly if they know of the PC's elven encounter, they will view the PC with extreme suspicion of potential mutation or heresy.

3—Lady's Favorite: The PC became a favorite of an aging noblewoman. Whether the PC was a common serving girl or stableboy, or a young aristocrat, the Lady bestowed patronage and favors on the PC. She may or may not have had romantic intentions toward the PC, which may or may not have been fulfilled, and would certainly have been secretive and scandalous. The PC has moved on since that time, and there is a 50% chance that the Lady has died since that time; if not, she will be quite old but may be called on for some favor (she has little in the way of authority, but she does have access to wealth and connections). If she is deceased, she will have left the PC a small inheritance, meaning that if the PC is below

Lordly social class they will still have starting funds equal to that class; if they are of that class or higher, they will begin with that amount as extra funds.

4—Local Hero: The PC is already known for some brave act in their own home area. The GM and player should determine what the PC did: they may have done something as simple as saving a child from drowning or scared off a bear, or they might have played some heroic role in an ill-fated local rebellion, or any number of other possibilities. The PC will have favorable reaction bonuses among anyone from their local area and people will be naturally well-disposed to give the PC information and assistance, as long as their action didn't act against the personal interests of the NPC in question.

5—Lost at Sea: At some point the PC was caught in a shipwreck, their survival being considered nothing short of miraculous. The PC should have bonuses to sailing and swimming, and potentially a phobia of deep water.

6—Prosperous Family: The PC comes from a family that is considerably wealthier than their social class would indicate. Through good fortune or craftiness, their family has reached the higher end of the economic scale for their group. The PC gets starting funds as though they belonged to one social class higher than their actual social class; if they are from the aristocracy, they begin with double their usual funds.

7—Renaissance Person: the PC has a very high level of education by Anglish standards of the time, whether self-taught or by attendance at one of the Universities of the realm. The PC will be literate in both Anglish and Arcadian, and have skills in laws, philosophy, mathematics, cartography, history, geography, astronomy (and the theories of astrology), musical appreciation, and theology.

8—Saved a Lord: The PC saved the life of an important Lord (or Earl, or Duke). How they did this is up to the GM to decide with player input: the PC may have taken an arrow for their lord, or dragged their badly injured sire through miles of woodland to medical attention, or have obtained rare herbs that saved the ailing lord from the plague, or any number of other possibilities. In any case, the Lord in question has promised the PC a single favor; naturally, the quality of that favor depends on the reasonable expectations for the PC's social class. It could be a letter of introduction, help getting out of a sticky situation, or (if the PC is remarkably unimaginative) a gift of money commensurate to the PC's social status. It could also be a job, or even some minor office. It won't be a knighthood or a large keep or anything like that, of course.

9—Spared by the Sun: the PC was actually sentenced to death at some point, for a crime they did or did not commit. Whether they were truly guilty or not is for the player to decide, but what matters is that the execution was in some way botched, and it was the judgment of the lord in charge of the execution (possibly at the



insistence of the gathered crowd) that it was the will of the Unconquered Sun that the PC's life be spared. They were released, and now superstitious people of any class (more commonly the lower classes, but there are those of higher classes who are equally superstitious in Albion) will believe that the PC has some special rapport with the Sun. Whoever ordered the PC's execution may still be watching to see some new evidence of criminality or culpability. The PC's great fortune grants them a +2 bonus to any "save or die" saving throw scenario.

10—Wildling: the PC, even if not of barbarian stock, spent the formative part of their childhood living in the wilderness. This could be for any number of reasons: their parents might have been outlaws, the child might have been kidnapped by welsh mountain barbarians, they might have been an orphan raised by a hermit, or have gotten lost in the woods and raised by some kindly forester before being restored to their family some years later. The PC will have, even years later, less training in proper manners and behaviours and possibly a lower level of overall education than their social class peers, but will have extensive skill in hunting and wilderness survival, and may also have lore about a wilderness region (including the location of its ruins or other notable sites, and knowledge of the characteristics of dangerous monsters found therein).

Character Classes

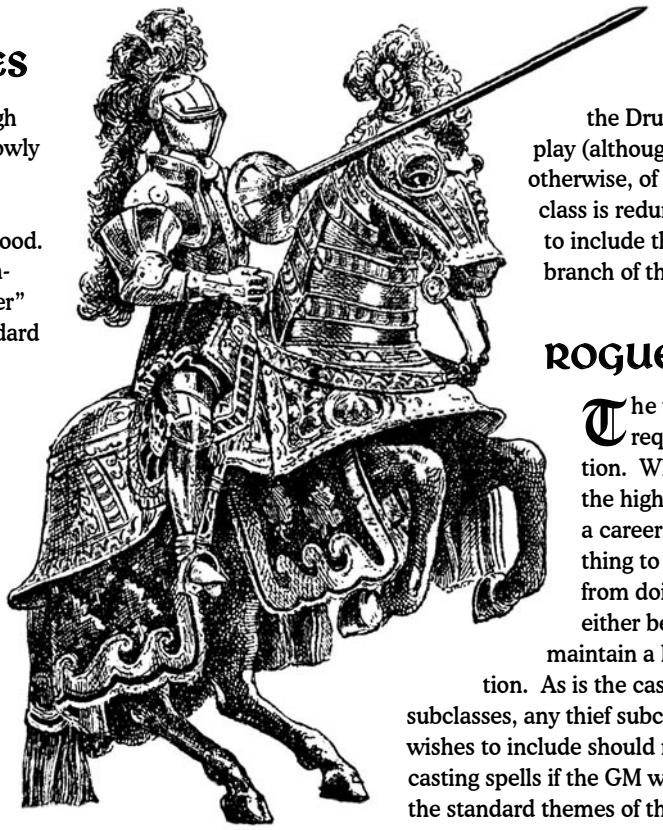
The following is a list of suggested modifications for standard classes when using an OSR game. For something more extreme (i.e. for classes especially designed for use in this setting), see the optional appendices p.246 and 254.

General Recommendations

In the Author's own campaign, the preference has been to take a minimalist approach; Albion works best as a setting when there isn't a wide variety of sub-classes. Nor is multi-classing generally a sensible approach in a setting where cultural rules and taboos tend to put people into very fixed niches.

Fighter Classes

Fighters can range through all social classes, from lowly peasants turned mercenary soldiers to aristocratic scions working their way to knighthood. It is certainly viable to accomplish this with a single "fighter" class. If you are using a standard OSR rule-set and plan to use only the basic fighter class, it is recommended that you make some alteration to fighters to ensure that they are particularly appealing as a class. It would be at the very least recommendable that you make certain that the fighter is significantly better at combat than any other class; possibly by giving them a higher baseline to-hit bonus than they get even under normal circumstances.



If you intend to use sub-classes, you may wish to have some kind of scout/ranger class for those fighters particularly trained as wilderness combatants, bandits or rebels; likewise, at the other end of the spectrum, you could make use of a knight/cavalier class to represent upper-social-class fighters. However, in any of these cases it would not make sense in the context of the baseline setting's structure for any fighter class to have spells or spell-like abilities. These would ideally be removed in favor of stronger combat-related bonuses or abilities.

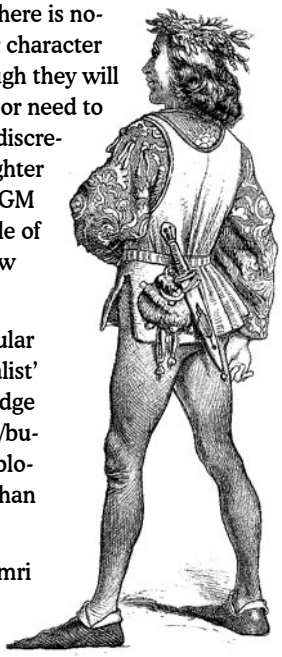
Priest/Cleric Classes

It is important to note that unlike many OSR settings, there is really only one religion that is accepted in the main setting region of Albion: the Church of the Unconquered Sun. Furthermore, it is important to note that regular "priests" do not have any clerical spells; and "Clerics" would be those warrior-priests with miraculous powers that belong to the Clerical order. Keep in mind as well that only the God of Law (worshiped as the Unconquered Sun in Albion and most of the Continent, and as the Crescent Moon in the lands of the Turk and Araby) has champions of the Cleric Class (Clerics in the lands of the Unconquered Sun, Sufis in the lands of the Crescent Moon). Heathens who worship nature-spirits do not usually have any miraculous powers (though some are wizards justifying their power as gifts from the gods). Followers of Chaos demons can sometimes gain powers that appear to mimic some cleric abilities, but should not be of the cleric class as such; they would most likely be either magic-users who have gained some special powers based on the demon they serve, or regular humans of other classes who have gained strange powers through chaos mutation.

There are no Druids in any part of the default setting, so the Druid class should not be available for play (although if a GM wishes, they could decide otherwise, of course). Likewise, the "Paladin" class is redundant, although if a GM truly wished to include them they could be a particular branch of the Clerical order.

Rogues

The various thief classes probably require the least amount of modification. While it is less likely for someone from the higher social classes to choose a career as a rogue, there is nothing to stop a player character from doing so, although they will either be scandalous or need to maintain a high level of discretion. As is the case with the fighter subclasses, any thief subclass that the GM wishes to include should not be capable of casting spells if the GM wishes to follow the standard themes of the setting.



The Albion setting would in particular lend itself to an 'expert' or 'specialist' class that would have lore and knowledge of specific fields (medicine, law, trades/business, philosophy/theology, history, diplomacy, land management, etc.) rather than the more standard 'thief skills'.

One exception to this would be Cymri Travelers, the 'gypsies' of Albion who cling to the old Cymri traditions

and have maintained a higher level of fae blood. While many of these Cymri could be regular fighters or rogues, those who have the strength of fae-blood in their veins are also able to make use of magic; for these Cymri, it would be viable to have them played as fighter/magic-user or thief/magic-user multi-class characters, or as some class variant that combines fighter and wizard abilities. As already mentioned, the Cymri Travelers are highly distrusted in regular Anglish society, but sometimes make careers for themselves outside cymri caravans, selling their services in swordplay, thievery, or magic for Anglish nobles or criminal organizations.

Magic-users



Generally, there should be only one kind of magic-user class, the 'wizard' class. However, there could be a division between highly-educated "Magisters" who are a (relatively) respectable part of society, and the peasant wise-women and hedge-wizards who must operate their craft in secret with great care not to call the attention of those who might burn them at the stake.

There's also a possibility, if you are using a rule-set that has a class option for some variety of demonologist or black-magician to also use that class to represent those sorcerers that are working in the service of Chaos; however such a class would likely not be viable for player characters in most campaigns, as they would be unlikely to operate for long without visible mutation, and in the case of discovery would certainly be killed.

Barbarians

If you are using a rule-set that includes a "barbarian" class, this class could be a viable choice for player characters from Scots' Land, Eirish heathens, or Welsh barbarians from the mountain regions. Naturally, these barbarians should not have any spellcasting abilities or supernatural special abilities. However, some characters from these regions might be magic-users who act as wise-men/women for their tribes; although it would be highly unusual for any of these to leave their tribe to go adventuring, and they would be looked on with (at the very least) extreme suspicion were they to travel to Albion.

Optional: Racial classes

In the original Albion campaign, the game was run using an OSR-system that made use of racial classes for demi-humans. In this campaign, players were allowed the option to play Scots Men as a modified version of the Dwarven character class, and Cymri travelers as a modified version of the Elf character class.



Albion names

In Albion proper, naming conventions are fairly rigid; there are not a great variety of first names used in this time. Nor do all people have surnames as such.

For the peasantry, it is common for characters to have a first name and to identify themselves further by the name of their father. Thus you might have "Thomas, son of Robert". There is also a similar tendency to use one's home village as a surname; so for example someone might be "Thomas of Tannworth".

Those in the trades may use their family trade as a surname (e.g. "Thomas Baker", "Richard Mason", "Christopher Chandler"). By this time, among the villain social class, it is possible that one might adopt this type of surname even without practicing the trade in question; someone might be "Thomas Baker" because their grandfather was a baker. Likewise, someone with special features that are not trade-related might have one of those for a last name; for example "Geoffrey Archer" (for one who is skilled in archery), or Robert Tallfellow. These too might be inherited from some impressive ancestor.

The knightly and aristocratic classes make use of last names in the more modern sense.



anglish names

Common, Anglish Male Names (choose or roll 1d100)			
1-2	Adrian	43-44	James
3	Alexander	45-48	John
4-6	Allan	49-50	Joseph
7-8	Andrew	51-52	Lawrence
9-11	Anthony	53-54	Leonard
12	Arthur	55	Luke
13	Avery	56-57	Martin
14	Benedict	58-59	Matthew
15-16	Bernard	60-61	Michael
17-18	Charles	62-63	Nathan
19-20	Christopher	64-65	Nicholas
21	Cuthbert	66-67	Peter
22	Daniel	68-70	Ralph
23	David	71-75	Richard
24-27	Edward	76-79	Robert
28	Edmund	80-85	Roger
29	Francis	86-87	Roland
30-31	Geoffrey	88	Samuel
32	Gerard	89-92	Stephen
33-34	Gregory	93	Tobias
35-38	Henry	94-97	Thomas
39-40	Hugh	98	Walter
41-42	Humphrey	99-00	William

Common, Anglish Female Names (choose or roll 1d100)			
1-4	Agnes	49	Helen
5-9	Alice	50-51	Isabel
10	Amy	52-55	Jane
11-14	Anne	56	Janet
15	Barbara	57-60	Joan
16-17	Beatrice	61	Joyce
18-19	Bridget	62-65	Lucy
20-24	Catherine	66-71	Margaret
25-26	Cecily	72	Margery
27	Charity	73-75	Maud
28	Constance	76-77	Mildred
29-30	Dorothy	78	Millicent
31-32	Edith	79	Rachel
33-34	Ellen	80-82	Rebecca
35	Elinore	83-85	Rose
36-41	Elizabeth	86-87	Sarah
42-43	Emma	88-90	Susan
44	Florence	91-93	Sybil
45-46	Frances	94-96	Ursula
47	Gillian	97-00	Winifred
48	Grace		

Examples of Last Names for the Upper Gentry (wealthy commoners) and Knightly Class		
Ackworth	Hatcliffe	Peele
Alban	Hautreeve	Penbridge
Aldebourne	Henshaw	Peyton
Alfrey	Hodgson	Philips
Ashby	Holbrooke	Plimswoode
Ashton	Huddleston	Prowde
Ayleward	Hyde	Purseglove
Baldwin	Jackman	Quentin
Bedbury	Jackson	Ramesey
Bodden	Jendry	Ratcliffe
Brayle	Kelley	Redman
Brokehill	Kevestone	Reede
Brunett	Kidwell	Rippingham
Buslingthorpe	Killingsworth	Riseley
Canynge	Kirkeby	Robbin
Caxton	Kynge	Rowdonne
Clitherow	Kyriel	Rufford
Corby	Lacey	Sackeville
Crowley	Langstonne	Saintjohn
Culpepper	Layton	Salforde
Cunningham	Lestrange	Scolfield
Dalingridge	Letterforde	Shaw
Dayhill	Leynhall	Shevington
Delamore	Limsy	Sinclaire
Drayden	Lloyde	Spencer
Duncomb	Locketon	Stanwick
Dustby	Lyfield	Strackley
Dynham	Markeley	Swanne
Edgworth	Marsham	Tabard
Egglesfield	Merton	Thomas
Eliot	Metcalffe	Thorne
Elbridge	Mille	Tiploft
Engham	Morecotte	Torrington
Etchingham	Morris	Trevet
Everett	Mullens	Trumpington
Farington	Narbridge	Tweedy
Feversham	Nashe	Tyrel
Fogge	Neale	Upton
Fontayne	Nevison	Urswick
Freewell	Newman	Vaughn
Fulbourne	Norden	Vernon
Fulmere	Northwood	Walden
Gainsforde	Nyselle	Walsh
Gedding	Obsonne	Wesley
Gisbourne	Oke	Wilkin
Godrick	Olingsworth	Wilson
Goodenstone	Oliver	Winteringham
Gray	Oxenbridge	Wolton
Grofhurste	Paggett	Wylde
Hadershame	Parsons	Yaxley
Hancock	Pecke	Younge

Surnames for the majority of the high nobility can be found in the NPC section.

scots names

In Scots Land, the common folk tend to have only one given name. Chiefs, however, have last names, and commoners who are sworn to that chief may use his last name to indicate membership of his clan. Many Scots Men names are similar to Anglish names, primarily due to a borrowing of some of these names from the Anglish after the invasions of Edward Longshanks. Female Scots names tend to be less similar because there was not as much interaction.

Common, Scot Male Names (choose or roll 1d20)			
1	Adam	11	Malcolm
2	Alex	12	Martin
3	Andrew	13	Norman
4	Connor	14	Oliver
5	David	15	Patrick
6	Donald	16	Tom
7	Duncan	17	Rob / Robert
8	George	18	Ronald
9	Gilbert	19	Walter
10	James	20	William

Common, Scot Female Names (choose or roll 1d20)			
1	Agnes	11	Gillis
2	Alison	12	Isobel
3	Annabelle	13	Jonet
4	Beatrix	14	Katty
5	Beggy	15	Mabel
6	Cammy	16	Marianne
7	Edaine	17	Marjory
8	Effy	18	Maude
9	Ellen	19	Mavis
10	Forsy	20	Syffy

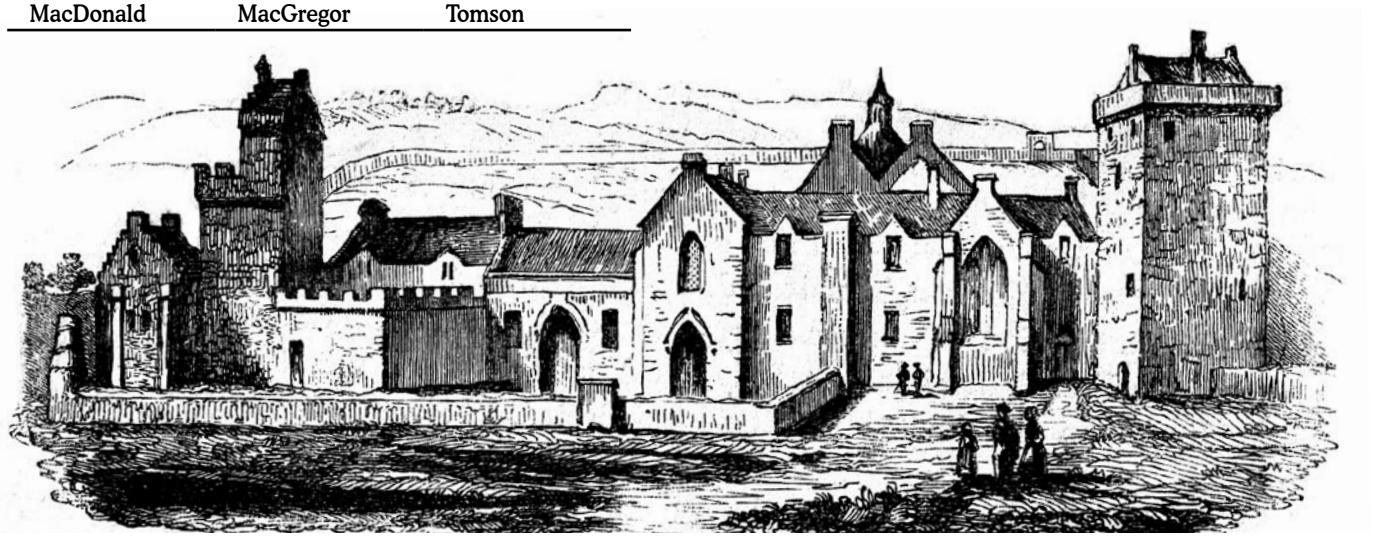
Scots Last Names used by chiefs		
Baille	MacEwan	MacLauder
Bruce	MacCall	MacKenzie
Cockburne	Macdobhnie	MacNiall
MacBeth	MacGill	MacPherson
MacDonald	MacGregor	Tomson

welsh and cymri names

Many of the Welsh men outside of the mountainous regions are largely integrated to Anglish society at this point, and give their children anglish names. At this time, the fashion of taking the name of your father as surname (with an "ap", meaning 'son of', e.g., "William ap Hughe"; or "verch" meaning 'daughter of', e.g., "Mevanwy verch Peeter") is starting to fall out of fashion among the upper classes in favor of developing more stable surnames. However, this is still common practice among the peasantry, in the mountain barbarian tribes, and among Cymri travelers.

Common, Welsh Male Names (choose or roll 1d20)			
1	Edward / Eynon	11	Matt
2	George / Gwillin	12	Moris / Morgan
3	Gryffyth	13	Owain
4	Gwallter / Gwynn	14	Peeter
5	Henry / Harry	15	Rees / Reynold
6	Hoell / Hughe	16	Richard / Rowland
7	Ieuan	17	Rydderch
8	Jenkin	18	Sean
9	Lewes / Llewelyn	19	Thomas
10	Lloyd	20	Watkyn / Wynn

Common, Welsh Female Names (choose or roll 1d20)			
1	Annes	11	Lowry
2	Duthgy	12	Lleyke
3	Elizabeth / Elyn	13	Margery
4	Florence	14	Mathilde
5	Gwen	15	Mevanwy
6	Gwenywyvar	16	Morvyth
7	Gwladyse	17	Rose
8	Jenet	18	Sysylye
9	Juliana / Judithe	19	Susan
10	Katherine	20	Tacy





Currency & Equipment

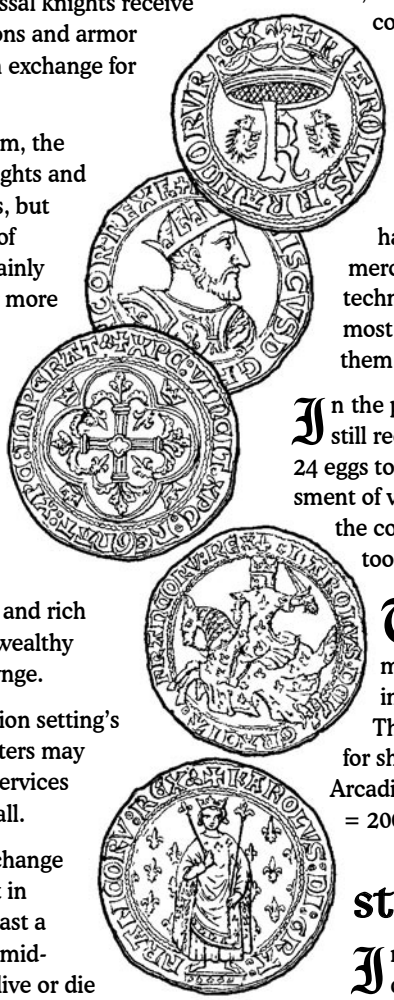
Wealth in Albion

The economy of the Albion setting is on the cusp of the renaissance. For a significant majority of the population, there is relatively limited commerce in hard currency; instead, peasant society engage in barter for crops and services, servants and vassal knights receive room, board, clothing, tools, weapons and armor and many other basic necessities in exchange for work and loyalty.

On the other end of the spectrum, the aristocracy has vast lands, knights and soldiers, and influence in the courts, but may actually have little in the way of liquid assets (though there are certainly exceptions). They trade as much or more on their reputation and 'push' in government as they do in money. The royal family itself is NOT rich at this time by the standard of the nobility, having drained the nations coffers over the last fifty years in failed wars against the frogmen, and now on the recruiting of armies to fight the Rose War. Both Yorkists and Lancastrians depend on the wealth of powerful and rich noble families like the Nevilles, or even wealthy commoner merchants like William Canynge.

So if you are going to reflect the Albion setting's economy accurately, player characters may often engage in exchanges for goods or services not based on coin-derived purchases at all.

On the other hand, there is more exchange in currency happening at this point in time than has gone on in Albion for at least a thousand years; the large cities and the 'middling' classes that are found there often live or die by the penny. Workers may struggle to live on a pittance and have worse standards of living than many peasants; or tradesmen or merchants (if successful) may have greater wealth than all but the richest aristocrats. In the city, reputation may matter much less than the weight of one's purse.



Coinage

In Albion, currency is divided into a variety of classes, but the most common are currencies of copper, silver and gold. There have been others, however, like the electrum Crown, worth 5 silver shillings, or the copper/silver Groat, a coin valued at 4 copper pennies; neither of these are currently minted but are still seen occasionally in circulation as well as in older treasure-hoards, and are generally accepted at full value as tender. There are no native platinum coins in circulation in Albion and never have been, but platinum pieces from Byzantium and the Commonwealth have sometimes made their way to Albion. To those merchants who would choose to accept them, their technical worth would be 5 gold pounds; but as with most other foreign currency it would be unusual for them to be honored at their true value.

In the present period, outside of the large cities, the egg is still recognized as valid tender, and is priced at a rate of 24 eggs to the penny. This price standard permits the assessment of various other foodstuffs for barter that, especially in the countryside, would work with sums of actual coin far too small for the quantity involved.

The three standard coins of the realm at this time are the copper penny (which is actually approximately one-third silver), the silver shilling (which is in fact about one-tenth copper) and the gold pound. These are abbreviated here as "p" for penny, "sh" for shilling and "L' for pound (the latter from 'libra', the Arcadian word for a pound of weight). Values: 1L = 20sh = 200p; and 1sh = 10p.

Starting Wealth

Initial wealth for characters will vary wildly depending on social class. It can be assumed that charac-

ters who are of the lower social classes have a starting wealth that represents the entirety of their life savings; characters of a higher social class can be assumed to have extended families that have their own resources, and if the characters have a good relationship to their families they may be able to appeal to them for financial assistance.

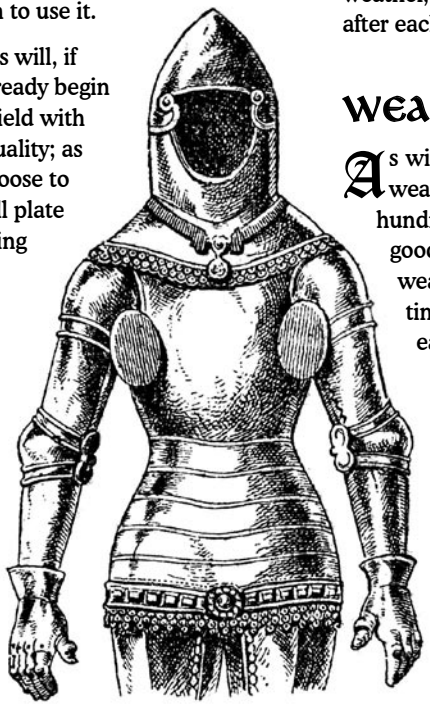
Social Class	Starting Wage
Ex-slave / serf	3d6 x 10p
Peasant	4d6 x 10p
Villain	5d6 x 10p
Knightly class	2d6 x 10sh
Lordly class	4d6 x 10sh
High Aristocracy	4d6L

(Note: all Clerics, regardless of actual social class at birth, begin the game equipped as though they were of the knightly class. Any barbarian character or Cymri traveler will begin the game with money as though they were one social class lower than their actual class, but are otherwise equipped as standard.)

Additional Equipment:

• ALL characters begin the game with a dagger.

• Any character of peasant or villain class will begin the game with a spear and leather armor if their class allows them to use it; if they so desire they may also begin the game with a staff or a club. Any peasant or villain who has at least 140p to their name will begin the game with chain mail instead of leather if their class allows them to use chain mail. Any peasant or villain with at least 200p to their name will also begin the game with their choice of a short or long bow and 25 arrows, if their class allows them to use it.



• Any character of the knightly class will, if they are a fighter, cleric, or thief, already begin the campaign with chain mail, a shield with their colors, and a sword of basic quality; as well as a riding horse. They can choose to 'trade up' their armor to plate or full plate if they can afford to do so, discounting the cost of the chain mail from the price of the more valuable armor. They can also sell off any of their starting items for one-half the listed market price in cash.

• Any character of the lordly class or aristocracy will begin with a sword and a riding horse. If the character is a fighter or cleric, they will begin the campaign with plate mail and a shield with their colors as well. If they can afford it, they could 'trade up' the plate mail for full plate, discounting the full value of the plate from the total cost. In theory, they could sell any of their items for half the listed market price, but this would be quite a socially embarrassing scandal for the character's family if it came to light that he was selling off the family heirlooms.

Price list of common equipment and services

Armor

Prices of armor could vary significantly if the armor was created by a more renowned craftsman, or had fancier finishing. Elaborate armor meant for show as well as stopping power could cost as much as one hundred times the listed price, in the most outrageous cases. Respectable armor was tested; but some unscrupulous merchants would sell armor not tested for stopping power; such pieces could cost half as much but could be of significantly inferior quality than they appear (reducing the armor-class value by one point). Prices below are for standard armor, which has been tested.

Armor Type	Cost
Leather	5sh
Chain Mail	5L
Plate Mail	9L
Full Plate	17L
Shield (plain)	30sh
Shield (elaborate)	40sh

Cost of simple maintenance and cleaning of metal armor: 2sh. (This sort of maintenance would be necessary at least once a year, once per month if worn outdoors in the damp Anglish weather, and in times of war would likely need to be done after each battle where the wearer saw combat.)

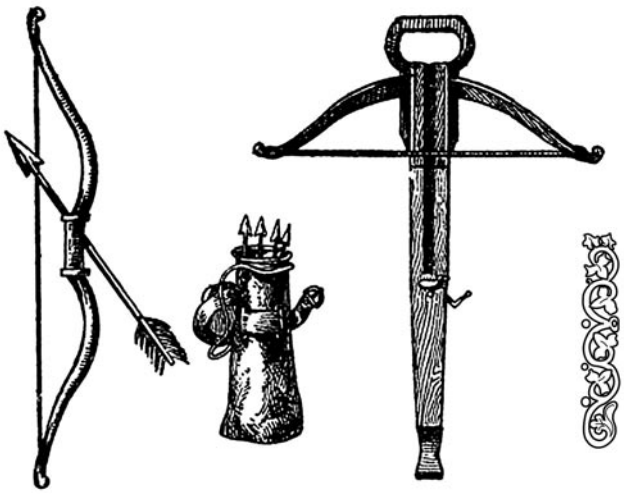
weapons

As with armor, there are great variations in the cost of weapons. Weapons made for beauty can cost up to a hundred times the listed prices. Weapons of particularly good quality can likewise cost quite a bit more. Any weapon of foreign manufacture will cost at least three times the listed price if imported to Albion; note that early firearm costs already factor in this price.

Melee Weapon Type	Cost
Axe, battle	7p
Axe, hand	5p
Club	1p
Dagger	3p
Dagger, Silver	1L 10sh
Lance	14sh
Quarterstaff, wood	2p
Quarterstaff, metal-tip	4p
Mace	5p
Spear	4p
Sword, long	6p
Sword, silver plated	3L
Warhammer	8p

SPECIAL: SHEFFIELD SWORDS

The master armorers of Sheffield are renowned for their high-quality swords, which must always be made to order, in person; each sword takes several weeks to make. These weapons, although non-magical, are designed to grant either a +1 bonus to hit or a +2 bonus to damage. In either case, they have a cost of at least 8L, more if they are adorned with special detailing for additional beautification.



Ranged Weapon Type	Cost
Bow, long	1L
Bow, short	15sh
Arrows (dozen)	6p
Arrows, silver tip (dozen)	5sh
Crossbow, heavy	2L
Crossbow, light	1L 10sh
Bolts (dozen)	2sh
Bolts, silver tip (dozen)	15sh
Dart (each)	3p
Sling	2p

Firearm Type	Cost
Pistol, pre-1475	6L
Rifle, pre-1475	4L
Powder & bullets (10 shots), pre-1475	16sh
Pistol, post-1475	2L
Rifle, post-1475	1L 10sh
Powder & bullets (10 shots), post-1475	6sh

Note that prior to 1475 personal firearms are only available for purchase in London, and are rare import items. After 1475 they are available in large cities only.

SPECIAL: FIREARMS GAME MECHANICS

If your OSR game has no rules on early firearms, you can use the following:

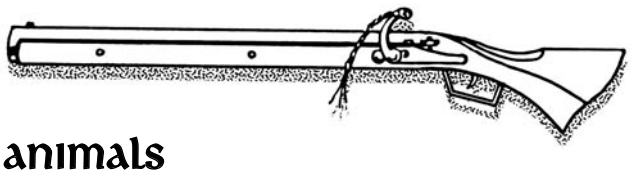
• Pistols do 1d6 damage, rifles do 1d8 damage. Additionally, both weapons have the "exploding" quality, where if a maximum result (6 for pistols, 8 for rifles) is rolled on the die, an additional die of damage is rolled (and continues to be re-rolled if the number is again the maximum). So for example, if a PC fires a pistol and gets an 6, he gets to roll again; if he gets another 6, he rolls yet a third time. If the third die is a 4, he does a total of 6+6+4=16 points of damage!

• All firearms, pistols or rifles, take 6 rounds to load for someone who has received very basic instructions on how to do it (if they have never been so instructed it would be practically impossible to load correctly). Fighter or Thief classes that have spent some time (at least a couple of months) training and practicing with firearms can reduce loading time by half, to 3 rounds.

• Pistols have a range of 30/60/90, and rifles a range of 50/100/500. Both weapons have a penalty of –4 to hit at medium range and –6 at long range. However, at short-range both weapons get a +4 bonus to hit against opponents wearing any kind of armor (though this cannot reduce a target's AC below 10 + Dex modifier).

• If a natural 1 is rolled the weapon has jammed and will take a full minute to unjam (and then the regular time necessary to repack); any time a natural 1 is rolled there is additionally a 5% chance that the weapon explodes, causing standard weapon damage to the wielder (including "exploding" die results).

• Note that in wet weather or very damp conditions (both of which are quite common in Albion), gunpowder can quickly become useless. In these conditions, there will be a 40% chance that a shot simply will not go off, because the equipment is too damp. The check is for each character, but as soon as any shot fails to go off for that character it will be impossible for that character to use the gunpowder weapons again until it is completely dry.



animals

Horses	Cost
Farm Horse	1L
Riding horse, fast	5L
War horse	10L – 30L, depending on breed
Bit, bridle and saddle	10sh

Feeding cost for horses is about 4d per month per horse in the countryside, about 8d in a city. Note that in most cities horses are only permitted on a handful of major streets, making them highly inefficient for everyday travel within the city itself.

Other Animals	Cost (city)	Cost (country)
Cow	10sh	6sh
Dog (large, trained)	18sh	10sh
Goose	8p	6p
Ox	14sh	12sh
Pig	3sh	2sh
Sheep	2sh	1sh
Chicken	2p	1p

miscellaneous equipment

The following represent the most usual of items, which prices are set by the relevant trade guild (and therefore remain constant). Other items not indicated here would be more difficult to come by, and would have varying costs according to whom is selling them.

Item	Cost
Blanket	4p
Boat, riverboat	20L
Boat, seafaring	600L
Book, handwritten	1L (1)
Book, printed (thus after 1476)	5sh
Bottle, empty	4p
Candles / torches, countryside (dozen)	3p
Candles / torches, city (dozen)	7p
Cart	4sh
Chariot	8L (2)
Chest, simple	3p
Chest, fine, with lock	3sh
Cooking utensils (3), poor	3p
Cooking utensils (3), average	2sh
Cooking utensils (3), fancy	14sh
Ferry, one trip (for 1 man and 1 horse)	1p
Guild dues, apprentice	1–3sh /year (4)
Guild dues, craftsman	3–20sh /year (4)
Guild fee, joining (in a new city)	3L
Hammer & Chisel	16p
Jewelry, fancy ring (gold with diamond)	8L
Jewelry, pearl necklace	2L
Rope, strong, 50ft	10p
Sack	3p
Shovel, strong	3p
Tools, craftsman's (5)	3–12p
Tools, workshop (6)	14L

1: Cost of a cheap manuscript; fancy illuminated manuscripts could cost up to 100 times more.

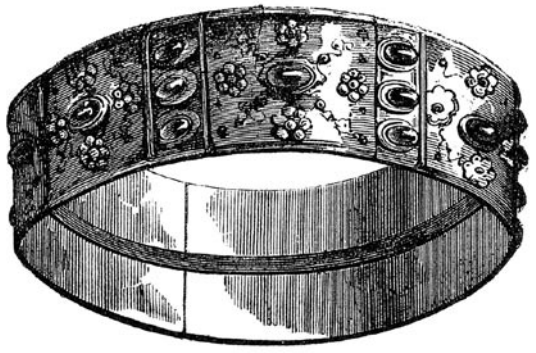
2: Cost of a fine chariot; but truly majestic ones can cost hundreds of pounds.

3: Includes pots, pans, bowls and spoons.

4: This varies by guild type.

5: Appropriate for most simple tool sets, including thief tools.

6: Appropriate for an armorer/weaponsmith's forge, or an alchemist's laboratory.



clothing

Prices for clothing are expressed as a range of price, representing the typical costs for clothing appropriate to one's social background. It is permissible for people to wear certain clothing of such quality that they would fit a price range of a higher social class, but there are certain sumptuary laws that restrict some types of clothing to the upper classes. Note that in many areas peasants make their own clothing.

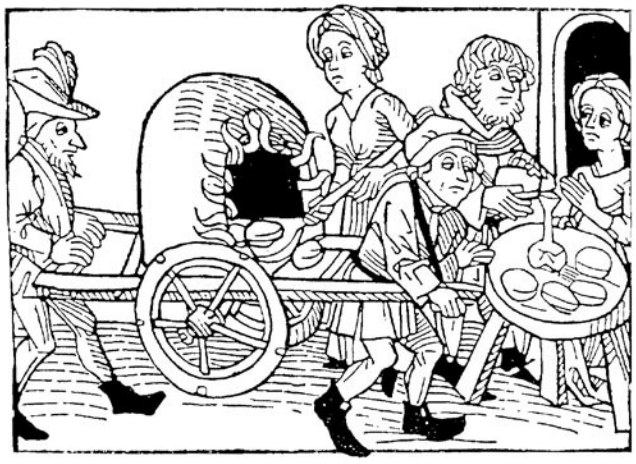
Clothing Type	Cost
Peasant Clothing, very poor / serfs	1–6p
Peasant Clothing, average	8p – 2sh
Peasant Clothing, wealthy farmers	8p – 7sh
Villain Clothing, very poor	1 – 6p
Villain Clothing, craftsmen	3–8sh
Villain Clothing, wealthy	15sh – 1L
Knightly clothing	10sh – 3L
Lordly Clothing, everyday	2 – 5L
Lordly Clothing, fancy	10 – 50L



food

Costs of food vary wildly as well, between country and city, and in different areas of cities. Take note that while there are inns in large cities, there is no real 'restaurant industry'. Inns usually provide a meal to those who are staying there, occasionally even of passable quality. There are also "free houses" in cities and towns. These are homes that have been given license or permission to sell ale, and sometimes other spirits. They rarely provide much in the way of meals.

Meals, cost per day by social class	Cost
Villain/peasant, poor, serfs, slaves	1p
Villain/peasant, prosperous	3p
Knightly class	5p
Nobles	7p



Food	Cost
Ale, cheap (2 gallons)	1p
Ale, medium (1 gallon)	1p
Ale, good quality (1 gallon)	2p
Bread	1p
Cheese (10 pounds)	4p
Eggs (two dozen)	1p
Fish, salted	6p
Fruit, dried (1 pound)	4p
Meat, one meal	2p
Nuts, almonds (1 pound)	6p
Potage – peasant stew (1 pot for 8 people)	1p
Spices, pepper (1 pound)	2sh
Spices, exotic (1 pound)	3sh
Spices, saffron (1 pound)	15sh
Sugar (1 pound)	1sh
Wine, poor (1 gallon)	4p
Wine, high quality (1 gallon)	10p

Real Estate

The two largest single landowners in Albion are the Crown and the Church. Most families live on the same lands or in the same houses in town as their ancestors have, often for hundreds of years or more. But in this time when urbanization is gradually on the rise, dealing in property has begun to increase.

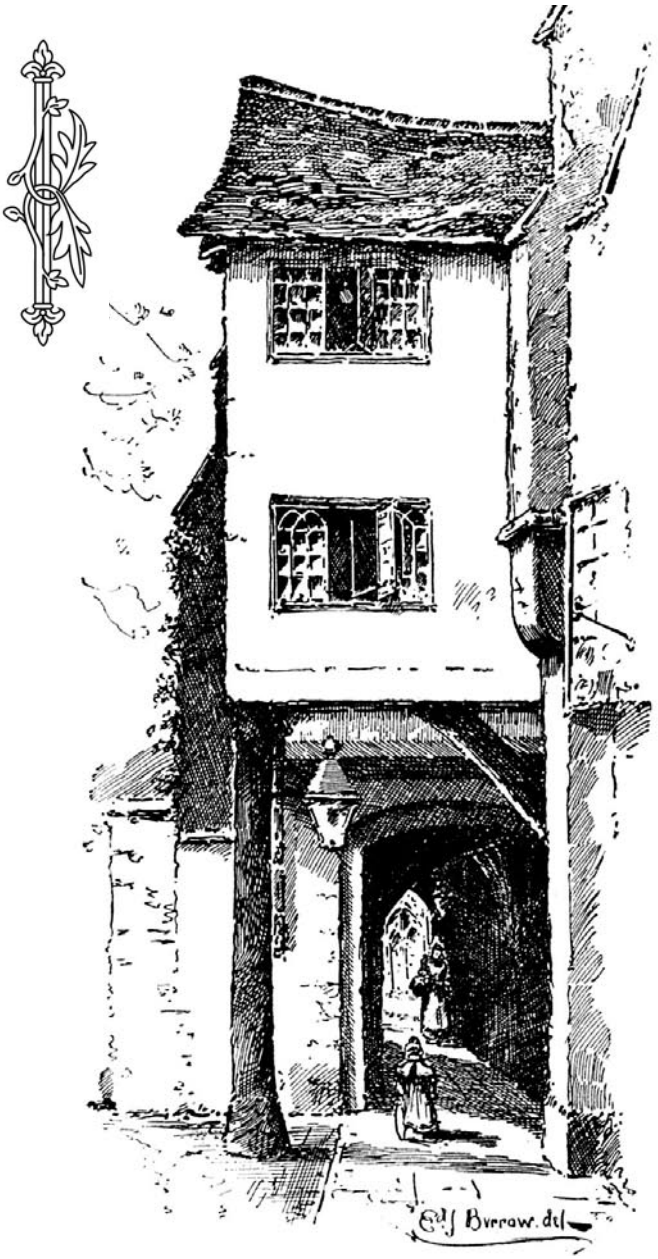
The majority of people who live somewhere do not own their own land; most peasants work their lord's land and must pay rents (but these are almost always paid in crop shares rather than actual coin), and in cities the majority of the urban poor rent their homes. Those of wealthier means will generally purchase their homes. All prices below are averages, there can be some variation.

Rents, City	Cost
Home, tenement	3p / month
Home, tradesman	2sh / month
Home, wealthy merchant	5sh / month
Shop, average	2sh / month
Tavern, high quality	5L / month

Rents, Country	Cost
Cottage	5sh / year

Purchase, City	Cost
Guildhall	140L
Home, tradesman with shop	12L
Home, middle class	5L
Home, wealthy merchant	50L
Home, noble's house in city	90L

Purchase, Country	Cost
Cottage	2L
Manor house, modest	12L
Manor House, stately	80L
Church, average	775L
Castle (including towers, buildings, gatehouse, barns, cottages, etc.)	5500L



Wages and costs of services

Use the tables below in cases where the PCs would have to hire some laborers, specialists and mercenaries (i.e. men-at-arms, henchmen and hirelings). Then, if some NPC were to hire the PCs, the table on "mercenaries" should be a good guide to how much a group of adventurers might be paid for a specific job. A reasonable payment from a patron contracting a PC party would be along the lines of 1sh+1sh/party-member per day, paid for a projected period of the job's length (weekly or monthly), with very hazardous work possibly generating up to double the usual amount as "danger pay". A company of adventurers might also be hired "on retainer" by some powerful lord who wanted to make frequent use of the party; the pay rate would be much lower (possibly 5-10L per year per person) depending on the level of power and fame the group had, but it would be assumed that for much of the year the adventurers would be left to their own devices, and room & board might also be included in the contract.

Mercenaries	Wage / Cost
Knight	2sh / day
Knight, captain	4sh / day
Soldier, common (archer or infantry)	1sh / day
Unit of trained mercenary infantry/archers	150L / month
Unit of Burgundian Crossbowmen	200L / month
Unit of Scots Barbarians (1)	100L / month
Unit of Riflemen (only after 1475)	250L / month
Artillery unit – bombard (only after 1455)	500L / month

1: Only available to Lancastrians, after 1460.

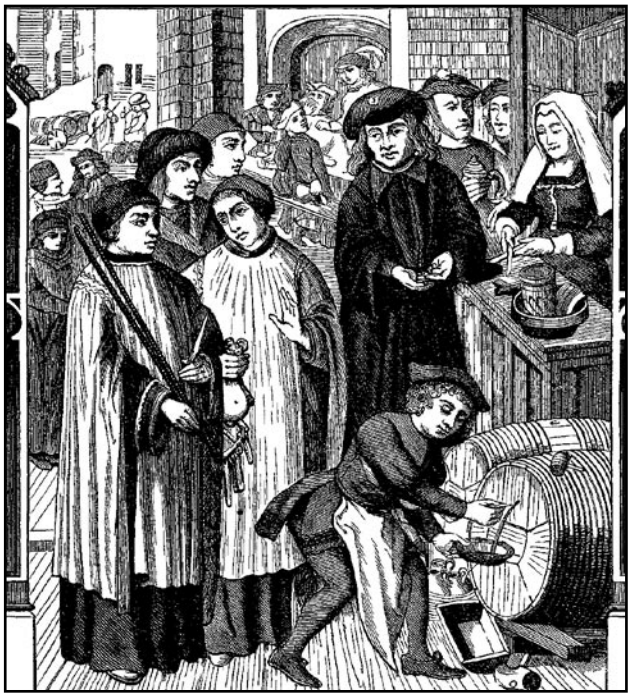


Army Wages	Wage / Cost
Archer	3p / day
Cavalry	18p / day
Infantry, Captain	8sh / day
Infantry, Lieutenant	4sh / day
Infantry, peasant	3p / day
Infantry, trained soldier	8p / day
Squires	1sh / day

Note that for noble houses, the cost of maintaining armies is factored into the Noble House Management Rules.

Professionals	Wage / Cost
Craftsman, master	24–48sh / month
Craftsman, apprentice	12sh / day
Laborer, unskilled	1–2p / day
Laborer, semi-skilled	5–7p / day
Lawyer, famous	1L / day
Priest's stipend	5L / year
Servant, noble's house, trained	5–10sh / year (1)
Servant, page	1–6sh / year

1: Plus room, board, clothing, etc.



Other Incomes	Wage
Office/Title, minor (1)	10L / year
Office/title, major (2)	100–300L / year
Pension, Guild (3)	4L / year

1: Typically includes house magister, chief warden of the city, court physician, etc.

2: Typically includes the Sheriff of London, Royal Magistrate, etc. These kinds of offices are often granted as rewards for dedicated service by nobles or the crown.

3: Given to outstanding members of the guild on retirement or infirmity, or to the widows of the same.

Nobles	Revenue
Typical Lord's Income	200–500L / year
Typical Earl's Income	400–1000L / year

A noble's income can vary widely; it is primarily based on lands, and there are very poor noble households, and very rich ones like the Nevilles, who have incomes of over 10,000L per year! Note that if there are characters who are title-holding Lords, Earls or above, they do not automatically earn these numbers, which are only here to act as benchmarks for reference; instead they manage their household and incomes based on the rules for "Noble House Management", detailed in the chapter of the same name.

There is no good measurement for a a merchant or wealthy peasant's "typical" income, as these vary too much to get a meaningful average. As a very inaccurate estimate, one could say that someone wealthy in this class might earn 100L-300L a year.

costs of living

The basic costs of living and maintenance for a household is difficult to accurately measure, so the following are at best guidelines:

Costs of Living	Cost
Poor Villains	1–2L / year
Wealthy Merchant or commoner landowner	30L / year
Knightly Household	30L / year
Lordly Household	60L / year
Earl/Duke's Household	100L / year

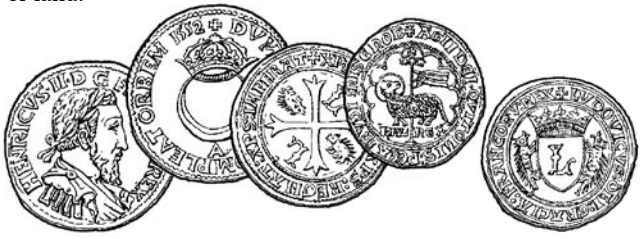
Poor peasants and serfs may have about 1L a year in maintenance, though in practice much of that would really be in the form of food, work, etc. taken from their own homesteads, and not literally paid out.

Dowries by Social Class	Cost
Serf	1–12sh (1)
Peasant	10–60sh
Villain	1–4L
Villain/Peasant, wealthy	10–100L
Knightly	10–80L
Lordly/Aristocratic	1000L (2)

1: Paid to the serf's lord.

2: Or more, see the chapter on Noble House Management.

Dowries are paid by the bride's family on occasion of a wedding. These costs may vary on any number of factors, including the suitability of the match, and whether the bride or groom (or both) are in a position to inherit significant titles or land.





Schooling	Wage / Cost
Education, childhood tutor	2L / year
Tutor, swordfighting	10sh / month (1)
University, instructor salary (2)	14sh / year
University, department head salary (3)	2L / year
University, tuition for student (2)	3L / year
University, luxury tuition (3)	10L / year

1: Wage for a well-known and experienced swordsman.

2: Includes basic room, board, clothing, etc.

3: Includes fancy room, board, clothing, etc., as well as servants and assistants.

taxation

Taxation in Albion is done by consent of parliament; but there are generally three forms of taxes paid.

• The first is the "fifteenth and tenth", which consists of an annual tax based on a percentage of the value of property or of the total annual value of rents. In the countryside, this tax is set at 10%; in cities at 15%.

• The second is a tax on commercial goods; many good receive exemptions and rates of taxation can vary wildly over time. The highest level of tax on goods is on imports (the customs tax) which is set at 13%. If a GM wishes to randomly determine the tax rate on any local goods (if a PC is planning to engage in merchant trade) he could set the rate at 1d12%.

• The third is a special tax, called a "seal loan", which is in theory an obligatory loan usually demanded only of either aristocratic families or the wealthiest of the commons (rich merchants, in most cases), that theoretically will be paid back by the crown but in practice never is. This is not an annual tax but is rather levied in times of necessity by approbation of parliament. The loan is typically a set amount (which varies based on need; the GM could set it at 1–100L if he wanted to establish it at random). It is theoretically possible to obtain an exemption to having to pay this 'loan' for a variety of reasons but this is usually only possible through influence and connections with someone of power in the royal court.

Finally, cities will sometimes impose gate taxes to grant entry. It is typically anywhere between 1–6p. There is likewise a tax paid to a city to become a freeman of the city; depending on the city in question it is between 3–20sh.



Noble-houses of Albion

noble house management

The following are optional rules with a system to govern the management of a noble house. This system works on a highly abstract basis, to emulate the huge-scale levels of power, money and political push that these families have.

A Player Character would only have access to these resources if he is the titled head of the household; that is, if he is the oldest male member of his family in direct patrilineal descent. If the character's father, older brother, uncle or cousin is the titled head of the household, he may be able to get access to these monetary, military or political resources but it would depend on the goodwill of his paterfamilias.

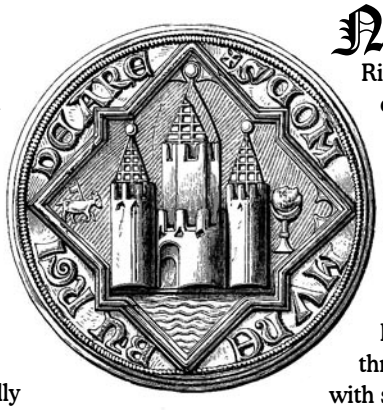
The following mechanics are only intended for nobility of Albion. Foreigners who are of lordly status, unless they gain a title and lands in Albion, should not use these mechanics, although the GM may wish to roughly assess the PC's family's wealth and influence (keeping in mind that both of these would be limited by distance and relations between the PC's homeland and Albion).

house ability scores

Each noble house has three significant "ability scores": Military Power, Financial Power, and Political Power.

1. Military Power (MP): represents the number of soldiers and vassal knights a house is able to raise up for the purpose of warfare.

2. Financial Power (FP): represents the wealth of the family; most of this will not represent liquid monetary assets, but rather the ability to generate wealth (usually from lands).



3. Political Power (PP): represents the overall influence the family has in terms of its ability to influence affairs at court, gain favors from officials or from the crown (or during the rose war, from the particular leadership of the side they are allied to), and their political power in the parliament.

If you are generating a new Noble house, roll 3d6 for each ability score, and multiply each result x3; so for example, a roll of 9 for Military Power would result in an initial score of 27 MP.

modifiers to ability scores

Once the ability scores have been determined, apply them modifiers due to: nobility title, region of origin, and allegiance. (Note: after all modifiers are taken into account, no initial ability score can be lower than zero; any negative value counts as a "0" in the ability score. There is no upper limit to any ability score.)

MODIFIER BY NOBILITY TITLE:

—Lords have no modifier

—Barons get +5 to each ability score

—Earls get +10 to each ability score

—Dukes get +20 to each ability score

—Royal households (Princes, or the King) get +20 to military and financial power but +40 to political power.

Note that households only get modifiers based on their highest title; so for example Prince Richard Crookback, Duke of Gloucester, gets modifiers as a prince, NOT the combined bonuses of a Duke and a Prince.

Generally, a family only rolls ability scores for the head of the household; however, an adult child of the family with their own title may have a separate household from their parent. For example, Richard Neville (the Earl of Warwick, a title he obtained through marriage) has a separate household with separate ability scores from that of his father, Richard Neville (the Earl of Salisbury).

MODIFIER BY REGION OF ORIGIN:

The region of origin of a noble house (or, if the house is very old, possibly the region they currently hold as their main seat of power) modifies ability scores:

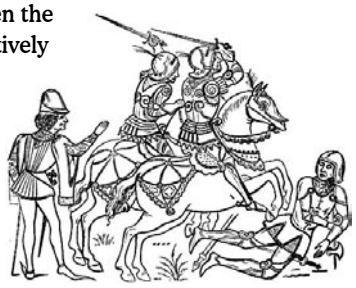
Region	MP	FP	PP
Chester/Lancaster	+10	0	–10
Devon/Cornwall	–5	+5	–10
Isle of Mann	(+20)	0	–10
Lincoln/Leicester/Warwick	–10	+10	+10
Middlesex	–10	+10	+10
Northern Marches	+20	–10	–20
Southern Albion	0	+10	0
Wales	+10	–10	–20
Yorkshire	+10	+10	–10

"Isle of Mann": The military power bonus here is only defensive for the island itself; the bonus is not used if a noble transports his army to the main isle of Albion. Additionally, transporting his troops to Albion proper would require significant cost, at 1 point of FP for every 10 points of MP he wishes to move (to a maximum of his MP without the +20 regional bonus).

"Northern Marches": the area of Cumbria, Northumberland and Durham.

"Yorkshire": Includes Derby and Nottingham.

MODIFIER BY ALLEGIANCE:



During any period when the Rose War is being actively fought —that is, any time that there is political posturing or active aggression going on in Albion itself between a claimant of the Yorkist (white rose) line and Lancastrian (red rose) line for the throne—, any house that publicly expresses allegiance to one of the two lines gains a +20 bonus to PP when dealing with that line or any house allied to it, and a –20 penalty to PP when dealing with the opposing line or any house allied to them.

Any house that does not declare allegiance to either line gets a –10 penalty to PP when dealing with either line or any house that has declared allegiance to either line.

A house may at any time switch allegiances (or revert to neutrality), which will alter the bonuses and penalties accordingly; but switching allegiances in any direction will cause an immediate loss of –1d3 PP (as the house's fidelity comes into question).

At any time that only one line is in firm control of Albion itself (the other line's claimants all being exiled or deceased) the bonus to PP no longer applies, the penalty to PP (if the 'winning' line was opposed to the house's allegiance) becomes PERMANENT unless the house renounces its former allegiance, and the non-allegiance penalties no longer apply.

sample ability scores for existing houses

Allegiance modifiers are not factored into these calculations; these are values as of the start of the campaign, with the exceptions of Edward of York and Richard Crookback.

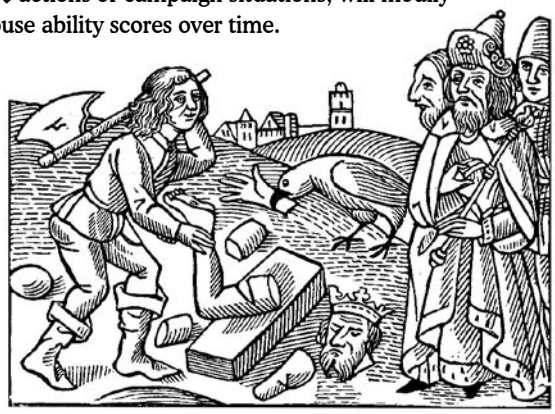
House	MP	FP	PP
House of Lancaster (King Henry the Mad, Queen Margaret)	90	70	110
House of York (Richard of York)	200	110	130
(King Edward of York)	110	101	123
(Richard Crookback, Duke/King)	80/81	120/140	110/142
House of Arundel	50	40	40
House of Audley	35	5	0
House of Beaumont	45	45	55
House of Berkeley	15	25	30
House of Bonville	20	20	10
House of Buckingham	110	90	140
House of Clifford	60	30	20
House of Cobham	15	15	5
House of Cromwell	20	20	20
House of Dacre	35	25	5
House of Devon	45	35	35
House of Dudley	25	25	20
House of Essex (Bourchier)	35	35	30
House of Exeter	55	35	40
House of Grey	10	20	25
House of Hastings	10	20	25
House of Mountjoy	5	35	30
House of Norfolk	120	80	95
House of Northumberland (Percy)	120	50	65
House of Oxford	50	30	50
House of Roos	35	35	45
House of Salisbury (Neville)	70	60	55
House of Scales	25	25	20
House of Shrewsbury	90	50	45
House of Somerset	40	70	90
House of Stanley	60 (1)	40	60
House of Suffolk	80	60	65
House of Tudur	70	30	45
House of Wenlock	10	25	20
House of Welles	25	25	20
House of Warwick (Neville)	75	140	90
House of Westmoreland (Neville)	50	25	0
House of Ap William / Herbert	40	10	5
House of Wiltshire	70	50	55
House of Worcester	20	30	35
House of Wydeville / Woodville (2)	10	25	20

1. 80 in Mann

2. Later woodvilles have the power and influence of King Edward of York

Annual events

A variety of events, random and due to character actions or campaign situations, will modify House ability scores over time.



Random events

Every year the GM can choose to roll for a random event, local to the lands of the noble house, that potentially affect the house's resources.

D100 roll	Event
1–3	Alliance Offered*
4–6	Army Crossing*
7–11	Bad Harvest
12–19	Banditry
20–23	Battle*
24–31	Birth*
32–38	Death*
39–44	Drought
45–47	Flood
48–53	Harsh Winter
54–56	Miraculous Event
57–59	Plague
60–65	Poor Economy
66–71	Prosperity
72–74	Rebellion
75–77	Resource Windfall
78–79	Royal Favor
80–81	Royal Visit
82–84	Scandal
85–88	Troublesome Rumors
89–93	Unpopular Official
94–97	Weddding Proposal*
98–00	Witch Hunt

(*: Events marked with an asterisk are conditional events. They only apply if certain conditions exist that allow them. If the event does not match the current conditions, then no event takes place in that year.)

• **Alliance Offered:** If the house is currently not allied to a particular side in the Rose War, one of the two sides (determined by the GM) approaches the house in an attempt to recruit them. If the house is already allied to one of the two sides, the opposing side attempts to sway the house into switching sides. If the house accepts the offer of allegiance their allegiance modifier changes appropriately and they also gain a bonus of either +1d6 to their Political Power, or +1d3 each to their Military and Financial Power. This event does not take place if there is not presently a conflict between the York and Lancastrian forces in Albion.

• **Army Crossing:** An army passes through, and makes camp in, the house's territory. The army is either of the side allied to the house, or if the house is unaligned it is of either rose. If the army is allied, the house loses 1 FP but gains 1 PP. They may also need to join their forces to the passing army if a battle justifying it is near. If the house is neutral and unaligned then the house loses 1d3 FP and 1d3 PP. This event does not take place if there is not presently a military campaign going on in that year.

• **Bad Harvest:** The house loses 1 FP.

• **Banditry:** There is heavy bandit activity in the territory. Roll 1d3 and subtract that total, in any division desired, from house ability scores.

• **Battle:** A battle takes place in the house's territory. If the house is allied with one of the two sides, then the house must participate in the battle and this should be resolved with the battle rules (see below). If they are unaligned, then the house suffers –1d3 FP and –1d3 PP. This event does not take place if in that year there is no military conflict taking place.

• **Birth:** A new child is born to a married member of the house of appropriate age. If there is more than one viable candidate, roll randomly to determine which mother gives birth; roll randomly as well to determine if the child is male or female. The birth costs 1 FP but grants 1 PP. If there is no married family member with a potential mother of appropriate age who has not already had a child this year, this event does not occur. Whether or not a birth takes place ROLL AGAIN for another event this year.



• **Death:** One member of the noble house dies, either through disease, old age, or accident. If the house has any children under the age of 2, there is a 75% chance that one of those children (determined randomly) is the family member who dies. Failing that, if the family has any children between the ages of 2–10, married women of childbearing age, or any individuals over 60 years of age, one of those individuals (randomly selected) will die. If none of these categories exist, then one randomly–determined member of the family dies. If the only member(s) of the family is (are) PCs, this event does not occur (optionally, the GM may have a random PC associated to the house come down with a potentially fatal illness and have to make appropriate rolls for survival). Regardless of the above conditions, and even if no one dies, ROLL AGAIN for another event this year.

• **Drought:** A serious drought in the area causes a loss of 1–2 FP.

• **Flood:** Torrential rains and/or a swollen river cause serious damages to property and crops. The house loses 1d3 FP.

• **Harsh Winter:** The house loses 1 FP.

• **Miraculous Event:** This is not just a cleric casting clerical magic; but rather some kind of special event. It can be the discovery of a relic, mass visions relating to a solar saint, a magical healing, or some other form of blessing which causes great attention and leads to pilgrimage. +1 FP and +1 PP due to the prestige and profits this event generates.

• **Plague:** Some variety of particularly deadly and virulent pestilence has struck the house territory. –1 MP, –1d3 FP, and any PC who resides in these territories should make the standard checks for contagion and resistance against the disease.



• **Poor Economy:** Larger regional problems in trade cause a slowdown in the local economy. The house loses 1 FP.

• **Prosperity:** Bountiful crops or prominent trade lead to an increase in house fortunes. The house gains 1d3 FP.

• **Rebellion:** Peasants in the house territory engage in small or large scale revolt. The house loses either 1d3 MP; *or* 1 FP plus 1 PP.

• **Resource Windfall:** Some particular local resource is discovered or benefits from a boom. The house gains 1d3 FP.

• **Royal Favor:** Either a member of the sitting Royal Family or (if the House is currently allied to the side not on the throne) a senior member of the line currently claimant to the throne makes a show of favor to the house, increasing their prestige. If the house is allied to the line in question, they gain 1d3 PP; otherwise they gain 1 PP.

• **Royal Visit:** Either a member of the sitting Royal Family or (if the House is currently allied to the side not on the throne) a senior member of the line currently claimant to the throne stays for a time in the house's lands (while on tour or campaign). The house loses 1d3 FP and gains the same amount in PP.

• **Scandal:** Some member of the family (the GM should select an appropriate one or determine it randomly) is involved in a scandal of significant proportions: major adultery, subversion, inappropriate quarreling with other nobles, serious misconduct at court, unpopular religious views bordering on heresy, consulting with magic-users not part of the magisterium, cavorting with Cymri, extreme drunkenness leading to humiliating public spectacle, or other similar embarrassments to the entire family. The house loses 1d3 PP.



• **Troublesome Rumors:** As "Scandal" above but in no way confirmed or proven. The GM should determine whether the rumors are true or not. The house loses 1 PP.

• **Unpopular Official:** Some servant of the house has, through corruption or extreme abuses, become deeply unpopular with the local peasantry. The situation is severe enough that merely dismissing or even punishing the official will not necessarily placate the peasantry. There are three possible options for the house in this situation: supporting the official and standing firm in the face of malingering peasantry will generate a bonus of +1 PP but lead to a 50% chance of a Rebellion later in the same year (apply the "rebellion" result if this takes place). Dismissing or prosecuting the official in question will cause no gain or loss of attributes, but stands a 25% chance of a Rebellion result occurring regardless. Finally, dismissing or prosecuting the official AND placating the peasantry through special grants of relief will cost –1 FP, but avert any further risk of rebellion.

• **Wedding Proposal:** Another house of similar prestige suggests an alliance by marriage; the GM should determine randomly which house member (out of any eligible unmarried male or female members of the household ages 12 and up, though marriage after childbearing years are past is



very uncommon) is suggested for the wedding alliance. The GM should determine which family is attempting to make the union with the house. The house may wish to make an alternative suggestion of the same gender; they are likewise free to reject the offer but will then risk offending the family in question. If the proposal is accepted the wedding can take place at any time mutually agreed by the families within the next few years, if the wedding is postponed past the first two years after the betrothal takes place, there is a 25% chance each year that the other family will withdraw their proposal. When the wedding takes place, the following effects apply:

—If the candidate for marriage is the title holder or eldest male heir to the household the family gains 1d4–1 FP and 1d3 PP.

—If the candidate is any other male in the family the house gains 1 FP and 1 PP.

—If the candidate is the eldest daughter of the current title holder, the family loses 1d4 –1 FP and gains 1d3 PP.

—If the candidate is any other female in the household the family loses 1 FP and gains 1d2 –1 PP.

—In times when there is active conflict between the Red and White Rose, the GM should take note of what side the other family seeking this marriage alliance belongs to. If they are of opposite alliance to the House, the family making the offer will potentially (with a percentage chance based on the House's current PP score) be willing to switch alliances in the conflict (which will generate an immediate gain of +1d3 PP for the House). Otherwise, they will request that the House switch alliances as a condition of the marriage (there is a 25% chance that they will accept a switch to neutrality instead). If the House is already neutral and the family making the offer of marriage is not, then there is a 25% chance that the family making the offer will make declaring allegiance to the Rose that family fights for a condition of the marriage going through.

—If there are no unmarried family members of suitable age when this result is rolled, no event takes place.

• **Witch Hunt:** For reasons true or false, there is a rumor of witchcraft and/or Chaos worship in the house's lands. This causes instability and some notoriety, though the family can potentially defray that by making a great show of using resources to investigate the potential witchcraft and supporting the Church. The house loses either 1 FP or 1 PP.

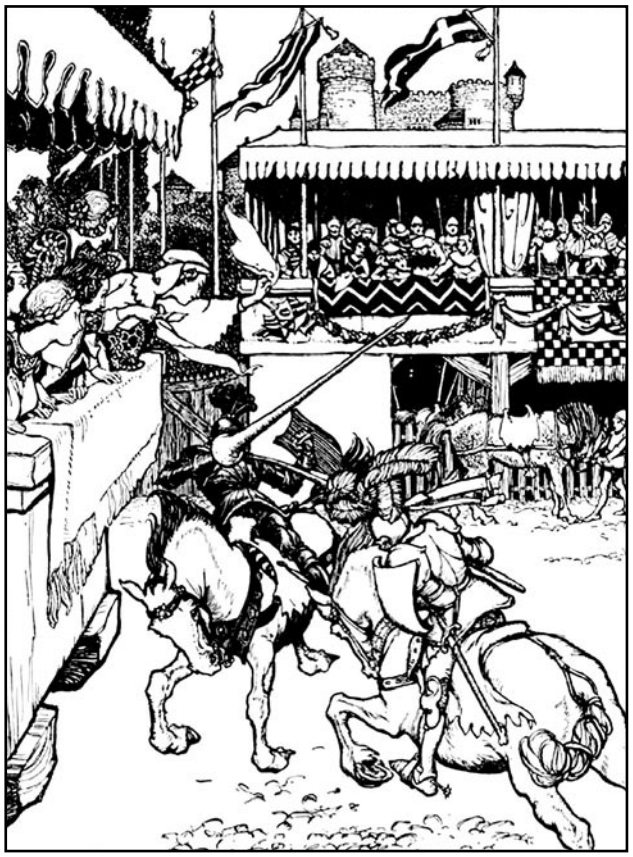
additional events

• **Investment/liquidation:** The title-holder of the household can, at any time, invest money into the family's properties at increments of 1000L for a gain of +1 FP. Because of logistical limitations, there is a limit of how much can be invested each year, equal to 1/10th the current FP value, rounded up, with a minimum of 3 FP.

Likewise, if cash is needed, a title-holder can liquidate some of his financial resources for money, at a rate of 1 FP for 1000L. However, the limit of how much can be liquidated at this rate per year is 1/10th the current FP value, with a minimum of 1 FP; another 1/10th (or 1 FP minimum) can be liquidated at a rate of 1 FP for 500L, and a third 1/10th value (or 1 FP minimum) can be liquidated at a rate of 1 FP for 100L. Additionally, liquidation takes time; it takes approximately 1 week per FP point liquidated to obtain the funds; if immediate funds are needed, they can be obtained at 1/10th the usual value (so for example, a noble with 52 FP could usually liquidate 5 FP for 5000L in 5 weeks; if they needed money immediately they could liquidate the same 5 FP but only get 500L for it).



• **Shifting resources:** A noble house may spend some of their financial power in order to increase their military or political power . Each year they may spend up to 1/10th of their FP (rounded down to the nearest even number) to increase either MP or PP at a rate of 2 to 1; so for example, the title-holder of a house with 52 FP may spend up to 4 FP points to increase their MP and/or PP. They could add 2 points to either score, or 1 point to each score.



• **Sponsorship of a festival/tourney:** A house's territories will always have standard fairs, feast days for saints, etc. All this is assumed to be factored into the regular operations of the territory. But once per year a house may choose to hold a special event, hosting a religious or secular festival of grand proportions, or a grand tourney with a fair, jousts and melee. This requires a significant expenditure of money but generates prestige.

Festival/tourney cost	Benefit
2 FP	+1d3 PP
4 FP	+1d6 PP
8 FP	+2d6 PP

No festival of this kind can be held on any year that major military campaigning of the Rose War takes place, nor can it take place on any year where a house is involved in a battle, or a house's territory suffers a rebellion.



adventuring

Any time that a PC who is a member of the house does something during the course of that game year that the GM judges to be both widely known (or known to the right people, usually the royal family or high nobility) and demonstrative of great utility, cleverness, bravery, etc., the GM may award the house 1–3 PP (usually 1, 2 or 3 being reserved for increasingly remarkable actions). The maximum gain per year for this kind of reward is 3 PP.

Likewise, any time a PC who is a member of the house does something that is both known and terribly scandalous (dishonorable, politically damaging, shameful, significantly illegal or otherwise improper), the GM can rule the house loses 1–3 PP (usually 1, with 2 or 3 points being reserved for excessively horrible things that should usually have many other negative consequences besides). There is no theoretical limit to how much could be lost in one year, but any time a loss of 2 PP is incurred at once no other minor scandals (of the sort that would normally cause 1 PP lost) should cause losses, and likewise the moment a 3 PP loss is incurred no further scandals worthy of 1–2 PP losses should have effect for the rest of the year, as people become someone conditioned to the outrageous behaviour going on in that family.

political risk-taking

A title-holder can attempt to make use of their political power. A PP roll can be made any time they want to try to bank on their family's prestige in order to gain some political favor that would otherwise be denied them: to obtain an office, pardon, or special favor, an audience, or to push through some favorable bill in parliament. Note that this kind of pushing-around of political power is often a last resort, and the GM can certainly permit a PC to attempt to gain what they seek through roleplaying or other methods first. Note that certain things will simply be impossible to obtain, and it would be pure folly for the house to attempt it; most of the time this would be known by a politically-savvy old family so the GM should inform the PC that this is the case (unless the reason for this impossibility is a secret; for example, if the family is requesting the pardon of a prisoner who's already been executed). Likewise, for noble families there are some favors or influence so simple that it should not require a roll to be granted. In any case, it is always up to the GM to decide whether a PP roll is necessary or permitted.

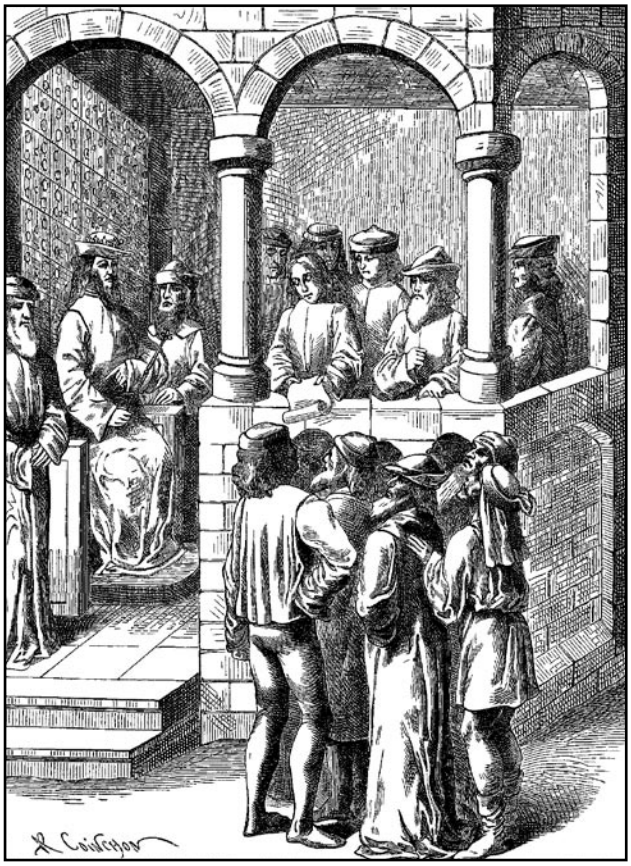
In most cases, a GM should resolve this by a simple percentage roll, where the PC must get a roll equal to or less than the PP value in order to succeed. This check should be modified based on how

serious/difficult the request is and whether it would benefit or inconvenience the person in the crucial position to be able to grant the request (as far as +/–20%, usually, since anything greater than or lower than that modifier should probably just be something that would never or always be granted).

If the roll is successful then the family will gain what they have attempted to obtain, and the house will GAIN +1d3 PP (as success in this sort of thing actually increases the general impression of the family's political influence). If the roll fails, the family will not gain what they sought, and the house will LOSE –1d6 PP (the sum for loss is greater than that for victory because the appearance of political impotence is always more damaging). If the GM considers that the request was particularly challenging (one that required a penalty to the attempt), then the bonus for victory or the penalty for failure may be doubled or tripled.

The above rules apply when there is no other house whose interest is in direct and active opposition to the family's intentions (that is, not only will they be inconvenienced by the family's goals, but will be willing to directly oppose their attempts or compete with them for the goal). If there is one or more families in political opposition to each other, then an opposed roll is required: both sides will roll their PP check as above, but the one who wins by a higher margin gets the goal. If both sides fail their roll, then neither obtain the goal, or in the case of binary choices, the GM will decide which result is most likely. For example, if two families are opposed to each other for the gaining of a specific royal office to one of their younger sons, and both families fail their roll, the King will grant the office to someone from neither family. On the other hand, if one house is wishing to have an ally pardoned from a bill of attainder, but a rival family wishes the bill to stand, then in the case where both fail it is up to the GM to judge which result is more plausible: does the king have a good reason to reverse the bill? Or would he in fact benefit from having the attainder stand?





When in doubt in these cases, the GM may wish to follow the guideline of having the result be more generally favorable to the interests of the family with the higher Political Power score.

Note that entire groups of families may engage in a political conflict; several families may wish to risk their political influence to try to push for a change to the membership of the Star Chamber, or to pass a bill to annul an unpopular tax, etc. They may likewise be opposed by more than one family.

In any case like this, an opposed roll should be done as above, but for the values of the opposed roll use the PP of the family with the single highest PP score on each side, and then add 1/10th of the PP of every other family involved (rounded down).

For example, if a group of nobles wish to try to collectively push to influence the Crown to dismiss a hated chancellor, and these nobles have the following PP scores: 48, 41, 23, and 15; then the value used for their roll is 55% (48 + 4 + 2 + 1).

In the cases of a cabal of noble houses working together to enact some political goal, the highest-PP house will always gain or lose DOUBLE the usual number of points for success or failure, and all other houses will gain or lose the normal amount from their scores.

Battles

Obviously, a GM may wish to roleplay the characters through epic battles in the campaign; however, it may often be important to work out how a house fares in battles aside from the individual characters' performance.

A note on the representation of "Military Power": MP points do not directly correlate with a specific number of troops. It can generally be understood that one MP represents several hundred peasants plus knights and a few archers as well as the necessary support staff (squires, servants, craftsmen, priests, camp followers, etc.). However, in some cases a single MP might represent a smaller unit of significant power. A GM should make broad estimates of the sizes of armies based on the historical details of battles in the chronology chapter if he needs to figure out exactly how many troops are fighting in any given battle.

To determine the abstract resolution of a battle use the following procedure:

1. MILITARY FORCES

For each house participating, determine what amount of military power they have committed to the battle. When a house goes on campaign, it is assumed that they will usually take a force equal to the total of their MP; however, it is possible for a house to divide its army into various contingents: they may leave behind a significant force to protect their home territories, or separate their army into more than one force to fight in different locations. You must also determine if in this battle one side can be said to be "Defending" (that is, fighting specifically to prevent land from being taken), or if both sides are attacking each other.

2. MP SCORE

For each side, add up the total of all the MP values present for every house participating on that side of the battle. The resulting value is the "total MP score" for that side. If one side is "Defending" in this battle, that side gets a +20 bonus to total MP. If one side has at least double the total MP score of the other (before applying any further modifications below), they get a +20 to their total MP.



3. LEADER MP MODIFIER

Determine the overall commander of each side in the battle. Apply the following modifiers to the total MP score based on who is in command of the force:

Commanding character	Modifier
Character never led an army into battle before.	–2
Character has led an army in battle at least twice before.	+3
Character is a fighter class.	+level –1
Character is of less than knightly social class.	–5
Character has been knighted (note: is not just of knightly class) or has been given an official military office.	+3

In all cases, add or subtract the commander's charisma bonus/penalty from the total. If the commander is a Cleric, or a fighter class of knightly social class or higher, they may add DOUBLE their charisma bonus if positive.



4. SPECIAL FORCES MP MODIFIERS

The standard army of any house is assumed to be a mix consisting largely of peasant semi-trained yeomen, with a few trained veterans and knights acting as unit commanders. Any special forces must be purchased or hired separately. Apply the following modifier for either side for each of these special forces:

Combatants	Modifier
Spellcasters (clerics or magic-users) capable of casting at least 3rd level spells.	+5
A significant number of highly veteran troops (the GM determines whether troops are veterans).	+5
The presence of significant and visible monstrous / fantastical creatures.	+5
The presence of the King, the senior-most member of the house of Lancaster or York, or the Earl of Warwick (whether or not they are the commander of the army).	+5
EACH unit of trained mercenary infantry brought to the battle.	+2
EACH unit of Scots Barbarian mercenaries.	+2 (1)
One unit of Burgundian crossbowmen	+3
Two or more units of Burgundian crossbowmen	+6
One unit of riflemen	+4
Two or more units of riflemen	+6
One unit of Bombards (before 1460)	+10 (2)
One unit of Bombards (after 1460)	+5 (2)
Each additional unit of Bombards (before 1460)	+3 (2)
Each additional unit of Bombards (after 1460)	+2 (2)

1: Unfortunately, scots barbarians will ignore orders during battle on 1/10, reducing their total bonus by half; also, if they are on the winning side of a battle, they will go on a looting rampage on a 1/6, causing serious destruction and reducing the PP score of the employer of the scots by 1d3.

2: However, before each battle there is a 25% chance that climate or terrain conditions make the effective use of bombards impossible and no bonus is granted.

5. OTHER MP MODIFIERS

The GM may add modifiers of up to +10 to one side for EACH of the following conditions:

—If one side has vastly superior ground

—If one side is fighting in what would be the native territory of one of the houses.

—If one side is making use of significant fortifications

—If one side has somehow managed to attack the other while they were unprepared

6. ROLL THE DIE

Once each side has the final MP ratings, both sides roll 1d20, adding these to their respective score. If a natural 20 is rolled, roll again and add the new value to the total, continuing to re-roll on any 20. If a natural 1 is rolled, subtract 1 point from the score and roll again, subtracting the new roll from the total, continuing to subtract if a 20 is rolled.



7. COMPARE THE TWO FINAL RESULTS

If the difference between the two is between 0-10, the battle was indecisive/incomplete. Calculate losses to the MP of every house involved, check for special casualties, and then each side must decide if either will flee the field of battle; alternately, the battle will be repeated the next day (with new calculations based on any changes to the scores and new d20 rolls).

If the difference is between 10-20 then the side with the higher result scored a minor victory; the loser is forced to retreat. Calculate losses to the MP of every house involved and check for special deaths.

If the difference is 21 or higher, then the side with the higher result scored a major victory; the loser is forced to retreat. Calculate the losses to the MP of every house involved and check for special casualties.



calculating casualties

After any battle, reduce MP values of each house involved as follows:

• **Indecisive/incomplete:** Every house loses a percentage value of their MP equal to the difference in the checks modified for each house by 1d6–2%, with the total point loss rounded down. For example, in a battle where the difference was 8 points, a house with 34 MP rolls 1d6-2, getting a total of 4; they thus lose 8+4= 12%. As 12% of 34 is rounded down to 4, they lose 4 MP, with 30 MP remaining. Another house in the same battle, with 57 MP rolls a 1 on the d6, getting a total of –1; they thus lose 8–1= 7%, or 3 MP (7% of 57 is 3.99, rounded down to 3) and thus have 54 MP remaining for the next day's battle. It is possible to have zero loses, but not negative losses.

• **Minor Victory:** In this case the "losers" of the battle suffer a percentage value of their MP equal to the difference in the checks, modified for each house by 1d20–10%, with total point loss rounded down. The "winners" of the battle suffer a percentage value of their MP equal to one-third of the difference in the checks (rounded down), modified in each house by 1d20–10%, total loss rounded down. For example, in a battle where the difference in score was 16 points, a house on the winning side loses 5% plus 1d20–10%. As before, it is possible for a house to escape with 0 loses (which, it should be remembered, does not mean that absolutely no one died, but only that the loses were not significant enough to cost even 1 MP point).

• **Major Victory:** In this result, the "losers" of the battle suffer a percentage of their MP equal to the difference in checks, modified for each house by 2d20 –20% (totals rounded down as always). The "winners" of the battle suffer a percentage loss of their MP equal to one-third the difference in checks (rounded down), modified in each house by 2d20 –20%.

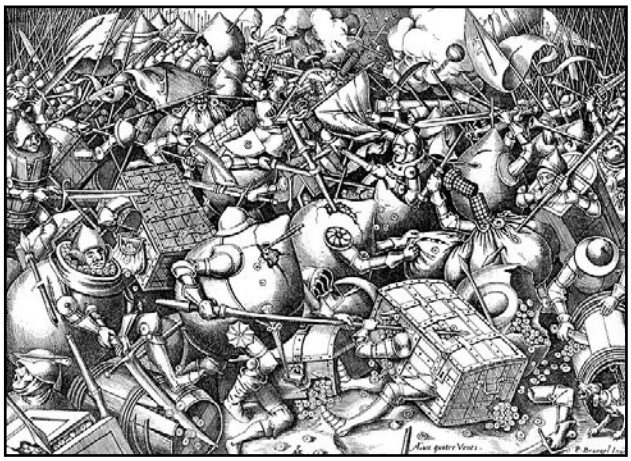
• **Special Casualties:** If the GM wishes, he may roll a check after each battle for any NPC character of note that was involved. For each NPC there is a 10% chance that the character died in battle, and another 10% chance of being wounded. In the case of NPCs on the "losing" side of a battle, there is also a further 10% chance of having been captured.



political / economic costs

In any battle, the winning commander wins 1d6 PP (1d6+2 if it is a major victory), the losing commander loses 1d6 PP. All other houses on the winning side gain 1d3 PP, on the losing side lose 1d3 PP. In case of an indecisive battle no one wins or loses any PP automatically, but commanders on either side may lose PP due to being taken to task on having failed to score a decisive victory.

The victorious party in a battle may choose to plunder the land where they are fighting. If this occurs, there is a cost to the FP of the land's owner. If the territory is just countryside, the landowner will lose 1d6 FP while each house doing plundering gains 1d3 FP (note that these numbers need not match with each other, because the plundering parties are stealing from more than just the territorial lord; they are also stealing from all the other families, peasantry, maybe even the church!). If the territory includes a decent-sized town, then the landowner loses 2d6 FP while each house doing the plundering gains 1d6 FP.



The land-holder also loses 1d3 PP due to the plunder, this is in addition to any lost for the battle itself.

pc personal involvement in battles

Generally, a GM will want to run a PC or party through any battles they participate in. This can be played out in full and minute detail if the GM wishes, or he could abstract the conflict slightly by taking note of the positions the PCs find themselves in, and running them through certain combat encounters based on the types of opponents present and how at-risk their location on the battlefield was. PCs who were not on the front line and were not in an area overrun by the enemy may have no encounters at all. Those who were initially in reserve but later got into the melee may face some 1d4 opponents in battle (one or two at a time); those who were in the front line from the start might face 2d4. Combats should usually be with regular opponents (level 0 commoners or level 1 fighters), but each character who stands a chance of combat should also have a 2/6 chance in a battle of being attacked by a more powerful opponent (for example, an armored knight with 1d4 fighter levels). The GM may wish to check for the chance of fighting one of the even more powerful NPCs present at the battle (based either on pure (bad?) luck or the specific charted path of said NPC).

If a PC wishes to try to find a specific opponent type (for example, a knight) they should make some sort of perception-based check, with an easy margin of difficulty as long as the type of opponent they seek is common on the battlefield. If they are looking for a less common opponent

(say, a wizard or a cleric, in a battle where there's not an unusual amount of either) they should have to make a check at a higher difficulty level or with penalties. Finally, if they wish to try to find a specific individual (say, they are trying to find and fight with Sir James Tyrell, or with the Earl of Warwick), then they will need to make a very difficult check unless they already have some clear information as to their opponent's location. The 'fog of war' makes seeking out specific nemeses rather difficult, unless the same have advertised themselves. Commanders of center, left or right flanks will usually be identifiable by their standards, but these (as well as most titled nobles) will usually not be fighting alone; they are likely to be surrounded by a dozen or more knights as bodyguards (unless they have become lost in the fray).

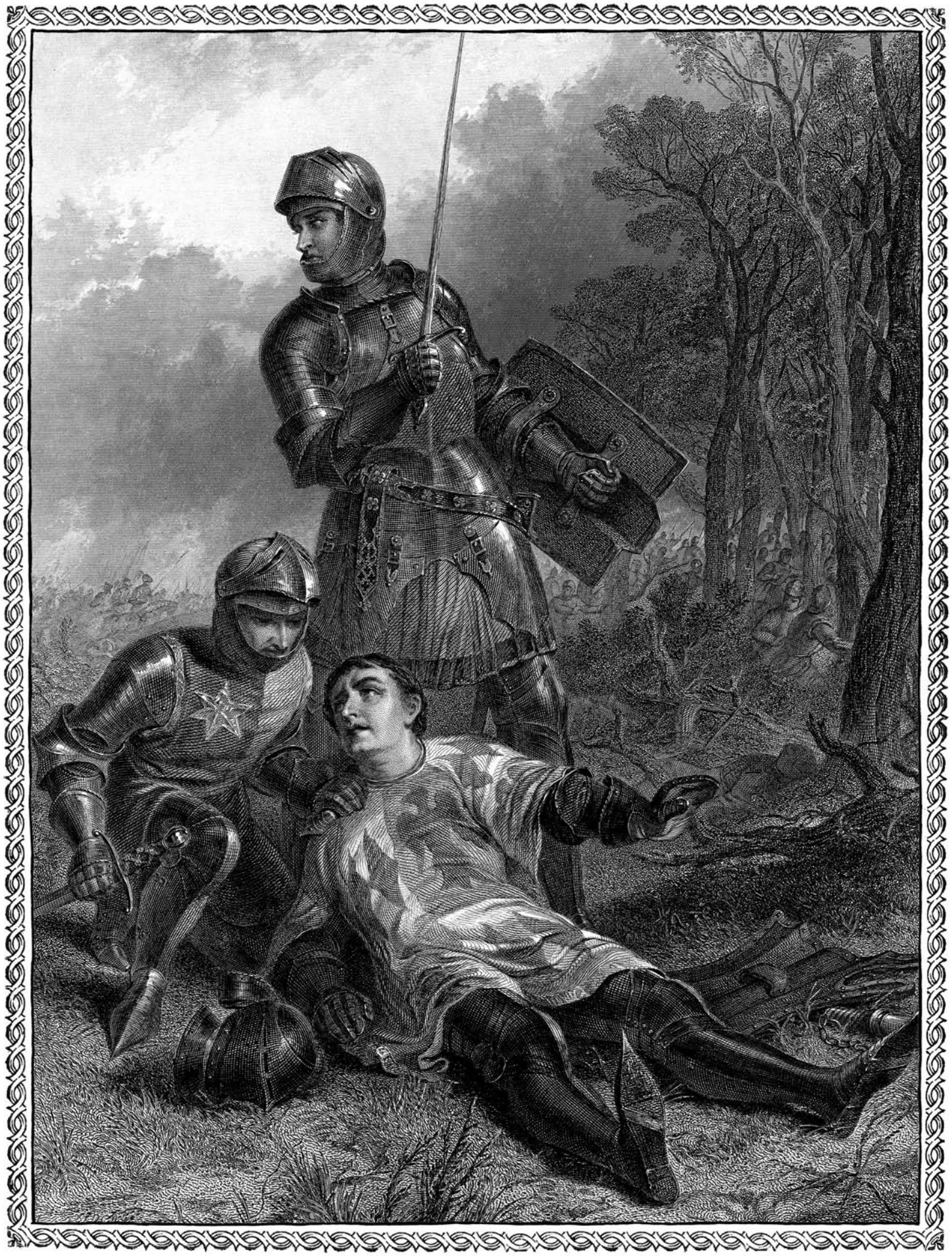
If a GM for some reason wishes to completely abstract the events of a PC's involvement in a battle, they should first roll the severity rating for a battle: roll 1d4 for a minor battle, 1d6 for a medium sized battle, and 1d8 for a large battle. The resulting rating number is the number of d6s to roll for hp damage suffered in the battle. If the hp damage exceeds a character's hit points enough to kill them, they should make a saving throw vs. death, or they died in combat. Otherwise, it may be assumed they survived the battle, but suffered some kind of war wound, subtract –1 from a random ability score.



The 'severity rating' the PC faced should be used to calculate XP as though the rating was a creature with HD equal to its rating.

Note otherwise that if the GM want further detail, he/she may refer to the following random table for some additional event that takes place. Roll one event per PC, or roll an event for every PC who succeeeds a Wisdom saving throw.

D20 roll	Additional Event
1	PC encountered strange and sinister effect of magic, either from a spellcaster, spell effect, creature, or the bloodshed causing a weakening in the fabric between the material world and the world of the Fae; one randomly determined ability score either goes up or goes down (equal odds) one point, permanently.
2–6	PC did something sufficiently noteworthy to gain him a respectable nickname.
7–8	PC found a silver dagger worth 2L; grant XP for treasure if appropriate.
9–12	PC found loot! Roll 1d6: 1 = 1d100p; 2 = 1d100sh; 3 = a silver-plated jeweled sword worth 1d6+3L; 4 = a warhorse; 5 = a crossbow; 6 = a piece of jewelry worth 2d20L. If applicable award XP for treasure found.
13–17	PC gets a cool-looking scar.
18	PC's heroism was notable; if a commoner he is offered work by a noble. If a noble he will be offered either a knighthood or some suitable office or command.
19	PC rallied the troops at a critical moment. He gets a +1 bonus to charisma / reaction checks with any veterans of his side of the battle from then on.
20	PC is rewarded by one of the nobles present in battle; if a commoner he is given 1d100L, if a noble he is given a suitable and useful (non-magical) gift of significant worth.



People of Interest

Important characters of the present and future

Characters are arranged in alphabetical order by family, with family patriarchs listed first followed by descendents; with years indicating titles earned, allegiances, battles fought and crucial events. Note that while technically "Lancaster" and "York" Should both properly be "Plantagenet" they have been listed by the former names to differentiate the families of the Red and White Rose. Some character notes will describe personality for NPC play, others have been left blank and are up to the GM to infuse with life.

All characters have their suggested class/level at first appearance and at time of historical death or 1485, whichever comes first. The second value only appears if there was a significant gain in experience between the two periods. "0-level characters" may have NPC levels or special skills if your system allows that.

BEAUFORT, EDMUND (DUKE SOMERSET)

- b.1406–d.1455 (1st St. Albans); F9/F9
- Knight of the Star 1436; Duke of Somerset 1448
- Allegiance: Lancastrian
- Note: Grandson of John of Gaunt, and thus in distant line for the throne. A major favorite of Queen Margaret and hated enemy of Richard of York and of Warwick, bringing the two together. His ineptitude in Frogland cost Albion most of its territory there, and he was accused of fleeing after stealing thousands of pounds. He was a stereotypical vain politically-minded self-serving aristocrat.

BEAUFORT, HENRY (DUKE SOMERSET)

- b.1436–d.1464 (executed, after Hexham); F2/F5
- Duke of Somerset 1455; Commander of Lancastrian Forces 1460.
- Allegiance: Lancastrian, briefly Yorkist as a ruse after 1460, then Lancastrian again in 1463.



- Note: Son of Edmund. Like his father, he was a major Lancastrian commander and favored of the Queen. He is more noble of personality than his father, less vain and more intelligent.

BEAUFORT, EDMUND (DUKE SOMERSET)

- b.1439–d.1471 (executed, after Tewkesbury); F1/F4
- Duke of Somerset 1464 (title given at Lancastrian court-in-exile, not recognized until 1470).
- Allegiance: Lancastrian
- Note: Son of Edmund.



BEAUFORT, JOHN

- b.1454–d.1471 (killed at Tewkesbury); F1
- Earl of Dorset 1465 (title given at Lancastrian court-in-exile, not recognized until 1470).
- Allegiance: Lancastrian
- Note: son of Edmund (1406), born only a year before his father's death. With his and his brother Edmund's deaths at Tewkesbury, the male line of Beaufort became extinct, and the Beaufort royal claim passed to his cousin Margaret.

BEAUFORT, MARGARET

- b.1443–d.1509; 0-level aristocrat
- Married to John De la Pole 1450 (age 7); marriage dissolved without consummation 1453; married to Edmund Tudur 1455 (age 12); widowed 1456; gave birth to Henry Tudor 1457; married to Henry Stafford 1458; widowed 1471; married King Thomas Stanley 1472; Queen Mother 1485.
- Allegiance: Lancastrian/ Tudor
- Note: Niece of Edmund Beaufort. A descendent of John of Gaunt and thus in distant line for the throne. Margaret Beaufort was filled with a sense of destiny, in spite of the many bad turns her life took. She managed to survive the transition to Yorkist rule through marriage, and eventually plotted the alliances that allowed her son Henry Tudor

to claim the throne of Albion. She is a fanatical woman of strong often outspoken opinions, deeply devout to the Sun, and convinced that her son will one day rule Albion. She despises anyone who she feels has harmed her, including all Yorkists, and most of her husbands other than Edmund Tudur.

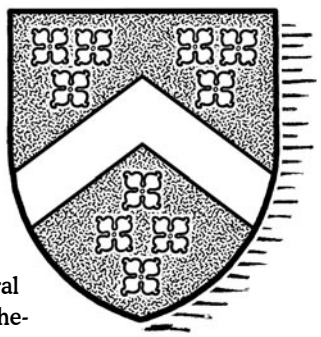


BEAUMONT, JOHN, (VISCOUNT BEAUMONT)

- b.1410–d.1460 (Northampton); F9
- Knight of the Star 1442
- Allegiance: Lancaster

BEAUMONT, WILLIAM

- b.1438–d.1507; F1/F3
- Lord Bardolf 1448; Viscount Beaumont 1460; knighted 1460; attaindered 1461; honors restored by Henry 1470; attaindered again 1471; marriage to lady Stafford annulled 1477; honors restored by Henry VII 1485.
- Allegiance: Lancaster
- Note: Son of John. William Beaumont became a pirate after 1471, and joined the Earl of Oxford in taking St. Michael's Mount in 1473 in a failed attempt to make a Lancastrian revolution, after which he was taken prisoner and not freed until the rise of Henry Tudor. His psyche was always somewhat fragile and he went completely mad by 1487.



BERKELEY, SIR JAMES "THE JUST" (LORD BERKELEY)

- b.1394–d.1463; F1
- Knighted 1421; Lord Berkeley 1425.
- Note: paterfamilias of a noble family that managed to stay mostly neutral throughout the Rose War, and nevertheless won much respect, though his eldest son proved to be disappointingly scandalous. He was known as James the Just because he was famed for his great wisdom and fair dealings, his carefully-measured words of advice were rarely ignored.

BERKELEY, WILLIAM "WASSAIL" (BARON BERKELEY)

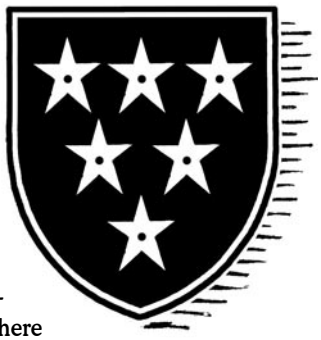
- b. 1426–d.1492; F1/F3
- Knighted 1438; Baron Berkeley 1463; Viscount Berkeley 1481; Earl of Nottingham 1483; Marshal of England 1486; Marquis de Berkeley 1488.
- Note: son of James the Just. Nicknamed "Wassail" because of his rakish ways and propensity to heavy drinking. Fought (and won) the battle of Nibley Green as a private battle against the Talbots, with whom he had been feuding. Has a very bad relationship with his brother Maurice, who is his opposite in personality, but nevertheless Maurice came to his side at Nibley Green.

BERKELEY, MAURICE "THE LAWYER"

- b.1436–d.1506; 0-level sage (law)
- Knighted 1463; Made Counselor to King Edward of York 1471; Lord Berkeley 1492.
- Note: son of James the Just, brother to William Wassail. One of the most scholarly aristocrats in Albion, and an expert on secular law. As serious and uptight as his brother is irresponsible and libertine.

BONVILLE, WILLIAM

- b.1393–d.1461 (executed, 2nd St. Albans); F3/F4
- Knighted 1417; Sheriff of Devon 1423; Baron Bonville 1449.
- Allegiance: York



- Note: William Bonnville (later Bonville) was an honorable knight from an old knightly family. He was sworn to the service of the house of York. In the course of the Rose War, he saw both his son and grandson die at Wakefield and had to face the fact that upon his death his long and noble family line would become extinct. In spite of his advanced age, he participated in the battle of 2nd St.Albans, where he and another aged knight, Sir Thomas Kyriel, were assigned to guard the cage/cart where the Mad King was being kept prisoner. When the Yorkists were defeated, the Mad King thanked the two knights for their gentle care and promised them amnesty, but when they were handed over to Queen Margaret she ignored her husband's pleas and instead asked her 7 year old son Prince Edward what ought to be done with the knights. He gleefully said he wanted to see their heads cut off, and they were both executed.



BONVILLE, WILLIAM

- b.1420–d.1460 (executed, Wakefield); F2
- Allegiance: York
- Notes: Son of William Bonnville. Like his father, and his son, he fought for York.

BONVILLE, WILLIAM

- b.1442–d.1460 (executed, Wakefield); F1
- Baron Harrington 1458.
- Allegiance: York
- Note: The grandson of William Bonnville and son of William Bonville (1420). Inherited a Barony on his mother's side. A rising figure in Yorkist circles, he was married to a daughter of the Earl of Salisbury (and sister to Warwick the Kingmaker). He was executed after Wakefield.

BOOTH, LAWRENCE

• b.1420–d.1480 (natural causes); C3/C9

• Chancellor to Queen Margaret, Keeper of the Privy Seal and Tutor to the Crown Prince 1456; Personal Cleric to King Edward of York 1464; Lord Keeper of the Great Seal 1471; Captain Commander at York 1474.

• Allegiance: Lancaster, then York

• Note: Eventually one of the five highest-ranking Clerics in Albion; his loyalty was always to the Clerical Order and the Crown. Thus, he fought bravely for Lancaster until York's victory was clear and then served York with just as much dedication. He led the force that fought back Ros' rebellion in the north in 1461, and led an invasion/crusade into Pictland to fight a great evil there in 1473. His brother William Booth, not blessed with clerical power, became a priest and eventually Archbishop of York, and provided aid to Lawrence in fighting back the Lancastrian/Scot incursions from 1461–63. His other brother John Booth was a magister, and eventually Chancellor of Cambridge as well as a member of the Star Chamber council.



BOURCHIER, HENRY (VISCOUNT BOURCHIER)

• b.1404–d.1483; F9/F11

• Count of Eu 1420; Viscount Bourchier 1446; Knight of the Star 1453; Lord High Treasurer 1455; Earl of Essex 1460.

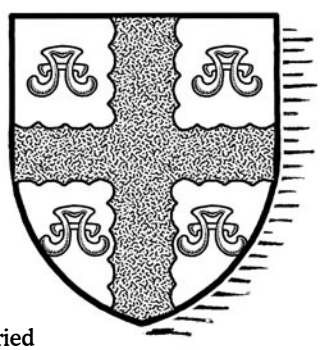
• Allegiance: York

• Note: Was married to Richard of York's daughter Isabella. He was created Earl of Essex for his heroism at the battle of Towton. He was renowned as an impressive fighter as were many of his sons.

BOURCHIER, HENRY

• b.1426–d.1462; F1

• Note: Son of Henry (1404).



BOURCHIER, WILLIAM (BARON)

• b.1428–d.1480 F1/F3

• Allegiance: York

• Note: Son of Henry (1404). Married Anne Woodville (sister of Queen Elizabeth Woodville); this and the barony were rewards for particular heroism fighting for York at Barnet.

BOURCHIER, HUMPHREY (LORD CROMWELL)

• b.1430–d.1471 (battle of Barnet); F1/F3

• Allegiance: York

• Note: Son of Henry (1404). Made Lord Cromwell 1461, for heroism in battle.

BOURCHIER, EDWARD

• b.1434–d.1460 (Wakefield); F1

• Allegiance: York

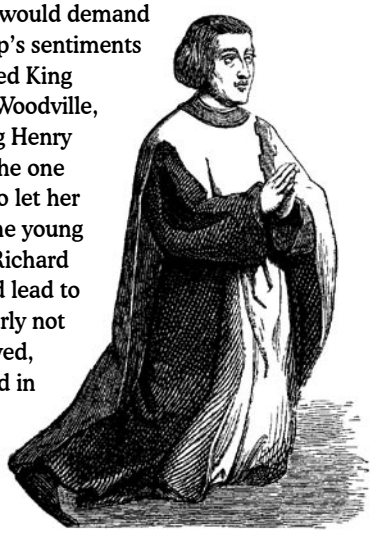
• Note: Son of Henry(1404).

BOURCHIER, THOMAS (ARCHBISHOP CANTERBURY)

• b.1405–d.1486 (natural causes); 0-level Priest

• Archbishop of Canterbury 1454; Lord Chancellor 1455; Cardinal of Canterbury 1473.

• Note: The Archbishop of Canterbury for the entirety of the Rose War, Thomas Bourchier tried initially to be a force for peace in the kingdom. He organized "Love Day" in 1458, an attempt to bring the two sides together to negotiate a peace. But when Queen Margaret betrayed that sentiment by calling the "Parliament of Devils", which would demand submission of York, the Archbishop's sentiments became firmly Yorkist. He crowned King Edward of York, Queen Elizabeth Woodville, King Richard Crookback, and King Henry Tudor in his long career. He was the one who persuaded Queen Elizabeth to let her younger son Prince Richard join the young King Edward in the Tower under Richard Crookback's custody, which would lead to both boys being killed. Again, clearly not liking being manipulated or betrayed, he openly declared against Richard in 1485, and for Henry Tudor.



BROOKE, EDWARD (LORD COBHAM)

• b.1415–d.1464 (natural causes); F5/F8

• Lord Cobham 1442

• Allegiance: York

• Note: An early supporter of the cause of the White Rose, Lord Cobham played an essential role in many of the early conflicts of the Rose War, including the battles of St.Albans and Northampton.

BUTLER, JAMES "THE EIREMAN" (EARL WILTSHIRE)

• b.1420–d.1461 (beheaded, after Towton); F (or Bar) 7/9

• Chief of the Ormonds, an Eirish tribe; Earl of Wiltshire 1449; Deputy of Eire 1451; Lieutenant of Eire 1451-61; Treasurer of Albion 1454; Knight of the Star 1459.

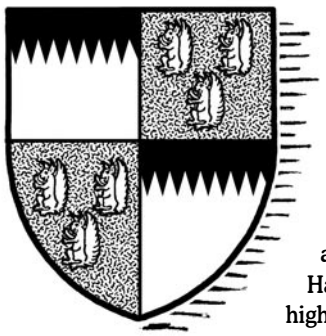
• Allegiance: Lancaster

• Note: An Eirish chief who allied with the Anglish colony on that isle; he was rewarded for his service to the crown with an Anglish noble title, and moved his family to Albion. Never forgetting the honors bestowed on him, he fought with great ferocity for the House of Lancaster.

BUTLER, JOHN "THE GENTLEMAN"

• b.1423–d.1478; M2/M3

• Chief of the Ormonds 1461; Ambassador to the Principalities.



• Allegiance: Lancaster/York

• Note: A magister, brother to James. He fought at Towton for the Red Rose, but his life was spared by Edward of York. He inherited his traditional family title but not the Anglish one. He was eventually sent as an ambassador for Albion to the Hapsburg Principalities. He was highly cultured, overcompensating for his barbarian background.

BUTLER, THOMAS "THE WOOL EARL"

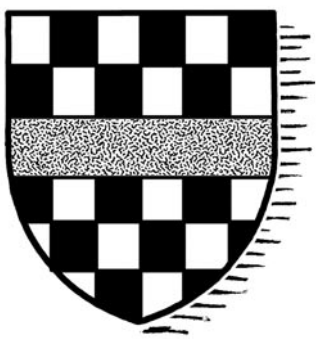
• b.1426–d.1515; F(or bar) 3/6

• Chief of the Ormonds 1478

• Allegiance: Lancaster / Tudor

• Note: Younger brother of James and John. He remained behind in Eire Land when these moved to Albion. Representing each brother in turn he led the tribe in its chief's absence. By the time he inherited the title he was the most powerful native chief in Eire Land. He later became a friend to Henry Tudor and aided his cause.

CLIFFORD, THOMAS



• b.1414–d.1455 (1st St. Albans); F3

• Baron Clifford 1422; Ambassador to Scots' Land 1450

• Allegiance: Lancaster

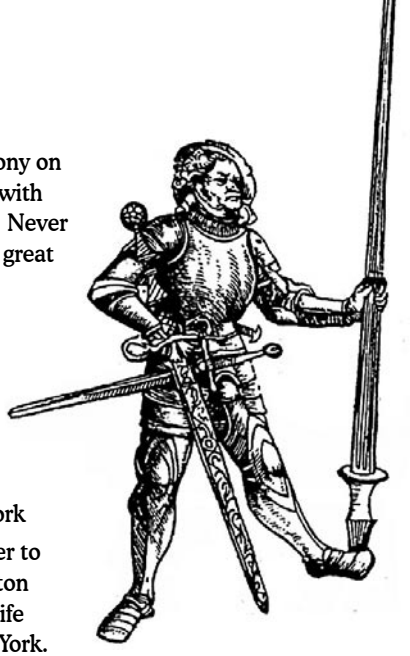
CLIFFORD, JON "THE BUTCHER" (LORD CLIFFORD)

• b.1435–d.1461 (Ferrybridge; shot in the throat); F1/F6

• Baron Clifford 1455; Commissioner of Scots' Land Frontier 1455.

• Allegiance: Lancaster

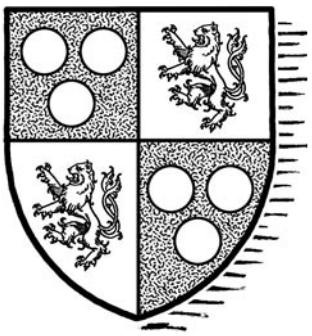
• Note: Jon Clifford was filled with vengeful rage after the death of his father at the first battle of St.Albans. He swore a solemn oath that he would not rest until either he was dead, or every last member of the family of York was dead. He quickly became one of the most fearsome commanders of the Lancastrian forces and one of the foremost favorites of Queen Margaret. He executed (murdered) the very young Edmund of York, at Wakefield. At the battle of Ferrybridge, Clifford and a tiny force of men held the only crossing point of a river to buy the Lancastrians enough time to form coherent ranks. He fought off every Yorkist that came at him until an arrow to the throat managed to fell him. Clifford was an intense, emotional, testosterone-fueled rage-filled man of powerful stature and seemingly always on the verge of springing into violence or shouting.



COURTENAY, THOMAS (EARL DEVON)

• b.1414–d.1458 (in an abbey, possibly poisoned); F2

• Allegiance: Lancaster



• Note: Engaged in a local feud with the (Yorkist) Bonvilles; which led him to be imprisoned. He was a reasonable man but also stubborn, and bad at controlling his family.

COURTENAY, THOMAS (EARL DEVON)

• b.1432–d.1461 (executed, after Towton); F2/F3

• Earl of Devon 1458; Keeper of Exmoor 1459;

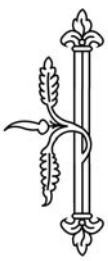
• Allegiance: Lancaster

• Note: Son of Thomas; lead the campaign of fights and skirmishes against the Bonville family in the local feud. Thomas was an impulsive and easily-offended individual who seemed to think law and courtesy are for other people but not for himself.

COURTENAY, HENRY

• b.1434–d.1466 (executed); F1

• Allegiance: Lancaster



• Note: Son of Thomas; plotted with Lord Hungerford against King Edward of York; was discovered and executed. Like his older brother, Henry felt himself entitled to do anything he wanted, but he was more careful about when and how to do it.

COURTENAY, JOHN

• b.1435–d.1471 (Tewkesbury); F1

• Knighted 1460; Lord Courtenay 1470; Earl Devon 1470

• Allegiance: Lancaster

• Note: Son of Thomas.

DACRE, RALPH (BARON DACRE)

• b.1420–d.1461 (Towton); F1

• Allegiance: Lancaster

• Note: Dacre was a man of strong belief but poor execution. He would talk a big talk but was very poor at making decisions, a terrible tactician and prone to panic; he often tried to be excessively careless with the lives of those under him (causing his own men to show him little loyalty, which he would later blame on them), and far too quick to move to protect himself, including fleeing from battle when it could yet be won.



DACRE, HUMPHREY

• b.1424–d.1485 (of natural causes, prior to the battle of Bosworth Field); F1/F2

• Attaindered 1461; pardoned 1467; Chief Forester of Inglewood 1469; Baron Dacre 1473; Governor of Carlisle Castle 1484; Warden of the Western Marches 1484.

• Allegiance: Lancaster/York

• Note: Younger brother of Ralph. He fought at Towton for Lancaster but his life was spared.

DE LA POLE, JOHN "THE TRIMMING DUKE"



• b.1442–d.1492; F1/F9

• Duke of Suffolk 1463; Steward of Oxford 1472; Knight of the Star 1472.

• Allegiance: York

• Note: As a boy, De La Pole was disinherited due to the incompetence of his father (Walter De La Pole, nicknamed "Jack A'Napes", who was blamed for the losses of most of Albion's territory in Frogland). His father had been a favorite of the Mad King but this did not save him, and it cost John a marriage arrangement to Margaret Beaufort. But in his teens he sought the aid of Richard of York, who favored him and married him to Richard's daughter Elizabeth. He was restored to the family duchy in 1463. He supported Richard Crookback, but after Bosworth was pardoned by Henry Tudor. He was a deeply brave but gruff individual, who was more capable of manipulating people than his tough exterior would suggest.



DE LA POLE, JOHN

• b.1462–d.1487(executed); F1

• Allegiance: York

• Note: The son of John "the Trimming Duke" and Elizabeth (daughter of Richard of York), he was therefore the nephew of both King Edward of York and King Richard Crookback. In 1485, after the death of Crookback's son, he was designated the King's heir. After Henry Tudor took the throne, John was pardoned, but two years later organized a large rebellion against the Tudor crown, but he was defeated and executed. He was a child of the court, young and inexperienced though showing promise in terms of his charisma and intellect and skill at the courtly arts, though too privileged to be pragmatic.

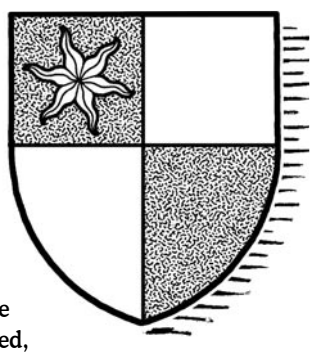
DE VERE, JOHN (EARL OXFORD)

• b.1442–d.1513; F1/F6

• Earl Oxford (unrecognized) 1462; recognized 1464; Lord High Constable 1470; attaindered 1475.

• Allegiance: Lancaster/Tudor

• Note: His father and eldest brother were executed for treason against Edward of York in 1462. John was pardoned but arrested for suspected Lancastrian sympathies in 1468, though pardoned a year later. After defeat at Barnet he fled to Scots Land with his brothers where he became a pirate off the Frogman coast. In 1473 he took the fort at St.Michael's Mount and tried to raise an uprising in Cornwall, but it failed and he was imprisoned again, in Calais. He ultimately joined Henry Tudor's cause after negotiating Calais' surrender to Tudor in 1484, and was Henry's military commander at Bosworth. De Vere was highly intelligent, determined, and a remarkable tactician and out-of-the-box thinker, never discouraged by setbacks and highly willing to take risks, while refusing to bend on any of his principles. He inspired loyalty in friends and retainers, even when it would probably have been wise not to.



DEVEREUX, SIR WALTER

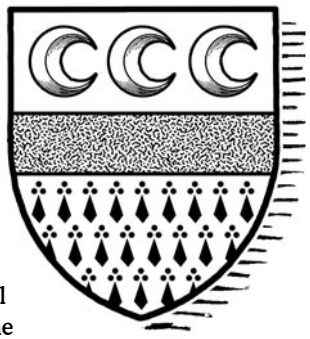
• b.1411–d.1459 (natural causes); F4/F5

• Knighted 1429; Attaindered 1452 (pardoned 1455); Chancellor of Eire 1449.

• Allegiance: York

• Note: A vassal knight of Richard of York, Sir Walter was attaindered for his vigorous support of York's claim to the throne. When Richard was in effective control of Parliament after the battle of St.Albans, he had Devereux pardoned. Devereux went on to suppress rebellion in Hereford and Wales. He was not bright nor adept at court but fiercely loyal.

DEVEREUX, WALTER (LORD FERRERS)



• b.1432–d.1485(Bosworth); F1/F9

• Knighted 1461; Lord Ferrers 1461; Knight of the Star 1472.

• Allegiance: York

• Note: Son of Sir Walter. A loyal Yorkist, he was knighted after the battle of Towton, and fought bravely in several other battles. He supported Richard Crookback and was slain by the Earl of Oxford at Bosworth. He was as devoted as his father was, but less impetuous.

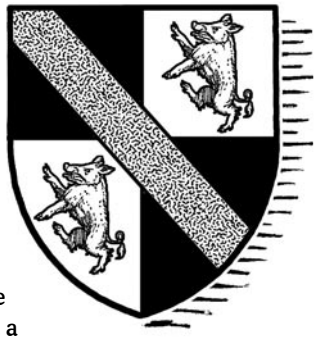
DEVEREUX, JOHN

• b.1463–d.1501; F1

• Lord Ferrers 1485 (unrecognized until 1489).

• Note: Son of Walter (Lord Ferrers). After his father's death fighting for Richard Crookback at Bosworth, John's inheritance was forfeit, until several years later when he successfully petitioned Henry Tudor for a pardon.

FALSTOFF, SIR JOHN



• b.1378–d.1459 (natural causes); F11

• Knight of the Star 1426.

• Allegiance: York

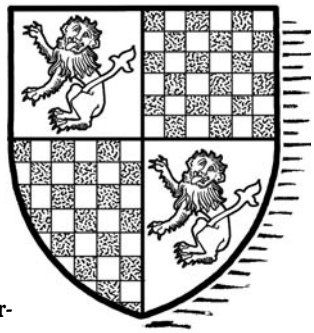
• Note: As of the start of the Rose War, Sir John was already an old man, and though he supported the White Rose he was in far too decrepit a state to participate in any of the conflict. But he was by then the most famous living knight in Albion. He had spent most of his youth fighting in Frogland; and was a friend of King Henry the Great. He was known as a great soldier as well as a man of passions, and a lover of food and drink (which led to considerable obesity in his old age). He fought with distinction at Agincourt. In his final active years, when Albion was being routed all through its holdings by the Frogman armies, he was (unfairly) accused of cowardice leading to some of these failures. He demanded a court at the Star Chamber to judge the accusations against him, and the court found in his favor; but his reputation was badly damaged. Although he had obtained great wealth over the years, he had squandered most of it, and by 1455 he only had his manor, Caister Castle, to his name. He had accrued enormous debts to the money-lending Paston family, and they conspired to attempt to take the castle from him, but he managed to hold them off until his death, wherein the Duke of Norfolk attempted to claim the Castle should be given to him by law (leading to a long struggle between the Paston family and Norfolk).

FITZALAN, WILLIAM (EARL ARUNDEL)

• b.1417–d.1487 (natural causes); F2/F9

• Earl Arundel 1441; Justice of the Southern Forests 1459; Warden of the Cinque Ports 1471 Knight of the Star 1472.

• Allegiance: York



• Note: William FitzAlan was married to the daughter of the Earl of Salisbury (that is, Warwick's sister). He was thus a politically connected Yorkist die-hard. He supported Richard III's rise to power, but then later supported Henry Tudor. Fitzalan was a slightly nervous figure but clever at maneuvering at court and skilled in combat.



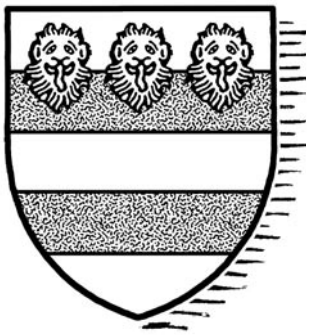
GRAY, HENRY (LORD GREY)

• b.1435–d.1496; M2/M8

• Lord Grey 1444; Royal Magister (Lancastrian) 1463.

• Allegiance: Lancaster

• Note: An aristocrat who became a notable and powerful magister in the service of the red rose. By the time of the 2nd battle of St. Albans he was one of the most powerful magisters on the Lancastrian side. However, after the mid-1460s Gray gave up on the affairs of Albion and took to traveling the world learning magical secrets. He was distant and cerebral, a strategic thinker, and highly creative in the use of spellcraft in mass battles.



HASTINGS, WILLIAM (LORD HASTINGS)

• b.1431–d.1483 (executed); F3/F10

• Sheriff of Leicester 1455; Knighted 1461; Chamberlain of North Wales 1461; Lord Hastings 1461; Steward of Leicester 1462; Constable of Harlech, Rockingham and Northampton Castles 1462; Knight of the Star 1462; Ambassador to Burgundy 1466; Chamberlain of the Exchequer 1471; Lt.General of Calais 1471.

• Allegiance: York

• Note: Descended from a long line of vassals of the House of York, William quickly became a loyal retainer to Edward of York during the early period of the Rose War. He fought at Edward's side at Mortimer's Cross, and fought at Towton where he distinguished himself (being knighted on the battlefield afterward). Under the now King Edward he served in a variety of important offices. In spite of having arranged a marriage to Warwick the Kingmaker's sister, he remained loyal to the crown during Warwick's revolt, fighting for King Edward at Barnet and Tewkesbury. Unfortunately, by the 1470s he was involved in a bitter feud over properties with the Woodville family, and (like many others in the nobility) came to resent their power and influence. When King Edward died, Hastings was essential in political maneuvering in parliament to prevent the Woodvilles from becoming the Regents in the new young King Edward V's minority. However, after becoming Lord Protector largely thanks to Hasting's efforts, Richard Crookback knew that Hastings' loyalty to King Edward (and now to his son) would make the second part of his plan (to usurp the throne itself) impossible; he had him arrested on trumped-up charges of conspiring with the Woodvilles and had Hastings quickly executed.



HASTINGS, EDWARD

• b.1466–d.1506; F1

• Knighted 1475; Lord Hastings 1483; Keeper of the King's Monsters 1484.

• Allegiance: York

• Note: William Hasting's son. Although only a teenager at the time of his father's execution, he very wisely made a show of remorse over his father's 'crimes' and pleaded for the favor of the new King (Richard Crookback). This was granted and Edward was not arrested or denied his inheritance, although the King did give him a minor office that kept him under close watch at the Tower of London, guarding the king's collection of monsters under the Tower. He was more intelligent though less principled or ambitious than his father.

HOLAND, HENRY (DUKE EXETER) (GRANDSON JOHN OF GAUNT)

• b.1430–d.1475 (drowned at sea, possibly on the King's orders, after being sentenced to go fight as a conscript in Frogland); F4/F9



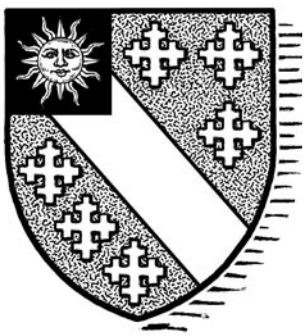
• Duke of Exeter 1447; Married Anne, daughter of Richard of York 1447; divorced 1472.

• Allegiance: Lancaster

• Note: One of the great Lancastrian heroes, known for his incredible stamina and fighting skill (he should have 18 constitution in his prime), as well as his vicious cruelty (torture implements were named after him), and love of battle and violence.

HOWARD, SIR JOHN

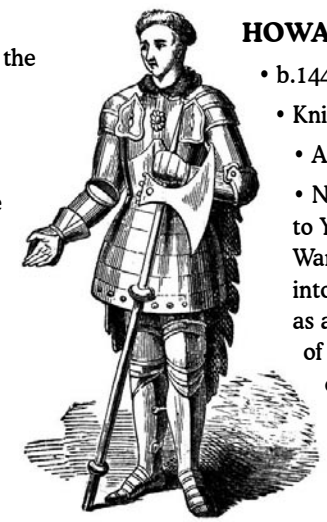
• b.1421–d.1483 (Bosworth); F2/F10



• Knighted 1461; Constable of Norwich 1461; Ambassador to Burgundy 1467; Star Chamber Council 1468; Treasurer of the Royal House 1468; Lord Howard 1470; Knight of the Star 1472; Duke of Norfolk & Marshall of Albion 1483.

• Allegiance: York

• Note: A large, energetic man, he was sometimes referred to as "the wild bullock", on account of his ferocity and fanaticism for his causes, foremost of which was his loyalty to the house of York. He was knighted after his intense display of fighting skill at Towton. His adventures for York made him a wealthy and powerful figure. He became a close personal friend of Richard Crookback and one of the most ardent supporters of his claim to the throne. He was slain by an arrow to the face at Bosworth, fighting at Richard's side.



HOWARD, SIR THOMAS

• b.1443–d.1524; F1/F4

• Knighted 1478; Earl of Surrey 1483.

• Allegiance: York

• Note: Son of Sir John. Sharing his father's loyalties to York, he sided with King Edward of York when Warwick rebelled against him, and was forced to go into hiding during the brief Lancastrian resurgence as a wanted man. He was also injured at the battle of Barnet. Like his father, he was a strong supporter of Richard Crookback, and was rewarded with the title of Earl of Surrey. He was Lieutenant of the vanguard at Bosworth, and was injured and taken prisoner, but pardoned. He went on to serve Henry Tudor.

KYNASTON, SIR ROGER

• b.1433–d.1495; F3/F7

• Constable of Denbeigh Castle 1454; Knighted 1461; Sheriff of Shorpshire 1462; Constable of Harlech 1470.

• Allegiance: York

• Note: Born into a family of relatively impoverished Welsh gentry with some Cymric aristocratic descent, Roger Kynaston became a professional soldier that rose to fame and was present at more of the major battles of the Rose War than almost any other warrior. In 1450 he drew the attention of Lord Cobham (a professional military man like himself) and Cobham arranged Roger's marriage to Cobham's daughter. This opened doors to him in terms of the acquisition of offices. At the battle of Blore Heath he distinguished himself with an epic battle against Lord Audley, whom he slew. He also fought with distinction at Tewkesbury. Curiously, he lived to old age and died in his bed. He was a stoic, business-like kind of man, who neither reveled in war nor shied from it at all, he just saw it as his business.



LANCASTER, HENRY VI, THE MAD KING

• b.1421–d.1471 (in the Tower, murdered on orders of Richard Crookback); 0-level noble (religious sage)

• King of Albion 1422; married Queen Margaret 1445 deposed 1461 (after Towton); restored 1470; deposed 1471.

• Allegiance: Lancaster

• Note: The Mad King is a weak and inefficient ruler, prone to long periods of semi-rational fugue states, but even when lucid he was more interested in religion and ideas about human goodness rather than practical politics or government. His own wife once said he'd have been much better suited as a priest than a king.



LANCASTER, PRINCE EDWARD OF WESTMINSTER

• b.1453–d.1471 (beheaded by Clarence at the end of the battle of Tewkesbury); 0-level child/F1.

• Allegiance: Lancaster

• Note: The only child of the Mad King, though some think he was a bastard born of an affair between his mother Margaret and the Duke of Somerset. He was spoiled and vicious even as a child, ordering the death of the old knights who guarded his father when he was only seven.



LANCASTER, QUEEN MARGARET

• b.1429–d.1482 (in Frogland); M2/M5

• Married to King Henry the Mad 1445; Queen consort of England 1445; gave birth to Edward of Westminster 1453; deposed 1461; restored 1470; deposed 1471.

• Allegiance: Lancaster

• Note: The true mastermind of Lancastrian politics and real ruler of Albion during most of the Mad King's reign. Intelligent and ruthless, manipulating a constant stream of favorites. Her enemies accused her of infidelity and witchcraft. As it turns out, at least the latter claim proved to be true, as she had secretly studied the magical arts. She was a ruthless woman, skilled in politics and willing to do whatever she had to in order to hold onto power. After the Red Rose's defeat, she was bitter and vengeful to the end.

MOWBRAY, JOHN (DUKE NORFOLK)

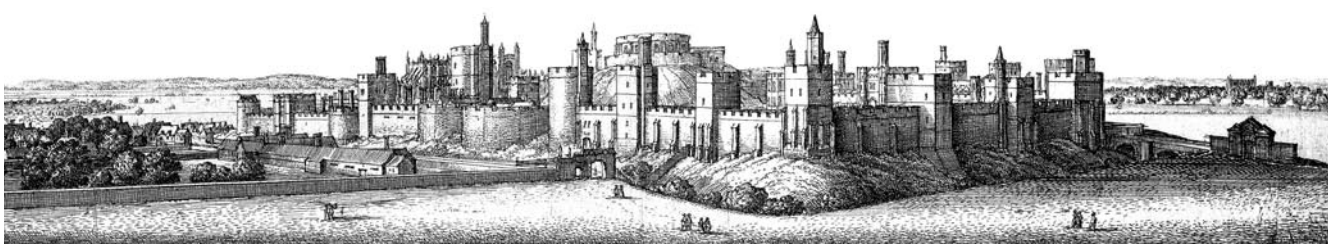


• b.1415–d.1461 (natural causes); F9/F10

• Earl Marshall 1432; Knight of the Star 1451.

• Allegiance: York/Lancaster/York

• Note: John Mowbray was an early Yorkist, but disagreements with Yorkists and being courted by the Lancastrians led to a brief change of allegiance in 1459; after the death of Richard of York he returned to the Yorkist fold and supported Edward, fighting at Towton for the White Rose. He officiated at King Edward of York's coronation. He was a proud man, to the point of fault.



MOWBRAY, JOHN

• b.1444–d.1476; F3/F9

• Duke Norfolk 1461; Knight of the Star 1472.

• Allegiance: York

• Note: Son of John. He had a dispute with the Paston family over Caister Castle (which had been formally owned by the famous hero John Falstoff); this conflict culminated in his laying siege to the castle in 1469. After his death, the castle was retaken by the Pastons. He shared some of his father's pride, and was of an imperious nature.

NEVILLE, RICHARD (EARL SALISBURY)



• b.1400–d.1460 (wakefield); F9/F11

• Warden of the West March 1420; King's Council 1437; Knight of the Star 1438; Chancellor of Albion 1454; Lord Chamberlain 1460.

• Allegiance: York

• Note: Salisbury, a member of the most important branch of one of the wealthiest and most powerful families in Albion, was married to Richard of York's sister, and campaigned with him in Frogland, where the two became fast friends. By the eve of the Rose War, the Nevilles were out of favor with Queen Margaret and embroiled in a personal feud with the Percy family. Both reasons caused Neville to support (and bankroll) the claims of Richard of York to the throne. He was slain by peasants at the end of the battle of Wakefield. He was of noble bearing, loyal and generous to his friends and vassals, but with a tendency toward naivete.

NEVILLE, RICHARD "THE KINGMAKER" (EARL OF WARWICK)



• b.1428–d.1471 (Barnet); F1/F11

• Captain of Calais 1455; Knight of the Star 1459; Chamberlain 1460; Constable of Dover 1461; Warden of Ports 1461; Lord High Steward 1461; Admiral of Albion 1462; Lord of the Realm 1470.

• Allegiance: Warwick, really. But York, Clarence, then Lancaster.

• Note: Son of Richard (Salisbury). One of the most important figures of the Rose War, Warwick was the mastermind behind the Yorkist victory, only to later turn on King Edward, and briefly depose him to restore the Lancastrian monarchy. He was a genius, but arrogant, often working behind the scenes to attempt to insure that Richard of York, and later Edward, Clarence, and Queen Margaret would all have to depend on him to secure their goals. He had a title and fortune of his own from an early age, and overshadowed his father even while the latter yet lived. After his father's death, he became the single richest man in Albion. He was eventually only frustrated in his ambitions by King Edward's love-marriage to Elizabeth Woodville, which led to his falling out with Edward.



NEVILLE, SIR THOMAS

• b.1430–d.1460 (wakefield); F2

• Allegiance: York

• Note: Son of Richard (Salisbury).

NEVILLE, SIR JOHN (BARON MONTEGU)

• b.1431–d.1471 (Barnet); F1/F12

• Baron Montegu 1460; Knight of the Star 1462; Chief Steward of the Bishopric of Durham 1463; Warden of the North 1463; Earl Northumberland 1464; resigned Earldom 1470; Lieutenant in the North 1470.

• Allegiance: York/Warwick

• Note: Son of Richard (Salisbury). The closest confidante of Warwick the Kingmaker, as well as his brother. He was unfortunate in early battles of the Rose War, being captured twice yet both times avoiding execution. He later proved himself a great commander of men in clearing out the Lancastrian rebellions in the north once the Yorkists were in power. He rebelled against King Edward, and died alongside his brother at Barnet. He was more dashing and less cerebral than his brother, loyal to family above all else, and brave to the point of recklessness.

NEVILLE, GEORGE (DUKE OF BEDFORD)

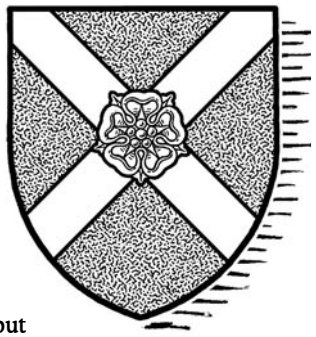


• b.1461–d.1483; 0-level noble

• Duke Bedford 1470.

• Note: He was the son of John Neville. As Warwick had no sons of his own, it was his plan for his nephew to act as the family's future, marrying King Edward's daughter Princess Elisabeth. But these plans fell through and after Warwick and Montegu rebelled against the Yorks, George Neville was denied the family inheritance (which was ultimately instead split between George Duke of Clarence and Richard Crookback, who had each married one of Warwick's daughters).

NEVILLE, GEORGE



• b.1432–d.1476; M4/M5

• Chancellor of Oxford Collegium 1453; Lord Chancellor 1460-67; 1470-71.

• Allegiance: York

• Note: A magister, George Neville was a son of Richard (Salisbury). He was spared his life for his role in the family uprising, but sentenced to house arrest within his tower in the collegium.

NEVILLE, RALPH

• b.1433–d.1476; 0-level priest

• Allegiance: York/Warwick

• Bishop of Durham 1457; Bishop of Exeter 1458; Keeper of the Great Seal 1460; Archbishop of York 1465.

• Note: A son of Richard (Salisbury); upon entering the priesthood he inherited his uncle's bishopric in Durham and quickly moved up the ranks of the church hierarchy. He became an important figure in York government. He lost favor with the King as the Woodvilles rose in prominence and tried to purge the court of Neville influence. Nevertheless, when Warwick rose up against the King and briefly captured him, it was into the Archbishop's hands that the King was placed, and the Archbishop allowed the King to escape. Thus likewise, the King only briefly had Ralph imprisoned in the Tower after his restoration in 1471, but then pardoned him. However, a year later Ralph was engaged in new treasonous activity and was thus arrested by Edward and sent to prison in Calais (which caused Edward to take severe criticism from the church). He was pardoned and returned two years after that.



NEVILLE, ROBERT

• b.1404–d.1457 (natural causes); 0-level priest

• Bishop of Salisbury 1427; Bishop of Durham 1437

• Note: Brother of Richard (Salisbury).

NEVILLE, WILLIAM (LORD FALCONBERG)



• b.1407–d.1463 (natural causes); F9/F11

• Knighted 1426; Knight of the Star 1441; Keeper of Windsor Castle 1455; Earl of Kent 1461; Admiral of England 1462.

• Allegiance: Lancaster/York

• Note: Brother of Richard (Salisbury). He fought alongside Richard of York in Frogland and York won his admiration. While he was initially loyal to the Mad King at St.Albans, immediately after that battle he was won over to the Yorkist side by his nephew Warwick; and served York loyally from that point on in several battles. He was in turn rewarded for his loyalty and heroism for York by being made Earl of Kent. He was known to be of a dark and moody nature, and not very pious.



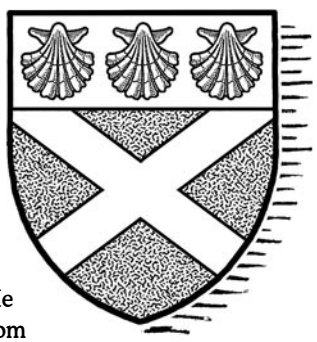
(NEVILLE) FALCONBERG, SIR THOMAS ("FALCONBERG'S BASTARD")

• b.1439–d.1471 (executed); F1/F4

• Allegiance: Lancaster/York/Warwick

• Note: Bastard son of William de Neville, Thomas took to sailing in his youth, commanding ships that fought off pirates on the eastern shore of Albion. By 1460 he'd switched allegiance to York just as his father had. Warwick eventually made Falconberg's Bastard the commander of his navy. When Warwick rebelled against Edward of York, Thomas took Warwick's side and used his ships to cause great havoc. After Warwick's death at Barnet, he raised an army of 20000 Kentishmen and marched on London, burning down Southwark and besieging the city in the name of Queen Margaret, using his ships' cannons to bomb the city. His siege failed and he sought to attack King Edward, but upon learning of the total Lancastrian defeat at Tewkesbury most of his army fled and Falconberg was forced to surrender. He was imprisoned for several months, then attempted (but failed to) escape, and was beheaded. He was desperate to prove himself in spite of his circumstances of his birth, quick to anger, and even less pious than his father, to the point that some accused him of blaspheming; but he was also a dashing, if roguish figure.

NEVILLE, RALPH (EARL WESTMORELAND)



• b.1406–d.1484(natural causes); F1

• Earl Westmoreland 1425.

• Allegiance: York/Lancaster/York

• Note: The paterfamilias of the second great branch of the Neville family, the poorer northern cousins; he is the son of Salisbury's half-brother. He inherited the traditional Neville title from his grandfather (Ralph's father, the previous heir, having died in battle in Frogland), but failed to secure most of the family inheritance, leaving his branch of the family the poor (poorer, at least) and Salisbury's branch the truly wealthy Nevilles. As a result, Ralph would be a bitter grudge-bearing man his whole life. He was initially supportive of York, but by 1455 had turned his allegiance to Lancaster, out of various resentments at his treatment. By 1461, Warwick had managed to convince his cousin Westmoreland that it was worthwhile to come back to York. Always resentful and overly cautious, to the point of paranoia, Westmoreland played almost no personal part in the Rose War in any case, though others on his side of the family did.

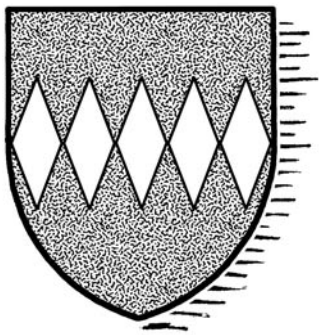
NEVILLE, SIR JOHN (LORD NEVILLE)

• b.1410–d.1461 (Towton); F2/F5

• Sheriff of Hutton Castle; Lord Neville 1458.

• Allegiance: Lancaster

• Note: Brother of Ralph (Westmoreland). Having great resentment toward the Salisbury Nevilles, he was strongly dedicated to the cause of Lancaster. He was an instrumental part of the trick at the battle of Wakefield that led to Richard of York's death, with Richard having been convinced that Sir John's troops were arriving to support them when in fact he attacked them. He died at the battle of Towton fighting for the Red Rose.



PERCY, HENRY "HOTSPURS" (EARL NORTHUMBERLAND)

• b.1393–d.1455 (1st St.Albans); F8

• Earl Northumberland (unrecognized) 1408; title recognized 1416; Warden of Eastern Marches 1417.

• Allegiance: Lancaster

• Note: After his father, nicknamed "hotspur" died in rebellion against the crown, Henry spent his teen years exiled in Scots Land (until finally pardoned and restored in 1416). He thus learned the Scots' ways, and how to fight them, which assured that while he lived, he effectively enforced peace (through fear) and prevented Scots incursions in the North. He had a hated feud with the Nevilles, particularly the Earl of Salisbury (the Earl of Warwick's father). His death at the start of the Rose War destabilized the entire north and made Albion vulnerable to Scots incursions. He was a loud large boisterous man, prone to shouting rather than talking.

PERCY, HENRY, EARL NORTHUMBERLAND

• b.1421–d1461 (Towton); F3/F6

• Knighted 1426; Warden Eastern Marches 1440; Earl Northumberland 1455.

• Allegiance: Lancaster

• Note: Son of Henry "Hotspurs". Not nearly as fiery as his father, but also less intelligent and more naïve.



PERCY, HENRY, EARL NORTHUMBERLAND

• b.1449–d.1489; 0-level child/F10

• Earl Northumberland 1461 (unrecognized and attaindered); restored as Earl 1473; Knight of the Star 1474; Warden of the North 1476.

• Allegiance: York

• Note: Son of Henry Percy(1421); was imprisoned in the Tower after his father's death at Towton, where he was kept for four years. Became one of Richard Crookback's best friends, but betrayed him by not joining the fight at Bosworth, where he took his men but did not engage in the battle. Less impulsive and foolhardy as the rest of his family, his imprisonment taught him to be cautious and clever.

PERCY, THOMAS (LORD EGREMONT)

• b.1422–b.1460 (Northampton; killed by Kentish peasants); F2/F4

• Lord Egremont 1449.

• Allegiance: Lancaster

• Note: Son of "hotspurs" and brother to Henry; a hothead and not very bright, he escalated the feud between Percys and Nevilles.



PERCY, WILLIAM

• b.1428–d.1462; M3/M4

• Magister of Cambridge Collegium 1451.

• Allegiance: Lancaster

• Note: Son of "Hotspurs".



PERCY, SIR RALPH

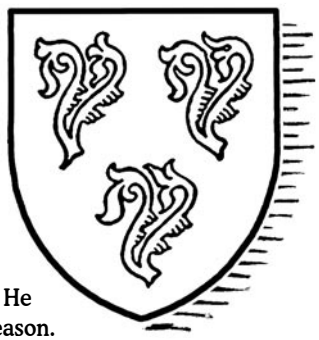
• b.1429–d.1464 (Hedgley Moor); F3/F5

• Lord of Bamburgh Castle 1449.

• Allegiance: Lancaster (briefly York)

• Note: Son of "Hotspurs". He surrendered Bamburgh to King Edward of York in exchange for a pardon, in 1462, and the castle was returned to him after he swore allegiance to York in 1463. But he rose up in rebellion for Lancaster in 1464, and was slain.

ROS, THOMAS



• b.1427–d.1464 (beheaded); F3/F5

• Baron de Ros 1430; Knighted 1461; Attaindered 1461.

• Allegiance: Lancaster

• Note: After being attaindered he fled to Scots' Land, where he later joined a Scots' invasion of Albion. He was captured and beheaded for treason. He was brave but not particularly bright, capable of inspiring men but not good at commanding them.

DE ROS, EDMUND

• b.1446–d.1508; F1/F5

• Baron De Ros (unrecognized) 1464; title recognized 1485.

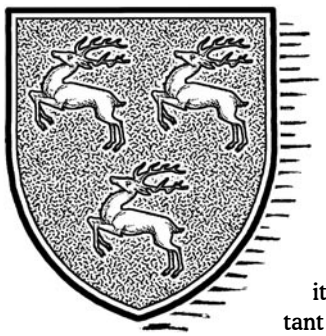
• Allegiance: Tudor

• Note: Son of Thomas Roos. He lived in exile after 1461, and joined Henry Tudor's invasion force.

ROTHERHAM, THOMAS "THE SCOT"

• b.1423–d.1500 (natural causes); F1(and priest)

• Keeper of the Privy Seal 1467; Bishop of Rochester 1468; Ambassador to Burgundy 1471; Bishop of Lincoln 1472; Lord Chancellor 1474; Archbishop of York 1476.



• Note: Thomas Rotherham was called "The Scot" on account of his northern origins and brusk manners; it was a nickname he took no umbrage at. His skill and knowledge overcame the difficulties of his personality, and he rose to several important positions both at court and in the Church hierarchy. In 1483 he was both Lord Chancellor and Archbishop of York, and deeply troubled by Richard Crookback's attempts to secure the position of Lord Protector he was convinced to give the Privy Seal to Queen Elizabeth Woodville in her family's bid to use Parliament against Crookback. When it failed, Richard as Lord Protector dismissed Rotherham from his office, charged him with conspiracy, and imprisoned him in the Tower. He was released in 1485 when Henry Tudor took the throne.

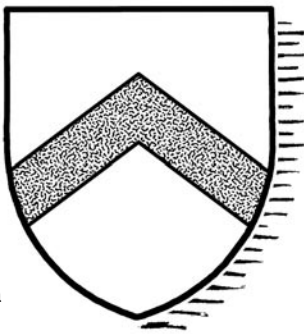
STAFFORD, HUMPHREY (DUKE OF BUCKINGHAM)

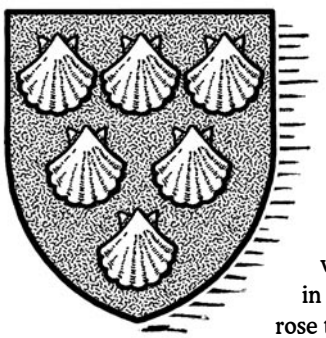
• b.1402–d.1460 (killed by Kentish peasants at Northampton); F10/F11

• Earl Stafford 1403; Knight of the Star 1429; Duke Buckingham 1444; Warden of Cinque Ports and constable of Dover 1450.

• Allegiance: Lancaster

• Note: One of the most respected men of his time, the Duke attempted to initially remain neutral in the early Rose War while maintaining his allegiance to the Mad King. He attempted to negotiate a peace between the two parties, right up to the eve of the battle of 1st St. Albans. When these failed, however, he took command of Lancastrian forces at that battle and was injured and captured there, though later released. He was a significant Lancastrian commander from then on, out of duty.





SCALES, THOMAS (BARON SCALES)

• b.1397–d.1460 (murdered by London Mob); F9/F10

• Knight of the Star 1425.

• Allegiance: Lancaster

• Note: Thomas de Scales fought various campaigns in frogland in his youth, and as an adventurer rose to significant power. He was made commander of the London garrison in 1460, and when the Yorkists approached the city and the London mob rose up in their favor, he turned the Tower's bombards against the population. When the city was taken by the Yorkists he tried to escape in disguise but was discovered and cut to pieces by the angry citizenry. He was brave, but also coldly ruthless in his pragmatism.

STAFFORD, HUMPHREY (EARL STAFFORD)

• b. 1425–d.1458 (plague); F1

• Allegiance: Lancaster

• Note: Eldest son of the Duke of Buckingham. He was severely wounded at St. Albans, injuries from which he never fully recovered. In his weakened state, he fell victim to the plague. Before his injury he was handsome and charismatic, but after that he was reclusive and deeply melancholic, damaged of mind as well as body.

SHERWOOD, JOHN



• b.1430–d.1493; 0-level priest and sage

• Ambassador to the Pontifex in Arcadia 1469; Prince-Bishop of Durham 1476.

• Note: A priest, he specialized in the study of Byzantine language and texts. He retired as prince-bishop of Durham to return to Arcadia as a scholar, where he lived the rest of his life.

STAFFORD, HENRY (DUKE BUCKINGHAM)

• b.1455–d.1483 (beheaded); 0-level child/F9

• Duke Buckingham 1460; marries Catherine Woodville (age 7) 1465; Knight of the Star 1474.

• Allegiance: York

• Note: Son of Humphrey (1425). After his grandfather's death he became a ward of the Woodville family (into whose family he was married in childhood). He was considered a desirable match not only because of his father's title but because through his mother's line he had a claim to the throne. He turned against his adopted family, supporting Richard Crookback, and may have been involved in the plot to kill the Tower Princes. In 1483 he revolts against Richard, but the revolt is suppressed and he is executed as a traitor. He was self-serving and profoundly ambitious, smart but with none of the real genius of Warwick or Crookback, trying a too-complicated scheme to ascend himself to the throne by playing both Crookback and Tudor against each other.

STAFFORD, JOHN (EARL WILTSHIRE)

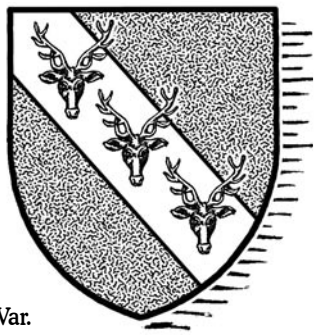
• b.1427–d.1473; F2/F9

• Knighted 1461; Steward of Cornwall 1469; Earl Wiltshire 1470; Knight of the Star 1472

• Allegiance: York

• Note: Younger son of the Duke of Buckingham(1402).

STANLEY, THOMAS (KING)



• b.1405–d.1458 (natural causes); F9

• Baron Stanley; Crowned Sovereign King of the Impenetrable Isle 1437; Knight of the Star 1457.

• Allegiance: Lancaster, but remained neutral in the Rose War.

• Note: An ally to the Mad King, Thomas Stanley was crowned as the King (vassal king to the crown of Albion) of the Isle of Mann. See the gazetteer section on that island for more information.

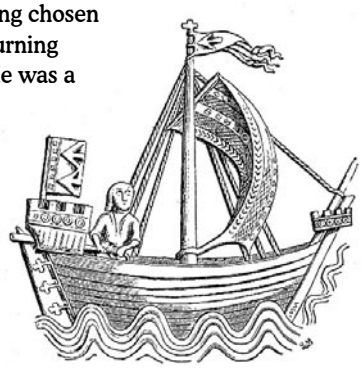
STANLEY, THOMAS

• b.1435–d.1504; F1/F9

• Squire to the Mad King 1454; Baron Stanley 1458; King of the Isle of Mann 1458; Knighted 1460; made member of Star Chamber Council 1471; Steward of the Household of King Edward 1471-83; Lord High Constable 1483; Knight of the Star 1483; Steward of the household Richard III 1483-85; Steward Duchy Lancaster 1485; Earl of Derby 1485.

• Allegiance: York/Tudor

• Note: Son of Thomas (1405). While loyal to Richard Crookback on his ascent to the throne, he was also married to Henry Tudor's mother. He waited until the last possible moment, on the field at Bosworth, to decide which of the two to support, and having chosen for Henry was a turning point in history. He was a far more astute politician than his father, who was more of an isolationist; and was a calculating strategist.



STANLEY, WILLIAM

• b.1436–d.1495; F1/F6

• Allegiance: York/Tudor

• Note: Son of Thomas(1405). Joined his brother at Bosworth in supporting Henry Tudor.

SUTTON, JOHN (BARON DUDLEY)



• b.1400–d.1487; F8/F10

• Knight of the Star 1459.

• Allegiance: Lancaster/York

• Note: After being captured at Blore Heath, Dudley switched allegiance to York. He went on to fight for York at Towton.

SUTTON, EDMUND

• b.1425–d.1484; F1/F4

• Allegiance: Lancaster/York

• Note: Son of John. Was captured at St.Albans but later released. Joined his father in switching sides after Blore Heath.

DUDLEY, WILLIAM

• b.1430–d.1483; M1/M6

• Magister Chancellor of Oxford 1483.

• Allegiance: York

• Note: Son of John Sutton. A Magister, he supported Richard Crookback's claim to the throne and was rewarded with the head of the Collegium at Oxford.

TALBOT, JOHN (EARL SHREWSBURY)

• b.1390–d.1453; F3/F5



• Note: The Talbots have been at the forefront of Anglish colonial efforts in Eire Land for some time; as a product of historical elements of this, they have had an ongoing feud with the Eirish-native Butler family, the Ormond Tribe. John Talbot was an Anglish governor both on the Continent and in Eireland; in the latter case he was particularly brutal in his dealings with the natives.

TALBOT, JOHN (EARL SHREWSBURY)

• b.1413–d.1460 (injuries, after Northampton); F8/F9

• Earl Shrewsbury 1453; Lord Treasurer 1456; Knight of the Star 1457.

• Allegiance: Lancaster

• Note: Son of John. Died very shortly after Northampton, due to battle injuries. He tended to be arrogant and demanding. He was made to marry a woman of the Butler family to end the feud between these two clans.

TALBOT, JOHN (EARL SHREWSBURY)

• b.1448–d.1473; 0-level child/F1

• Earl Shrewsbury 1460.

• Note: Son of John (1413).



TALBOT, CHRISTOPHER

• b.1424–d.1460 (Northampton); C1/C3

• Allegiance: Lancaster

• Note: Son of John (1390). A cleric, he was loyal to his family and served as his brother's house cleric; slain while fighting at his side.

TALBOT, THOMAS

• b.1450–d.1470 (Nibley Green); F1

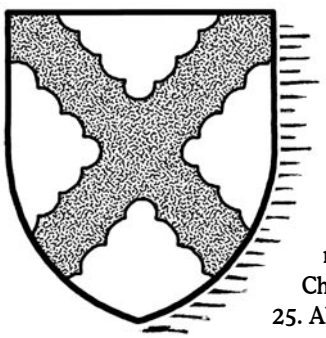
• Viscount Lisle.

• Note: A grandson of John (1390), his father died in 1453. A spoiled and foolish young noble, he was involved in a personal feud with the Berkeley family over Berkeley Castle (which he claimed was actually his by maternal right). This culminated in the battle of Nibley Green, where Talbot's forces faced off with William de Berkeley's men. Thomas Talbot was slain in that battle.

TIPTOFF, JOHN (EARL WORCESTER) "THE BUTCHER OF ALBION"

• b.1427–d.1470; M3/M6

• Baron Tiptoff 1442; Earl Worcester 1449; Treasurer of Albion 1452; Star Chamber Council 1453; Lord Deputy of Eire 1456; Constable of the Tower 1461; Treasurer 1462; Steward of the Household 1463; Chancellor of Eire 1464; Constable of Albion 1469; Treasurer of Albion 1470.



• Allegiance: York

• Note: John Tiptoff became a magister at Oxford Collegium; a prodigy at magical arts, he obtained the magisterium at the age of 13. His erudition and skills were also applied at government, and he rose to the Star Chamber Council by the age of 25. Although initially nominally connected to the Lancastrian court, Tiptoff chose to leave Albion on a pilgrimage to Heliopolis in the early years of the war, not returning until after Edward of York had been crowned, at which point he offered his loyalty to York. As Constable of the Tower he oversaw large numbers of executions of Lancastrians, earning himself the nickname of Albion's Butcher. After serving in a number of positions and honors, Tiptoff was captured by Lancastrians during the Mad King's return to the throne in 1470. He was executed for treason as revenge for his ruthless persecutions.

TUCHET, JAMES (BARON AUDLEY)

• b.1398–d.1459 (Blore Heath); F5

• Baron Audley 1408.

• Allegiance: Lancaster

• Note: Audley was a romantic eccentric from a family of eccentrics (some say caused by the tendency to marry cousins within the family; and indeed, both of James' marriages were to cousins of his). Having sworn himself to Queen Margaret and the Red Rose, he raised forces for her and was the Lancastrian commander at Blore Heath. He was slain by Sir Roger Kynaston.

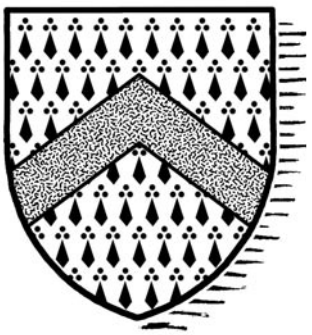
TUCHET, JOHN

• b.1420–d.1490; F1/F7

• Calais Garrison lieutenant 1450; Baron Audley 1459; Star Chamber Councilor 1471; Master of the King's Dogs 1471; Lord Treasurer 1484.

• Allegiance: Lancaster/ York

• Note: Son of James. He was taken prisoner by Warwick at Calais in 1461, but switched to the Yorkist cause after meeting (and being tremendously impressed by) Edward of York. He went on to fight several battles for the White Rose. He was eccentric like his father, having been impressed with King Edward of York to levels of near-servile devotion.



TUCHET, SIR HUMPHREY

• b.1435–d.1471 (executed); F1/F3

• Allegiance: Lancaster

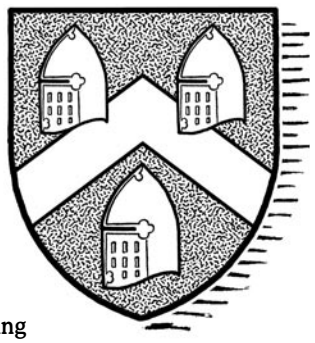
• Note: Son of James, half-brother of John. He remained loyal to Lancaster, and after being captured after the battle of Tewkesbury, Edward of York offered John Tuchet the opportunity to spare Humphrey's life, but John declined, saying he should die a traitor's death.

AUDLEY, EDMUND

• b.1437–d.1524; 0-level Priest

• Note: Son of James Tuchet. He entered the priesthood and eventually became Bishop of Rochester.

TUDUR, SIR OWEN



• b.1400–d.1461(executed after Mortimer's Cross); F5

• Married Queen Catherine (mother of Henry VI) 1422.

• Allegiance: Lancaster

• Note: A powerful noble in Wales, he claimed descent from the ancient Cymric kings, but was comfortable with Anglish ways, being one of the first Welsh nobles to take an Anglish-style surname (Tudur, later Tudor). He was a friend to Henry the Great (having fought at Agincourt as a squire at age 15), and after Henry's death married the Dowager Queen Catherine (the Mad King's mother) and had several sons by

her, half-brothers to the Mad King. His loyalty to Lancaster was absolute. But his rivals in the Ap William family joined with York to seek to usurp the Tudur primacy in Wales, and he was slain after a vicious battle.

TUDUR, OWEN

• b.1429–d1529; C1/C3

• Note: As a cleric and bastard son of Sir Owen, did not participate in the battles of the Rose War.

TUDUR, EDMUND

• b.1430–d.1456 (of plague, or possibly killed by William Ap William); F1/F2

• Knighted 1449; Earl Richmond 1452; married Margaret Beaufort 1453.



• Allegiance: Lancaster

• Note: Son of Sir Owen and the Dowager Queen Catherine. He was a pious and gentle man, and became a good friend of his half-brother the Mad King, who made him an Earl. His marriage to his nine-year old cousin Margaret Beaufort was an effort at creating another Lancaster heir, as she had royal lineage, and the Tudurs could be trusted. He died before his son was born, while a prisoner of William Ap William.

TUDUR (LATER TUDOR), SIR JASPER

• b.1431–d.1495; F8/F12

• Earl of Pembroke 1453; Knight of the Star 1459; attaindered (treason) 1461; restored 1470; attaindered 1471; restored 1485; Duke Bedford 1485.

• Allegiance: Lancaster/Tudor

• Note: Son of Sir Owen and the Dowager Queen Catherine; he was raised by monks and was originally intended to become a priest, but he did not take to it, and became a knight-adventurer instead. He was made an Earl by his half-brother the Mad King, and swore eternal loyalty to him. He was guardian and mentor to Henry Tudor after 1471, and taught him much about the art of soldiering and adventuring. He was a bold man who was supremely confident and a little arrogant, though with a sense of humor about it, who often referred to himself only half-jokingly as "the high and mighty brother to kings".

TUDOR, HENRY (HENRY VII)

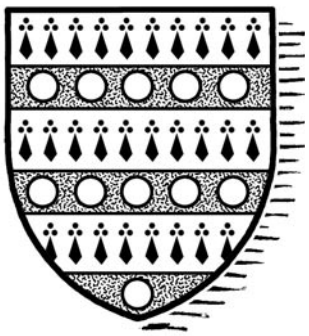
• b.1457–d.1509; 0-level child/F5

• Earl Richmond 1457; King of Albion 1485.

• Allegiance: Lancaster/Tudor

• Note: Son of Edmund Tudur. Henry Tudor suffered from war, imprisonment, torture and exile through most of his childhood; but by 1485 had become the charismatic last hope for the Lancastrians (his claim to the throne coming from his mother, Margaret Beaufort). He was known to be a stoic, hard man, marked by his difficult life, incredibly resolute and confident.

TYRELL, SIR JAMES



• b.1455–d.1502; F3/F7

• Knighted 1471; High Sheriff of Cornwall 1484.

• Allegiance: York (specifically, Richard Crookback)

• Note: His father had been a minor knight-vassal to the Earl of Oxford, executed when James was only a boy for participating in Oxford's attempted insurrection. His family having lost everything, he became a soldier of fortune and was knighted by King Edward of York after bravery in battle at Tewkesbury. He had gained the attention of Prince Richard Crookback and entered his service, quickly becoming his favorite vassal, on account of being an absolutely ruthless pragmatist with no apparent moral limitations and complete loyalty to his sire. He quickly became Richard's 'black ops' man, doing the tasks Crookback could trust no one else to do; he personally handled the murder of Richard's brother George, drowning him in a vat of wine before King Edward could issue a pardon for his life. He also murdered King Edward the Tower Prince and his brother Prince Richard of Shrewsbury on Crookback's orders, and was given great favor by Crookback once the latter attained the throne. However, he was in Calais at the time of the battle of Bosworth and chose not to return to aid his king in spite of knowing of Henry Tudor's army. He swore loyalty to Henry Tudor after Bosworth and suffered no repercussions, until he joined a rebellion against the King in 1501, after which he was executed.



WELLES, LIONEL (BARON WELLES)



• b.1406–d.1461 (Towton); F8/F9

• Baron Welles 1421; Knighted 1426; Captain of Calais until 1456; Knight of the Star 1457.

• Allegiance: Lancaster

• Note: In spite of being a notable knight and having spent much of his life fighting the Frogmen on the Continent, Lionel was a peace-loving country gentleman at heart, happier to spend his time tending his lands than fighting wars.

WELLES, RICHARD

• b.1431–d.1470 (executed); F1/F7

• Star Chamber Council 1454; Lord Willoughby 1469.

• Allegiance: Lancaster

• Note: Son of Lionel. He was a well-educated noble, known as both intelligent and wise, and like his father something of a reluctant warrior. He fought for Lancaster but after 1461 made peace with King Edward of York; he was denied his father's barony but was eventually given a lordship, and fought for York at several battles in the 1460s. However, some years later his son's rebellion led to his execution by beheading.

WELLES, ROBERT

• b.1450–d.1470 (executed); F2/F3

• Justice of the Peace in Lincolnshire 1468.

• Allegiance: York/Warwick

• Note: Son of Richard. Robert inherited none of his father's wisdom, and proved to be impulsive, overly ambitious and easily manipulated. When Warwick and King Edward became enemies, he sided with Warwick (after the latter made him promises of honors he felt his family had been denied), and raided the house of Sir Thomas Borough (one of Warwick's local enemies). When his father was arrested and later executed for Robert's misdeeds, he rose up in rebellion against the King, but his forces were dramatically defeated at the Battle of Tickencoat Warren (nicknamed "Losecoat Field").



WENLOCK, SIR JOHN "THE PRINCE OF TURNCOATS"



• b.1404–d.1471 (Tewkesbury); F3/F10

• Knighted 1449; Chamberlain to Queen Margaret 1450; Speaker of the Commons 1455; Knight of the Star 1461 Chief Butler 1461; Captain of Calais 1466.

• Allegiance: Lancaster/York/Lancaster

• Note: Sir John Wenlock was the most infamous turncoat of the Rose War, having switched from Lancaster to York for his own benefit, then back to Lancaster when it was convenient. He switched sides (from Lancaster to York) in mid-battle at 1st St.Albans. He fought for York at Blore Heath and Mortimer's Cross, 2nd St.Alban's and Towton. But then he turned to Warwick's side (in his conflict with King Edward) and rejoined the Lancastrians. He was ultimately slain at the battle of Tewkesbury by his ally the Duke of Somerset, who split Wenlock's skull with an axe when it appeared he was about to switch sides yet again.

(AP) WILLIAM, WILLIAM "BLACK WILLIAM" (LORD HERBERT)

• b.1423–d.1469 (executed after Edgecote); F6/F11

• Lord Herbert 1461; Knight of the Star 1462; Earl Pembroke 1468.

• Allegiance: York

• Note: A Welsh nobleman, descended from tribal chiefs much more recently civilized than the Tudurs, and their main rivals to power in Wales. The two families despised one another, and so as the Tudurs were Lancastrian, William ap William threw his lot in with York. He took Edmund Tudur prisoner and let him die (some say murdered him) in his castle. He was later rewarded with the title of Lord Herbert and his children changed their surname to the more Anglicized "Herbert". He was the custodian of Henry Tudor from 1468-70 and treated the boy quite poorly (though he may also have inadvertently filled Henry's head with Cymric legends that guided his hand to seek out the Dragon after that). When Warwick rebelled, William remained loyal to York; he was indomitable in melee but at the battle of Edgecote Moor he was trapped by a Magister's Web, and was executed.



HERBERT, WILLIAM

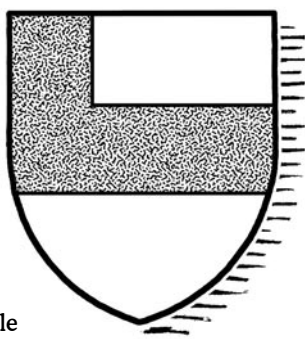
• b.1451–d.1491; F1/F7

• Earl Pembroke 1469; Earl Huntingdon 1479; Chief of South Wales 1483.

• Allegiance: York

• Note: The son of William ap William, William Herbert chose to take the family's first title as a surname to sound more Anglish. He was already an adventurer in his youth. After his father's death he continued to serve the Yorkist cause loyally, and when Richard Crookback took the throne William was given control of most of Wales as an attempted bulwark against any uprising by Henry Tudor. However, when the uprising did come, Herbert chose not to oppose him, and did not fight at Bosworth; possibly convinced that Henry Tudor had proven himself a true King of the Cymric blood.

WYDEVILLE, RICHARD (EARL RIVERS) "THE HANDSOME"



• b.1405–d.1469 (Executed , after Edgecote); F9

• Squire of Henry the Great, Knighted 1415; Baron Rivers 1448; Knight of the Star 1450; Earl Rivers 1466; Lord Treasurer 1466.

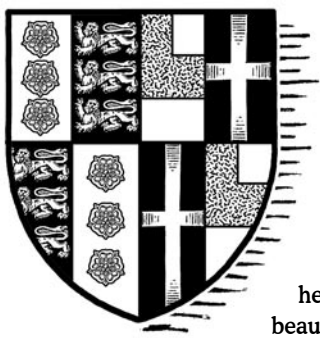
• Allegiance: Lancaster/York

• Note: Richard Wydeville is the paterfamilias of the Wydeville

family, later to become the Woodvilles. He was the youngest surviving veteran of the battle of Agincourt, where he participated at King Henry the Great's squire. He was knighted for it at the age of 10. He was nicknamed "the Handsome" as in his youth he was considered the most attractive young knight in the kingdom (a quality of attractiveness that all his children inherited). During the Rose War he initially tried to remain neutral with a vague non-participatory Lancastrian sympathy. All of that changed when the new King Edward of York met, fell in love with, and married Richard's Daughter Elizabeth. This suddenly propelled the relatively low-born family into the highest position in Albion's court, and Richard and his son Anthony made sure to take full advantage of this. They put themselves into the position of trusted advisers to the young King, and alienated him from his former counsellors, including the Earl of Warwick and the King's own brothers, all of whom deeply resented the intrusive family. This feud led to Warwick's revolt against the King, and Wydeville was one of those who marched with the King to face Warwick at Edgcote Moor. However, when he found that they were very badly outnumbered, Richard retreated from the scene before the battle began, ostensibly to get reinforcements; he was captured along the road and was executed by Warwick along with one of his sons.



WOODVILLE, ELIZABETH (QUEEN)

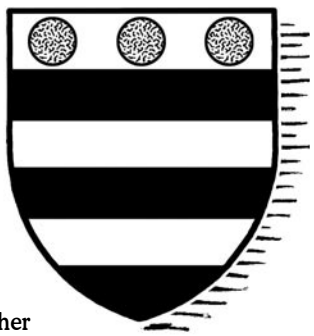


• b.1437–d.1492; 0-level Noble

• Chambermaid to Queen Margaret 1445; Married John Grey 1452; Married King Edward of York 1464; Crowned Queen 1465; Queen Mother 1483; Queen Dowager 1485.

• Note: The daughter of Richard, she was considered by her early teens to be the most beautiful maid in all of Albion, having inherited her father's good looks. Her beauty aside, she was also known to be adept at all the skills expected of a lady of her station, intelligent and crafty. At 15, she was married to Sir John Grey, whom she loved; unlike the Wydevilles who were largely neutral in the Rose War, her new husband was staunchly Lancastrian. He died at the battle of 2nd St.Albans, fighting for the Mad King. Thus, when Edward of York took the throne she initially hated him as the murderer of her husband; but when the two met, he instantly fell in love with her, and gradually won her over. They were married, secretly at the time because Edward knew that his main adviser the Earl of Warwick (and much of the other nobility) would never approve of the King squandering his marriageability to such a minor noble family, when a marriage to a Continental princess could permit an alliance that would allow Albion to finally reconquer its lost territories in Frogland. He revealed her only after the wedding was consummated and thus a fait accomplit. When Edward was briefly deposed and forced to flee Albion in 1470 she took sanctuary in Westminster Abbey, where she gave birth to her son Edward (who would eventually become King Edward the Tower Prince). When Edward died, Richard Crookback finally took his revenge on the Woodvilles, killing her two royal sons (as well as her son Richard by a previous marriage, and her brother Anthony); Elizabeth herself was charged with witchcraft but was absolved. Elizabeth took revenge, however, making an alliance with Margaret Beaufort to put Henry Tudor on the throne and have him marry Elizabeth's daughter (also called Elizabeth). After Henry's victory at Bosworth she was given the title of Queen Dowager.

GREY, THOMAS (EARL HUNTINGDON)



• b.1455–d.1501; F1/F9

• Earl Huntingdon 1471; Marquis Dorset 1475; Knight of the Star 1476; Lord Ferrers 1483; Attaindered 1483; Restored 1485.

• Allegiance: York/Tudor

• Note: Son of Elizabeth Woodville by Sir John Grey. He quickly rose to prominence under his new stepfather, King Edward of York. When King Edward died, Thomas' half-brother King Edward The Tower Prince was taken into custody by Richard Crookback, and his brother Richard and uncle Anthony were arrested. He attempted to push for parliament to declare him Regent instead of Crookback but failed. He joined the Duke of Buckingham's attempted rebellion, but when that fell apart he fled to Brittanie where he joined Henry Tudor's party. In 1485, just as Henry was preparing to attempt a second invasion of Albion, Thomas was deceived into thinking his mother had come to terms with Crookback, and thus stayed behind on the Continent, failing to participate in the uprising that would lead to Tudor ascendancy. After Henry was crowned Thomas was welcomed back to Albion but never fully trusted again by the new King, and failed to rise to any position of importance in the Tudor court.

GREY, SIR RICHARD

• b.1460–d.1483 (executed); F2

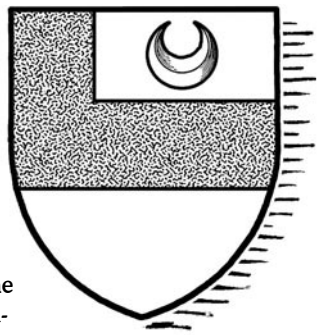
• Knighted 1475; Justice of the Peace in Herefordshire 1475; Constable of Chester Castle 1479; Constable of Wallingford Castle 1482.

• Allegiance: York

• Note: Son of Elizabeth Woodville by Sir John Grey. Like all of his family, he rose to prominence in the court after his

mother's marriage to King Edward of York. He first became notable as a star on the jousting circuit, following in his uncle Anthony's footsteps. He became an important administrator of his step-father's government over the next few years. When King Edward of York died, Richard Grey was in the party that was escorting his young half-brother Edward (the Tower Prince) to be crowned, when their caravan was intercepted by Richard Crookback. Sir Richard and his uncle Anthony were both arrested on the spot, and when Richard Crookback took power he had them both executed for treason.

WOODVILLE, ANTHONY



• b.1440–d.1483 (beheaded); F3/F9

• Knight of the Star 1469; Governor of the Prince of Wales' Household 1473 High Sheriff of Caernarvon 1473.

• Allegiance: Lancaster/York

• Note: Son of Richard Wydeville, Anthony was the one to change the family surname's spelling to Woodville. In his youth he was a Lancastrian and even fought at Towton, but as with the rest of the family became Yorkist once his sister married King Edward of York. Better known as a jousting knight than a warrior, he was the champion of several tournaments before the age of 20. Even so, he participated in fighting for York during Warwick's revolt and the brief Lancastrian restoration; he joined his brother-in-law on the Continent in exile, and fought and was injured at the battle of Barnet. He had also been chosen by the King to lead the Anglish expeditionary force to support the human rebels against Frogman rule in Brittanie; but was very quickly called back from this dangerous duty when his nephew Prince Edward (future King Edward V) was born. He became the chief of the young Prince's household and his main guardian. When Edward of York died, Anthony sought to take control of government in his young nephew's minority, but as he was escorting the future Tower Prince to be crowned he was intercepted by Richard Crookback, arrested, and ultimately beheaded as a traitor when Crookback's coup succeeded.

WOODVILLE, SIR JOHN

• b.1444–d.1469 (beheaded in Coventry after Edgecote); F1

• Knighted 1465.

• Allegiance: York

• Note: Son of Richard Wydeville. In the family's rise to prominence following his sister Elizabeth's marriage to King Edward of York, young John (at age 19) was married to the Dowager Duchess of Norfolk (who was 65). This was done to procure the aging Dowager's fortune and only helped fan the flames of hatred among the established Anglish nobility for this upstart family. In whispers at court it was referred to as "the diabolical marriage". When Warwick the Kingmaker finally rebelled against King Edward, Sir John accompanied his father to do battle against the rebels, but retreated (along with his father) before the fight even began upon seeing how outnumbered the King's forces were. They gave the excuse that they were setting out to obtain reinforcements for the King. However, they were captured by Warwick's men on the road, and after Warwick's victory at Edgecote Moor the two Woodvilles were executed.





WOODVILLE, LIONEL

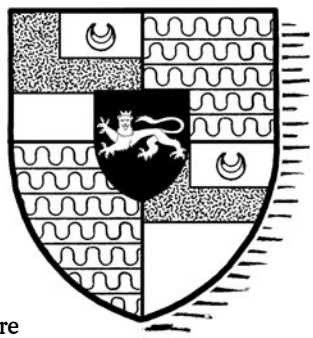
• b.1446–d.1484 (natural causes); M3/M6

• Magister Chancellor of Oxford 1476; Earl Rivers 1483.

• Allegiance: York

• Note: Son of Richard Wydeville. A Magister, his family connections allowed him to obtain the office of Magister-Chancellor of Oxford at the age of 20, which (although he was not untalented as a magician) was seen as yet another act of Woodville nepotism since there were other better candidates for the post. In fact, at the time of his ascension he had not yet received his Magister's degree, which was quickly conferred upon him without passing the requisite tests (although it was generally admitted that he would have been able to do so).

WOODVILLE, RICHARD



• b.1448–d.1491; F1

• Earl Rivers 1484; attaindered 1484; restored 1485.

• Allegiance: York/Lancaster/York/Tudor

• Note: Son of Richard Wydeville. In 1470, during the brief Lancastrian restoration, Richard went before the Mad King and swore allegiance, thus probably sparing his own life. But this betrayal was not lost on King Edward of York, who never gave him any significant offices or honors after being restored. When his older brother Anthony died, the family title of Earl Rivers passed to his brother Lionel, who was already deathly ill, upon Lionel's death Richard Woodville was attaindered by King Richard Crookback, denying him access to the family title and inheritance. When Henry Tudor took the throne, the title and lands were restored to him.

YORK, RICHARD (DUKE OF YORK)

• b.1411–d.1460 (Wakefield); F12/F14

• Knight of the Star 1433; Lieutenant in Frogland Campaign 1436-39,1440-45; Lieutenant of Eire Land 1445-50; Lord Protector of the Realm 1453, and again in 1455; Heir to the Throne 1460.

• Allegiance: York

• Note: Head of the York lineage and leader of the White Rose faction until his death, Richard of York claimed to be the rightful King of Albion by virtue of his lineage. The weakness of the

Mad King, the corruption of the Queen's favorites, and his stunning military victories in Frogland and Eire Land (both of which were originally campaigns assigned to him as a way to try to get rid of him) all bolstered his claims. However, he died in the war before he could obtain his goal of taking the throne. He was seen even by his enemies as a deeply noble and charismatic leader, and unlike his mad cousin had all the bearing and virtues that would have made for a great king.



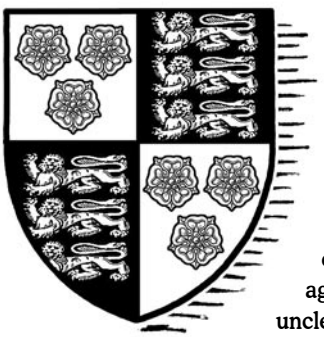
YORK, EDWARD OF (KING EDWARD IV OF YORK)

• b.1442–d.1483; F1/F10

• Constable of Bristol 1460; Duke of York 1460; King of Albion 1461; dethroned 1470; restored 1471.

• Allegiance: York

• Note: Son of Richard of York; Edward (with the help of his brothers) would accomplish what his father failed to do. A notable warrior by his late teens, Edward was also one of the tallest men in Albion at 6'4" height. He began his career as a noble and dashing warrior, proved to be driven more by his passions than good sense; he married Elizabeth Woodville (far below his station) and in so doing lost all potential continental allies, the chance to reconquer Frogland, and the support of the Earl of Warwick (his mentor and the most powerful man in Albion at that time). Even so, he managed to come back from this and retake his throne by force, with the last dozen years of his reign being relatively peaceful. By the end of his life he had become an obese drunkard unable to fit into his old armor and too tired to deal with the rigors of a Scots campaign. His premature death was caused by his excesses, leaving his underage sons at the mercies of their uncle Richard Crookback.



YORK, PRINCESS ELISABETH

• b.1466–d.1503; 0-level noble

• Queen of Albion 1485.

• Allegiance: York/Tudor



• Note: Elisabeth of York is the daughter of King Edward and Queen Elizabeth Woodville. She was born in Westminster Abbey while her mother was in sanctuary there. Her younger brothers, heirs to the throne, were declared bastards in 1483 and her uncle Richard took the crown, and sought to take her for his wife (to legitimize his rule). But her mother made a deal with the Tudors and she was secretly betrothed to Henry Tudor, who then took the throne after Bosworth.

YORK, EDWARD (KING EDWARD V THE TOWER PRINCE)

• b.1470–d.1483 (murdered, in the Tower); 0-level child

• King of Albion 1483.

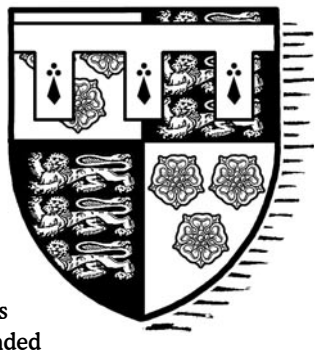
• Note: The second child, oldest son, and heir of King Edward of York. His father's early demise made him a pawn between the Woodville family and Richard Crookback, who despised each other. Crookback got the upper hand, and shortly after obtaining custody of Edward and his brother managed to have both declared illegitimate, and made himself King of Albion. The two young brothers vanished, murdered on Richard's orders by Sir James Tyrell. At the time of his ascension he was already known as an exceedingly clever and witty young prince.

YORK, RICHARD (THE TOWER PRINCE)

• b.1475–d.1483 (murdered, in the Tower); 0-level child

• Note: The younger son of King Edward of York. He shared his older brother's fate, murdered by his uncle Richard Crookback so the latter could secure the throne.

YORK, EDMUND (EARL OF RUTLAND)



• b.1443–d.1460 (Wakefield); F1

• Allegiance: York

• Note: Second son of Richard of York. He was with his father and participated in the battle of Wakefield. He attempted to flee when the battle was lost, but was hunted down by Lord Clifford (who had sworn to slay every last member of the house of York); Edmund pleaded for his life citing his youth, but Clifford responded that Clifford's own father was not spared at St. Albans in spite of being old, and butchered the young earl. Edmund was gentle and likeable but immature.

YORK, PRINCE GEORGE (DUKE CLARENCE)

• b.1449–d.1478 (drowned in wine while prisoner in the Tower); 0-level child/ F10

• Governor of Ulster 1462; Knight of the Star 1468; Earl Warwick 1471; Chief Governor of Eire 1472.

• Allegiance: York/Warwick/Lancaster/York

• Note: The third son of Richard of York; Clarence was considered the most handsome of the three princes who outlived their father. He was dashing, but not as intelligent or

competent as either of his brothers. He also betrayed Edward, siding with Warwick after the latter promised to make him king (and marrying Warwick's daughter Isabel), and continuing in his betrayal even after Warwick was forced to ally with the Lancastrians. But he eventually came back into the fold, only to enter into deep conflicts with the Woodville family. He came to believe they had engineered his wife's death (though in fact it may have been due to Richard Crookback, to obtain the Warwick fortune for himself and set the Woodvilles and Clarence against each other). The death of his wife and his sense of alienation from any meaningful role in government led him to become a severe alcoholic. He eventually attempted to rebel against Edward again, but was quickly imprisoned. Even then Edward intended to pardon him, but Richard made certain that there wasn't time to do so, ordering that Clarence be drowned in a vat of wine while held in the Tower.



YORK, EDWARD (EARL OF WARWICK)



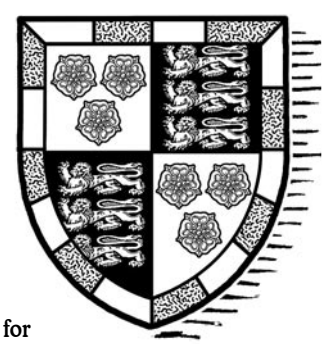
• b.1475–d.1499; 0-level child

• Earl of Warwick 1478.

• Note: The son of George (Duke of Clarence). His mother was Isabel Neville, daughter of the Earl of Warwick and thus he was potential heir to a vast fortune. After his mother died in bearing another child (that died shortly afterward), and his father was executed as a traitor, he was sent to live with Richard Crookback. Edward was found, as he grew up, to be a "simpleton" (that is, to be mentally handicapped), and when Richard Crookback's own son died, Edward was only briefly the technical heir to the throne but was soon passed over by Richard on account of his mental deficiency. After Richard's death at Bosworth, he was kept a prisoner in the Tower for the rest of his life, eventually being executed when a rebellion made claims of intention to rescue Edward from imprisonment.

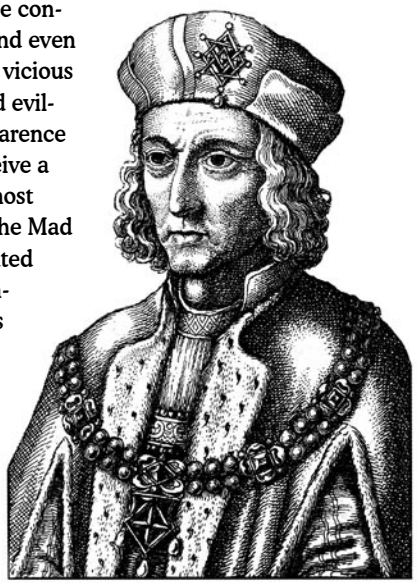
YORK, RICHARD (KING RICHARD III CROOKBACK)

• b.1452–d.1485 (Bosworth); 0-level child/F12



• Duke Gloucester 1461; Governor of the North 1469; Knight of the Star 1470; Lord High Admiral 1471 Lord Protector 1483 King of Albion 1483.

• Note: Richard was the youngest son of Richard of York. He was born deformed but it was said that he was loved by his father, who cared for him and never treated him differently from any of his other sons. Richard was noted to have a keen mind even at an early age, and he was sent to be tutored by the Earl of Warwick (who was at that time possibly the most intelligent noble in Albion). In spite of his hunchback, limp and lisp he proved to be an able fighter, rider, and public speaker. It was his rallying of the nobility that at one point saved King Edward's life during his former tutor Warwick's rebellion. He was a key commander in several important Yorkist victories. He married Anne Neville, the younger daughter of the Earl of Warwick, thus forcing his brother Clarence (who married the elder daughter) to have to split Warwick's vast wealth with him. In 1482 he led the campaign/invasion of Scots' Land (his brother was originally going to lead it personally but by then was too fat, sick and drunk to do so). Richard scored stunning victories and was acclaimed as a hero. After his brother's death, he connived to take the throne, and even before he had often shown vicious tendencies toward plot and evildoing, having murdered Clarence before the latter could receive a stay of execution, having most likely been the one to kill the Mad King, and having manipulated various aristocrats into confrontations with his in-laws the Woodville family. After stealing the throne from his nephew he had both his nephews killed and tried to marry his niece. He would finally be slain by Henry Tudor at the battle of Bosworth.



YORK, EDWARD (PRINCE EDWARD OF MIDDLEHAM)

• b.1473–d.1484; 0-level child

• Prince of Wales 1483.

• Note: The son of Richard Crookback and Anne Neville. A sickly and delicate child, he was nevertheless deeply loved by both parents. His untimely death one year into his father's reign as King left Albion without a clear heir and augmented the instability of Richard's reign.

Game Master's Secrets

The following are just some general guidelines, optional for the GM, to consider in the running of some of the major NPCs of the Albion setting.



EDWARD OF YORK

In the original Dark Albion campaign, Edward of York was a dashing warrior-prince in his youth, but not without flaws. He did indeed marry at least one attractive woman of a good family (and 'betroth' himself to many more) "in secret" before Elizabeth Woodville, just to get to bed with them, and then abandon them while concealing and denying all evidence of his actions. It was his intention to do exactly the same to Elizabeth, but her charm as well as the manipulations of her family changed his mind. After his victory over the Lancastrians, he was largely lost as to what to do with himself, never forgiving himself for the death of Warwick, and utterly bored with the drudgery of non-wartime kingship and stifled with family life. He took mistresses, endlessly fiddled with his palace at Eltham, and ate and drank himself to an early grave.

GEORGE DUKE OF CLARENCE

In the original Dark Albion campaign, Clarence had become aware of the rumors of his older brother's illegitimacy at a young age. While his mother always denied it, George had gradually convinced himself that it was true, and festered resentment at the thought that only through his mother's adultery and his father's naivete would he be denied the crown of Albion. This is what led him to revolt against his brother (twice). In spite of being thought of as the most handsome and charismatic of the three York brothers, he always felt inferior to both his brothers, as Edward seemed destined to (in George's mind, unearned) respect and admiration, while Richard (in spite of all his physical deformities) was obviously both smarter and a better warrior than George. He always thought Richard liked him better than Edward, and always trusted Richard (which proved to be his fatal error). George was ultimately a hedonist, becoming an alcoholic at an early age, and taking many lovers, with most of his favorites being attractive younger men in his service (the Magister Stacey was one of these, and his lover at the time Stacey was accused of and executed —injustly— for witchcraft; which is what caused George's final rebellion).

THE KINGMAKER

In the original Dark Albion campaign, the Earl of Warwick was a master manipulator, and that was hardly secret. But his manipulations with Richard of York went farther than imagined: he intentionally sabotaged some of Richard's efforts to take the crown, often secretly influencing the nobility to prevent him from directly taking the crown after Yorkist victories, out of concern that once Richard was king, he would no longer be as dependent on Warwick. While he didn't directly cause Richard's death, this was of great use to him, since was convinced that the younger Edward of York would continue to depend on him after his ultimate victory, and would all but let him rule Albion behind the throne. Of course, he was ultimately wrong.

THE MAD KING

In the original Dark Albion campaign, the Mad King was not mad as such, but touched by the Unconquered Sun, and truly saw his angels. The effect of this spiritual experience had affected his ability to interact with the world, but it meant that often his apparent ramblings were in fact visions and (often confused) prophecies. He had a sense of all that was going to happen, but felt unable to interfere, as it was all the will of the Unconquered Sun.





QUEEN MARGARET

In the original campaign, the Mad King's wife was not just a scheming noblewoman who used her favorites as a means for power; she was also a literal witch; having studied magic illicitly (the magisterium being impossible to a woman of her noble status, coming from a powerful royal family of the line of the lost frankmen kings). Her chaos magic was drawn from demon tutelage, and so it was directly under her patrons' guidance that she manipulated Albion into surrendering or losing its territories on the Continent. Her son Edward of Lancaster was born of adultery with Somerset, who was complicit with her, and was intended to take down Albion into chaos as well. But Somerset's untimely death at 1st St. Albans harmed her plans, and after the Lancastrian's ultimate defeat, her patrons abandoned her.

RICHARD CROOKBACK

In the original Dark Albion campaign Prince Richard, in spite of physical deformities that should have made him a rejected outcast, was given every kindness. He was loved by his father (when most other fathers would have despised such a child), and treated in every way equally to his brothers. He was noticed at an early age by the Earl of Warwick, who realized Richard's intellect, and taught him everything he knew about statecraft and manipulation (with the idea that Richard might someday take his place as the secret power behind the throne). Ultimately, there was no one to blame, no cruelty at fault, for Richard's determination to avenge himself on his entire world; only a feeling that he was naturally better than everyone else, and more worthy to rule. He made certain to outmaneuver his old master during Warwick's rebellion, he made sure to kill the Mad King to end the Rose War before his more compassionate brother could lose his nerve, he made sure to encourage the feud between Clarence and the Woodvilles, and to kill Clarence before Edward's pardon could reach the tower, and he made sure to encourage Edward's idle uselessness; he had his own nephews killed to finalize his security on the throne and avenged himself on all the Woodvilles he could. And through it all he was a master at making himself seem a hero and defender of Albion.

HENRY TUDOR

Carrying the mixture of the royal blood of Albion and the dragon-blood of the ancient Cymri kings, in the original campaign Henry was the ultimate result of an ancient supernatural breeding program of the Unconquered Sun to forge an allegiance with the old Dragons of Law. Should he succeed in gaining the throne of Albion he would usher in a new age of ascendance for Albion as a great power of the world (and a beacon of hope and tolerance for a new Collegium of Lawful angelic magic), and for the Unconquered Sun to extend its power and fight back the forces of chaos. Tudor himself was largely unaware of any of this until just before Bosworth; and naturally the presence of a dragon in his invasion force allowed many to think that he was being manipulated by Chaos and/or a servant of dark forces.

Significant NPCs on the Continent

Here follow a few descriptions of the most prominent people on the continent (i.e. some ecclesiastical leaders and kingdoms' rulers of the age). This doesn't include any high level characters per se (such as powerful sorcerers), that are left to the GM's determination as befits his (or her) own campaign.

Church of the Unconquered Sun

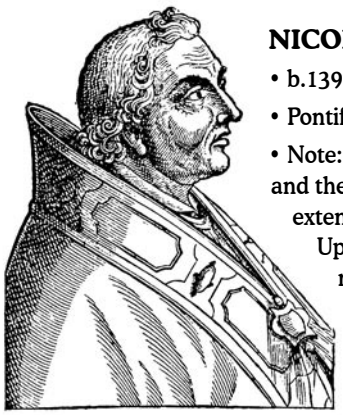
Here is a list of the pontifexes and supreme commanders of the Clerical Order who are in office during the War of the Roses period.

1. The Pontifex

The pontificate, or hierophancy, is the highest level of the priesthood of the Unconquered Sun and the head of the entire church. However, this being a title held by human beings, it has often been conferred to fairly flawed indivi-

duals. Election to the Pontificate is by the Collegium of Cardinals (that is, by all the Cardinals throughout all the lands of the Sun-faith), but this election is often mired by politicking and even bribery. The Pontifex, once chosen, serves for life. As part of historical compromises in the religion, even the Clerical Order is bound to obedience to him, even though he is selected from the ranks of the common priesthood and never the miracle-working Clerics. The following is a list and brief biography of the holders of the title of Pontifex during the time of the Rose War:





NICOLAUS V

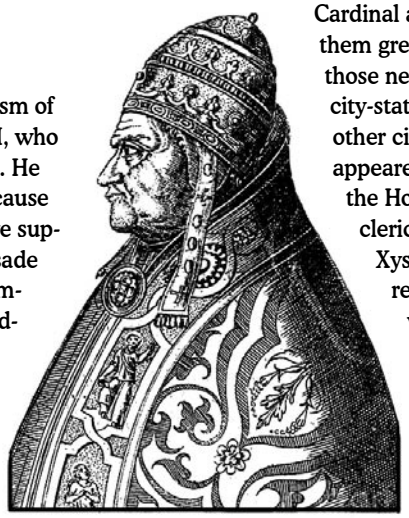
- b.1397–d.1455; 0-level priest.
- Pontifex 1447-55
- Note: An Arcadian, he was a scholar and theologian who had travelled extensively across the continent. Upon becoming pontifex he promoted culture and the rebuilding of Arcadia, hence impelling the dawn of the Renaissance era. Nicolaus V was nonetheless an unpopular pontifex.

CALIXTUS III

- b.1378–d.1458; 0-level priest.
- Pontifex 1455-58
- Note: Calixtus was an Iberian by birth, and very old at the time of his election. He was highly conservative, and declared on the issue of the church's position on slavery (that slavery was permitted, but only pagans could be made slaves). He was Pontifex when the Dragon Comet was seen flying through the sky, and as a precaution he made a decree of excommunication against the comet.

PIUS II

- b.1405–d.1464; 0-level priest.
- Pontifex 1458-64
- Note: Dissatisfied with the stark conservatism of his predecessor, the Collegium elected Pius II, who was known as a poet and writer of romances. He was popular among the faithful in Albion because he had once visited that land. In 1459 he gave support to Vlad Tepes' cause by declaring a Crusade against the Turk. In 1461 he declared the Commonwealth and the Teutons anathema (forbidding the practice of any religious ceremony in those lands) in an effort to try to stop their wars. In 1463, he clarified Calixtus' position on slavery by confirming that any slave who converted to the Unconquered Sun must be set free.

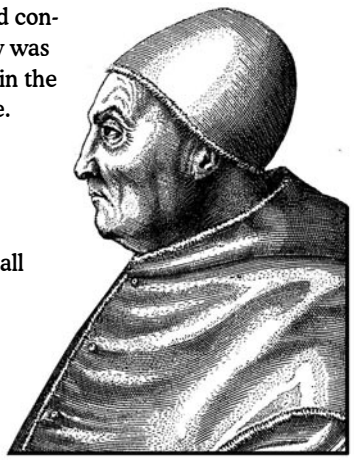


PAULUS II

- b.1417–d.1471; M4 (enchanter) at the time of his death.
- Pontifex 1464-71
- Note: After Pius' death, the pontificate was bought through bribery by Paulus II, who was not a priest but rather a merchant of great wealth in Arcadia. He was quickly made a Cardinal and then elevated to Pontifex. However, the cardinals quickly experienced seller's remorse, as his authoritarian manner and personal excesses led them to try to start limiting the power of his office within a year of his ascension; he entered into conflict with the Cardinals, and became withdrawn and paranoid, in fear for his title and maybe his life. He started actually arresting Cardinals from his enemies-list in 1468, and the next year appointed "secret Cardinals", men of his confidence whose identity would not be revealed but who could appear with full rights to vote against any measure the old Cardinals tried to move against him. He died of a heart attack in 1471 in "flagrante delecto" while sodomizing a teenage altar boy.

XYSTUS IV

- b.1414–d.1484; 0-level priest.
- Pontifex 1471-84
- Note: After the debauchery and conflicts with Paulus, the Pontificacy was given to a priest of known piety, in the hopes that things would improve. Xystus IV initially showed some promise; he declared another Crusade against the Turk to try to liberate occupied Byzantium, where crusaders answering his call besieged the city of Smyrna for some time, but to no ultimate effect. Soon, however, he began to show the corruption of his office: he ascended two of his nephews to the rank of Cardinal and granted them great economic privileges in Arcadia. In 1475 those nephews engineered a plot for the pontifical city-state of Arcadia to go to war with Florentia (another city in Arcadia). In 1478, in response to what appeared to be a rising tide of chaos, Xystus created the Holy Clerical Inquisition, appointing the Iberian cleric Tomas de Torquemada as its head. By 1481 Xystus was known to be engaged in various relationships with young (adult) male lovers, who he went on to promote to the rank of Bishop. In 1482, he helped to organize an alliance between Arcadia, Milan, Napoli and Venetia to go to war with Florentia; but one year later he betrayed his former allies, made a pact with Florentia, and placed Venetia under Pontifical Interdict.

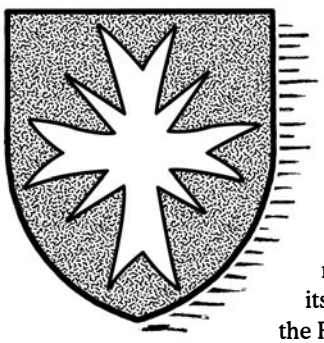


INNOCENTIUS VIII

• b.1432–d.1492; 0-level priest.

• Pontifex 1484-92

• Note: By the time of Xystus' death, the Collegium of Cardinals was so politicized and corrupt that there was hardly any question of trying to choose someone actually pious to the role of Pontifex. Innocentius was far from innocent, he was known to have no less than 16 bastard children, several of whom he made bishops. Shortly after his ascension he accepted what amounted to an enormous bribe from none other than the new Turk Sultan Bayezid, which included a fortune in plundered Byzantine treasures, including a piece of the Lance of Mithras, in exchange for conceding territories that the Sultan's forces had already conquered, and for not supporting the Sultan's rebellious brother, who was currently a refugee in Arcadia. In 1485, after the death of De Torquemada, he appointed the cleric Jacobus Sprenger as Grand Inquisitor.



2. Supreme Commander of the Clerical Order

The Clerical Order is considered to stand above the regular clergy, so doesn't depend on its hierarchy, though it still must obey the Pontifex. The Order thus relies on its own chains of command, led by a High Commander in each nation where the Clerics are present. These commanders are not elected, but chosen by their peers —with the help of divine guidance—, among the more experienced and worthy members of the Order. As a result, this is usually the most powerful Clerics that get the position. Then, the Supreme Commander of the Order, who normally resides in Arcadia close to the Pontifex, is chosen by the Unconquered Sun, whose choice is revealed through a magical ritual of divination. The following is a list and brief biography of the holders of the title of Supreme Commander during the time of the Rose War:

GABRIEL OF ANCONA

• b.1385–d.1456; C9 at the time of his death.

• Commander 1447-53

• Note: An Arcadian, he was a relentless combatant and enemy of the Frogmen whom he spent a great deal of his life crusading against. He died of natural causes.

LAWRENCE OF RIPAFRATTA

• b.1359–d.1457; C9 at the time of his death.

• Commander 1456-57

• Note: An Arcadian, his career had largely been involved in training clerics. Died fighting the Frogmen.



THOMAS VON KEMPEN



• b.1380–d.1471; C11 at the time of his death.

• Commander 1457-1471

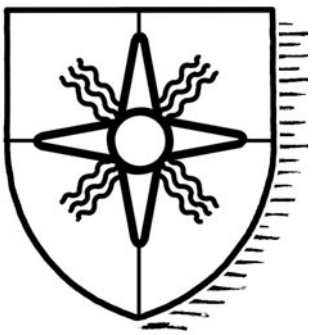
• Note: A man from the Grand County of Cleves, at that time Burgundian territory. A profoundly respected mystic of the Unconquered Sun, he wrote "Imitation of Apollonius", a manual for spiritual life that became immensely popular. He trained many of the greatest continental clerics of the 15th century, and died of natural causes at the age of 91.

JOHN OF KANTY

• b.1390–d.1474; C12 at the time of his death.

• Commander 1471-1474

• Note: A man from the Commonwealth, he was a deeply learned man, and prior to becoming Commander he taught theology, medicine, and astrology at the University of Krakow. He was known as deeply gifted by the Unconquered Sun in healing miracles, which he supplemented with his knowledge of medicine. In spite of his advanced age, he insisted in participating in military activities, and he joined his King, Casimir Jagiello, to go to war with the Huns in 1474, where he died in combat.



JAMES OF THE MARSH

• b1394–d.1476; C11 at the time of his death.

• Commander 1474-76

• Note: In his youth, he'd been a tireless inquisitor against chaos cults in his native Arcadia. By the time he was chosen to lead the Order, he had retired to live as a hermit in an Arcadian swamp. As Commander, he encouraged the order to be tireless in its pursuit of chaos cultists, which he considered the greater threat to the Church and to society. He died of natural causes.

ANDREW GREGHO

• b. 1400–d.1485; C9 at the time of his death.

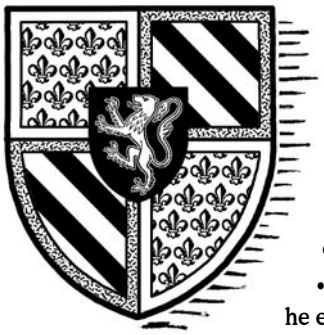
• Commander 1476-1485

• Note: An Arcadian, he largely continued the work of his immediate predecessor, supporting the Pontifex's creation of the order of the Inquisition within the Clerical Order. He died shortly after the ascent of Henry Tudor to the Anglish throne.

Major Continental Rulers or Leaders

The following section describes but a handful of the most powerful rulers of the continent, both in terms of personal prowess, as well as military might and political influence. These people might be heard of among the nobles of Albion every now and then, and what they do in their distant homelands, may have some repercussions up to the land of Albion.

1. Burgundy



PHILIP, DUKE (LATER GRAND DUKE) OF BURGUNDY

• Called "The Hawk" or "The Good"; the latter only ever by Burgundians.

• b.1396–d.1467; F12 at start of campaign, F15 at his death.

• Note: A ruthless ruler, he engineered the survival of his kingdom against the Frogman incursions. Known for having little piety (to the point of being accused of Chaos-Worship himself) he even made an alliance with the Frogmen at one time, but when they betrayed him he swore their utter destruction, and he would be in near-ceaseless war with them for the rest of his life (once pushing them back so far in their territory that he was able to see the Paris Swamp at the distance). He was the only person ever to refuse an offered membership in the Order of the Knights of the Star; creating his own knightly order (The Knights of the Golden Fleece) instead.

His court was in his lifetime the most splendid in all the Continent, with the construction of several magnificent palaces throughout his territories, and his Duchy (later Grand Duchy by his own styling following several victories against the Frogmen) was the powerhouse of the western half of the Continent while he lived by a combination of military victories (and plunder), clever political intrigue, and skillful economic policies that encouraged trade. His court was also famous for its decadence: he had a concubine of 24 mistresses, styled in the form of a Turk harem; and had 18 bastard sons by the end of his life, as well as 3 legitimate sons (only one of which survived to adulthood). His patronage of architecture and art was copied by nobility throughout the lands, not least of which by King Edward of York, who changed Anglish fashion and architecture (especially in building his own palace, Eltham) in imitation of the Burgundian style. The use of magic prolonged his strength and health, and he was a fearsome warrior and general; he died age 71 while fighting to retake the city of Liege from the Frogmen.

CHARLES, GRAND DUKE OF BURGUNDY

• Called "the Terrible", or (after death) "The Reckless"

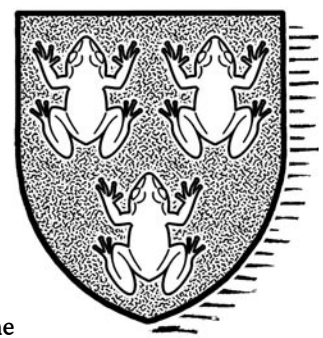
• b.1433–d.1477; F1 at start of campaign, F8 at his death.



• Note: The son of Philip he was just at fearsome at war, and even more ambitious than his father, but far less skilled at either diplomacy or good internal management of his territories. He had several important victories against the Frogmen but alienated both foreign allies and domestic vassals alike; it was his ambition to further elevate Burgundy from a Grand Duchy to a Kingdom in its own right, but the aggressive wars he undertook to try to justify this elevation led his allies to abandon his support, and he died during a disastrous attempt at invading the Confederacy of the Cantons. He was cursed (some say literally) with being unable to produce a male heir from any of three successive wives. When he died, the Burgundian holdings were split apart, the bulk of them going to the Hapsburg Principality through the marriage of a prince to Charles' only surviving offspring, a daughter.

2. the Frogmen

CRAAAK VII "THE ENORMOUS" (ruled 1422-1461)
LRAAP XI "THE SPIDER-EATER" (ruled 1461-1483)
CRAAAK VIII "THE BETRAYER" (ruled 1483+)



Relatively little is known about Frogmen society, much less the Frogmen monarchs, among humans. It is known that for whatever reason, they engage in a degenerate and twisted parody of human continental culture, complete with having adopted clothing styles, titles, and other accoutrements. Sages are also reasonably certain that the Frogmen Kings are mutated monstrosities, enhanced in size and power by their pacts with the dark Frog God. The Frog King at the start of the campaign, Craaak The Enormous, is apparently particularly huge in size even by Frogman royalty standards. He took the throne (according to some stories by eating all competitors to the title) during a time of difficulty for the Frogmen, as the Anglish and Burgundians had reconquered much of the territory they had previously lost to the Frog hordes. But a series of clever maneuvers, including the unusual tactic of making diplomatic manipulations of the human courts to set them against each other, allowed him to reconquer and expand his territory beyond that of his predecessors. He was said to have been so large by the time of his death that he could not move.



Lraap The Spider-Eater (the reason for that nickname is not clear, but some intelligence suggests it may have been due to his defeating an attempted revolt among his own race, led by nobles who had been making use of the power of demonic rivals to the Frog God) inherited a powerful Frog kingdom, but he soon lost ground to the Burgundians and then to a human rebellion in Brittanie. Faced with a potential human coalition that could wipe out the Frogs entirely, he made use of diplomacy again, entering into a treaty where he gave up Brittanie and paid a massive bribe to the Anglish crown in exchange for their giving up on a military alliance with Burgundy.

Craaak The Betrayer began his reign in the unique position to take advantage of the collapse of Burgundy and the endgame of the Rose War in Albion. After 1485, he would eventually reconquer Brittanie and then proceed to launch an invasion of Arcadia itself.

3. Eastern Continent

CASIMIR JAGIELLO, "THE GREAT", KING OF THE COMMONWEALTH



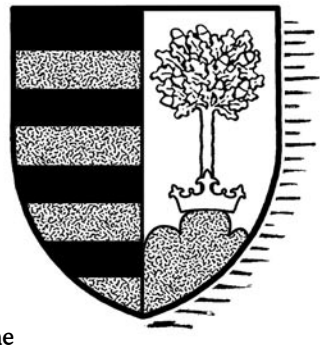
- b.1427 d.1492; F9 at campaign's start, F15 by 1485.
- Note: Already King of the Commonwealth for 15 years as of the campaign start, he would rule it for the entire length of the campaign period.

In the process, he would become the greatest and most accomplished ruler of the Continent, proving a master at warfare and governance, defeating every one of his enemies multiple times on the field of battle. In his reign the Teutonic Knights, possibly the greatest danger to Commonwealth, was decisively defeated; the Principalities and Hun Land, both of which had ambitions against the Commonwealth, were out-maneuvered and routed, and the Turk was held firmly at bay, with the Commonwealth acting as the bulwark against further Turk expansion into the Continent. His court was characterized by an energetic and bellicose passion for the Knightly arts, but also the patronage of learning, and deep piety in the faith of the Unconquered Sun. A Cleric had predicted that he would have six sons live to adulthood, and that one would be a saint, another a bishop, while the other four would all be kings (in his own lifetime, he saw one of his sons become a Cleric and later be sainted, while a second would become King of Bohemia and later Hun Land as well; three other sons would succeed him as King of the Commonwealth). He would also have five daughters, who would be wed to all the greatest families of the Continent.



KING MATTIAS CORVINUS, "THE CROW", KING OF HUN LAND

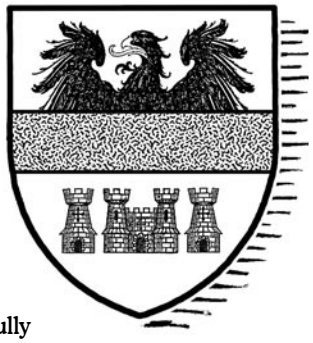
- b.1443–d.1490; F1 at campaign's start, F6 by 1485
- Ruled as king from 1458 to 1490
- Note: Corvinus became the King of Hun Land not by right of blood, but as a teenager due to the political maneuverings of his father, the great general Jan Hunyadi, after a violent rebellion against the previous incompetent king following Hunyadi's death, the execution of Corvinus' brother by the King, and Corvinus' own imprisonment. He was originally meant to be more of a titular ruler under regents, but within two weeks of his coronation, the teenage king had proven his own political skill by removing his regents and assuming direct rule.



He would go on to be a thorn in the side of almost all his neighbours; waging war with the Principalities, the Turk, and the Commonwealth, sometimes all at once. His attempt to conquer Bohemia, thwarted by Casimir Jagiello (who gave the crown of Bohemia to his own son instead) began a life-long vendetta between the two monarchs. In spite of being vastly outgunned in terms of raw power, Hun Land managed to maintain its freedom and significance while he lived, largely due to Corvinus' scheming genius and innovative ideas. He adopted new learning from Arcadia, making Hun Land one of the early Renaissance states, constructing one of the first great Royal Libraries of any land of the Continent. He was a patron of powerful wizards, having had the famed Astrologer-magister Regiomontanus (who wrote seminal works on the subject of the Planes of existence and the Outer Spheres) under his patronage for many years, and making good use of his great Royal Magister, Marcin Bylica (a Commonwealth-born Magister who could never have reached such offices and influence in his Cleric-obsessed native land). He also created a professional and permanent military (called "The Black Army") which assured his ability to defend himself; thus while being defeated in war by the Commonwealth, Turks or Principalities on several occasions (though he also scored victories against the latter two), he was never completely con-

quered. He was unable, however, to produce any legitimate heir; and he died poisoned by his scheming Arcadian wife who hoped to put a relative (or even herself) on the throne. Almost immediately after his death his kingdom would be devoured, mainly by the Commonwealth, and his old enemy King Casimir would give the Hun crown to the same son who had denied Corvinus the crown of Bohemia decades earlier.

PRINCE VLAD TEPES "DRACULA"

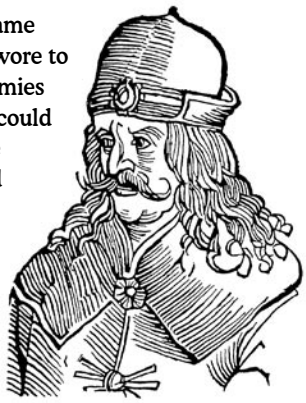


• b.1431–undeath:1463–true death:1476; F4 at campaign's start, 15HD Vampire at destruction.

• Note: As a teenager, Vlad and his brother Radu were sent from their native Wallachia (in the region known as Trans-sylvania) to serve as hostages in the court of the Turk Sultan. There Vlad carefully learned about the enemy of his people; their culture, their religion, and their military tactics. Once he was released, he maneuvered this knowledge brilliantly into fighting an incredibly effective guerrilla war against the vastly superior numbers of the much larger numbers of Turk forces seeking to conquer his principality. His fierce hatred for the Turk, masked for years of captivity, manifested as brutal reprisals against both the Turk armies and any people who dared collaborate with them or convert to the faith of the Crescent Moon. Huge numbers of his victims were impaled on stakes as both punishment and warning to others. To the followers of the Unconquered Sun, Tepes was a hero, a crusader representing the best hope of holding back Turk advancement.

His crucial mistake came in trusting that his younger brother, now styled Radu Bey after having remained in the court of the Turk, would turn to his side when sent to Wallachia by the Sultan. But Radu Bey felt no loyalty for his family or homeland; he was a faithful follower of the Crescent Moon and a loyal vassal of the Sultan. In command of an elite force of Janissaries (the elite forces of the Turk army), he ambushed his brother, shattered his army, and left him for dead.

But Vlad did not die; he called out now, after feeling he had been abandoned by the Sun, to the dark demonic spirits that had always been found in the dark recesses of Wallachia's land. Those dark forces answered his call and transformed him, renewing his body and making him into a Vampire Lord. Gathering strength from a hidden place for a few years, he struck out against Radu (who now ruled Wallachia in the Sultan's name), destroying him and the Janissary army, then unleashing a reign of terror over his darkened homeland. Forces of undead, dire wolves, and other monstrosities began spilling out to neighbouring kingdoms, as Vlad, now calling himself Dracula, had come to realize the unity of the Sun and Crescent Moon as the same manifestation of the God of Law, and swore to destroy both civilizations. The great armies of the Turks and Commonwealth alike could at most hold their ground against these magical demonic forces; and in the end it took a brave band of adventurers to sneak into Wallachia, penetrate Dracula's lair in Castle Argesz ("Crow's Loft"), and destroy him.



MEHMET, TURK SULTAN "THE CONQUEROR"

• b.1432–d.1481; F4 at campaign's start, F8 at his death.

• Note: To the Turk, he is the greatest ruler their empire has ever had. To the followers of the Unconquered Sun, he is a villain second only to the Frogmen. As a youth in the court of his father, he received an excellent education in both religion and the sciences (he was fluent by late adolescence in Turk, Levantine, Copt, Chaldean, Byzantine and Arcadian); and a firsthand education in the intrigues and complexities of the Turk court. By 1453 he had accomplished what had been the goal of the Turk almost since the inception of their Empire, and conquered the great city of Byzantium (an event that had even been prophesied in the teachings of the Prophet, some seven centuries earlier). In the years that would follow he would attack all the border kingdoms to Byzantium, and conquer Serbia, Morea, the coast of the Black Sea, Bosnia, and invade Wallachia, Albania and Moldavia, all of which would fall under Turk control. He even invaded Arcadia itself, but his death in 1481 interrupted that campaign.

Mehmet proved to be a sound governor of his empire, and maintained the policies of tolerance toward followers of the Unconquered Sun in his lands; who, rather than being forced to leave, slain or converted, could continue to practice their faith under certain restrictions and paying a special tax. He did, however, continue the practice of the "Blood tax" where young boys from every family that followed the Unconquered Sun were taken away (technically as slaves) to the court of the Sultan, converted to the worship of the Crescent Moon, and trained into the officers of the Turk bureaucracy and elite military (the Jannisaries). He also encouraged and gave great influence to both the religious scholars and the brethren of the Dervish order, the Crescent Moon's equivalent to the Clerics.

He had five wives over the course of his life (as polygamy was a custom among the Turk, particularly the nobility), and four legitimate sons. He almost certainly died of poisoning, administered by his Chaldean physician, but on the orders of his son Bayezid, who was eager to succeed him.

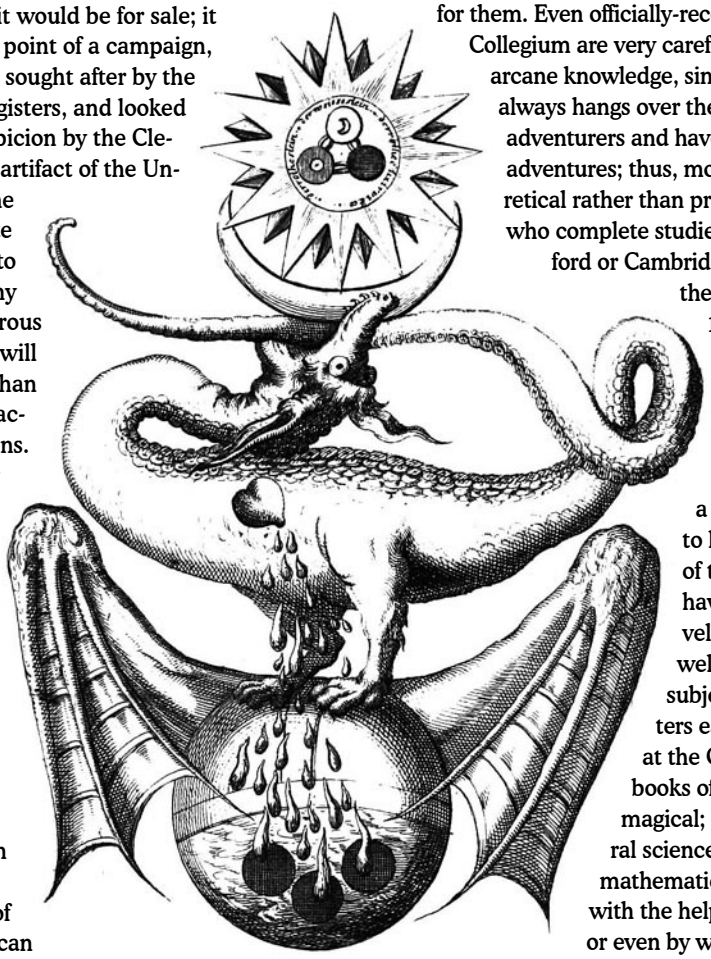
After Mehmet's death there was a civil war between Bayezid and his brother, Cem; after the latter was defeated he fled to Arcadia, and Bayezid was forced to pay immense bribes to the Pontifex to keep his brother imprisoned and avoid the Pontifex backing Cem in another attempted revolt.



Sorcery & Secrets

Dark Albion Magic and Miracles

This chapter is meant to present some guidelines to the use and presence of magic in the Albion setting. First and foremost it is important to remember that magic is fairly rare in Albion in comparison to the magic-level of many other popular old-school settings (to say nothing of some new-school settings!). You will not find a "local magic shop". In fact you will almost never get to find a magic item for sale unless there's a very specific reason why it would be for sale; it should be a significant plot point of a campaign, and any magic item will be sought after by the nobility and colleges of Magisters, and looked upon with caution and suspicion by the Clerics (unless it is a miraculous artifact of the Unconquered Sun; in which case the Clerics will seek to just confiscate it, which they have a legal right to do, just as they can confiscate any item they deem to be of a dangerous 'Chaos' nature). PC adventurers will be far more likely sellers rather than buyers of magic, and even such activity is fraught with complications. A safer means to 'profit' (usually not in a monetary way) from magic items or services is not to sell them, but to give them away as extremely valuable gifts to powerful noblemen; the PCs should know that giving a magic item to a Lord is an excellent way to gain patronage or employment from them.



The casting of spells is somewhat more common than magical items; certainly, people are well-aware of the existence of Magisters and Clerics, and both can be found throughout Albion. Even so, neither go around casting magic willy-nilly or selling their services on the streets. Clerics see their miracles as a sacred gift, and will never use them for personal profit, only in the service of the Clerical order or the Unconquered Sun. Clerical priories do not sell potions of healing, but they may give a few to a Cleric about to go on a dangerous mission specifically to fight creatures of chaos or black magicians; they might even give a couple to a party of well-known and devout adventurers who do not have a Cleric with them.

Magisters similarly never have a "spell shop", nor can someone off the street simply pay them to cast a spell for them. Even officially-recognized magisters from a Collegium are very careful about how they use their arcane knowledge, since the suspicion of sorcery always hangs over them. Most magisters are not adventurers and have no interest in going off on adventures; thus, most magisters are more theoretical rather than practical magicians. Those who complete studies at the Collegiums of Oxford or Cambridge (or one of the others on the Continent) will be capable 1st-level magic users, and if they are lucky enough to be ongoing subscribers to the college or to have gained a position as a teacher or administrator at a college, they will be able to have access to the libraries of the college and thus should have a vast selection of first-level spells in their spellbook, as well as great erudition on many subjects magical. These magisters earn their living by teaching at the Collegiums, or by writing books of knowledge (not always magical; as they also study the natural sciences, logic, grammar, rhetoric, mathematics, astronomy, history, etc.) with the help of some wealthy patron, or even by working as scribes. The most

talented may get hired as a personal magister to some lord, which allows them a comfortable living and the important benefit of being able to set up their own personal laboratories and libraries. Of course, these latter cases will be expected to use magic for their lord if called upon, but this is not the main nature of their work; more often they are highly-educated advisers, and the nobility consider it a point of pride (bragging rights) to compete with each other for who is patron to the more famous scholar.

Those magisters that sell their magical services directly on a case-for-case basis always do so in secret; and they are joined in this by Cymri spellcasters and those witches and wizards who never had the benefit of proper supervised education in the Collegiate system. But this is a dangerous trade, possibly more dangerous than going off to tomb-raid; as their employers will almost always be engaged in shady dealings, and there is great risk of falling on the wrong side of the law, facing angry criminal elements, or being accused of chaos sorcery.

Finally, remember that level range in Albion is fairly low. The greatest Clerics in the world (the Commanders of each region and the Supreme Commander of the Order) are no higher than 14th level at this time; the most esteemed Magisters are rarely above 9th or 10th level (though in fact there are several magicians who are many levels higher than this, but they generally live in absolute secrecy, isolation, or are known servants of Chaos and enemies of all good). Thus, high-level cleric or magic-user spells are very difficult to obtain. While the Clerical Priory may contain ancient scrolls (carefully created and preserved for posterity by some of the greatest clerics of history), these scrolls of clerical miracle are of one-use only and would be given for only the greatest of causes. Even then, in Albion (or most other nations) it would be very rare for there to be scrolls of fifth or sixth level, and scrolls of seventh level would be treated as truly great relics and usually only available in Arcadia.



Likewise, while the great Collegiums have, in their libraries, scrolls of all common spells from levels 1-5; they have only incomplete collections of 6th level spells, only a couple of 7th level spells, and no 9th level spells (they would be willing to pay enormous sums to obtain any of the latter three categories that are not already in their collection). Scrolls in the Collegium are never to be used, only copied into spellbooks; and high-level spells would only be accessible to the most trusted of the teaching staff, never to students and certainly never to outsiders.



spells in albion

There are some important modifications recommended for use if you want to have magic in Albion reflect its somewhat different, lower-magic style. The following lists are not definitive, and a GM should feel free to modify the spell list to suit their campaign, and obviously not all spells common to old-school play are included here. The lists should serve as a guideline for what kind of spells should be included or excluded for the campaign.

In the first place, as a general guideline, any direct combat-spell should be removed from the Magic-User list (or indeed from the Cleric list), with the exception of magic missile. Spells that can indirectly damage opponents (like sleep, web, wall of fire, heat metal or cloudkill) could be included. Likewise, summoning magic can be supplanted by the rules for summoning rituals; a GM may choose to ignore these rules and include the existing summoning spells from the spell list of the system he is using, but he should probably not use both methods (either keep the summoning spells and don't use the summoning ritual rules, or get rid of the summoning spells in favor of the summoning ritual rules). Most importantly, spells like Reincarnation or Raise Dead should not be included; in the world of Albion, short of something truly divine (and not merely accessible by level gain), the dead should not be able to be brought back to life (except as animated corpses, of course).

It's also important that magic-user and cleric spells be kept strictly separate (with the exception of Dispel Magic); in the Albion setting they are diametrically different forms of magic. It is possible that those dark chaos sorcerers or champions granted special powers by a Demon lord may have some special magical abilities that in some ways mimic Clerical miracles (particularly if the intention is to masquerade their agent as a man of faith) but such dark sorceries will always come at a price (healing magic will also generate mutations, for example).

The following is a suggested list of Magic-user and Cleric spells that are acceptable for general use (as stated above, it is not meant to be exclusive, but only a guide for the type of spells the GM can allow):

1. Magic-user spells

D20	1st Level M.U. Spells
1	Affect Normal Fires
2	Charm Person
3	Comprehend Languages
4	Detect Magic
5	Enlarge
6	Feather Fall
7	Floating Disk
8	Hold Portal
9	Identify*
10	Jump
11	Light
12	Magic Aura
13	Magic Missile
14	Mending
15	Message
16	Read Magic
17	Shield
18	Sleep
19	Spider Climb
20	Unseen Servant

(*: This spell should require a laboratory to use)

D20	2nd Level M.U. Spells
1	Audible Glamour
2	Continual Light
3	Detect invisible
4	ESP (Read Thoughts)
5	Fools Gold
6	Forget
7	Invisibility
8	Knock
9	Levitate
10	Locate Object
11	Magic Mouth
12	Mirror Image
13	Pyrotechnics
14	Ray of Enfeeblement
15	Rope Trick
16	Scare
17	Stinking Cloud
18	Wall of Fog
19	Web
20	Wizard Lock

D12	3rd Level M.U. Spells
1	Clairvoyance
2	Dispel Magic
3	Explosive Runes
4	Fly
5	Gust of Wind
6	Haste
7	Hold Person
8	Invisibility 10' Radius
9	Phantasmal Force
10	Protection From Normal Missiles
11	Suggestion
12	Water Breathing

D12	4th Level M.U. Spells
1	Charm Monster
2	Confusion
3	Dig
4	Dimension Door
5	Hallucinatory Terrain
6	Minor Globe of Invulnerability
7	Mnemonic Enhancer
8	Plant Growth
9	Polymorph Other
10	Polymorph Self
11	Wall of Fire / Ice
12	Wizard Eye

D12	5th Level M.U. Spells
1	Airy Water
2	Animate Dead
3	Cloudkill
4	Contact Other Plane
5	Feeblemind
6	Hold Monster
7	Magic Jar
8	Passwall
9	Telekinesis
10	Teleport
11	Transmute Rock to Mud
12	Wall of Force / Iron / Stone





D12	6th Level M.U. Spells
1	Death Spell
2	Disintegrate
3	Geas
4	Glassee
5	Globe of Invulnerability
6	Legend Lore
7	Mass Suggestion
8	Move Earth
9	Project Image
10	Shades
11	Stone to Flesh
12	Veil

D12	7th Level M.U. Spells
1	Grasping Hand
2	Instant Summons
3	Mass Invisibility
4	Sword
5	Phase Door
6	Power Word Stun
7	Prismatic Spray
8	Prismatic Wall
9	Reverse Gravity
10	Simulacrum
11	Statue
12	Vision

D10	8th Level M.U. Spells
1	Antipathy/Sympathy
2	Clone
3	Mass Charm
4	Maze
5	Mind Blank
6	Permanency
7	Polymorph Any Object
8	Spell Immunity
9	Symbol
10	Trap The Soul

D6	9th Level M.U. Spells
1	Gate
2	Imprisonment
3	Power Word Kill
4	Shape Change
5	Temporal Stasis
6	Time Stop

2. cleric spells

D10	1st Level Cl. Spells
1	Bless
2	Command
3	Create Water
4	Cure Light Wounds
5	Detect Evil
6	Protection from Evil
7	Purify Food & Drink
8	Remove Fear
9	Resist Cold
10	Sanctuary

D8	2nd Level Cl. Spells
1	Augury
2	Chant
3	Detect Charm
4	Heat Metal
5	Know Alignment
6	Resist Fire
7	Silence 15' Radius
8	Slow Poison

D6	3rd Level Cl. Spells
1	Create Food & Water
2	Cure Blindness
3	Cure Disease
4	Dispel Magic
5	Remove Curse
6	Solar Light (new, see below)

D6	4th Level Cl. Spells
1	Cure Serious Wounds
2	Detect Lie
3	Divination
4	Exorcise
5	Neutralize Poison
6	Protection from Evil 10'

D6	5th Level Cl. Spells
1	Commune
2	Cure Critical Wounds
3	Dispel Evil
4	Insect Plague
5	Quest
6	True Seeing



D6	6th Level Cl. Spells
1	Find the Path
2	Heal
3	Part Water
4	Speak With Monsters
5	Stone Tell
6	Word of Recall

D6	7th Level Cl. Spells
1	Control Weather
2	Earthquake
3	Holy Word
4	Regeneration
5	Restoration
6	Solar Chariot (new, see below)



3. new cleric spells

SOLAR LIGHT

Conjuration/Summoning

Level: Cleric 3 (or Wht 3)	**Range:** Personal
Casting Time: 3 segments	**Duration:** 6 +1/level rounds
Save: None	**M.R.:** Yes
Area of Effect: 40 feet radius centered on caster	

This miracle allows the Cleric to create real sunlight. The intensity of this light does 1 point of damage per round to all chaos-aligned beings, double to undead and demons. This is in addition to any normal effects certain creatures might suffer from exposure to daylight; demons or vampires that may be harmed by sunlight will take the usual damage they would from exposure to this spell as well as the base damage of the spell. Likewise, monsters that suffer penalties from fighting in sunlight will suffer those penalties if in the area of this spell; and may require a morale check at the GM's discretion.

SOLAR CHARIOT

Conjuration/Summoning

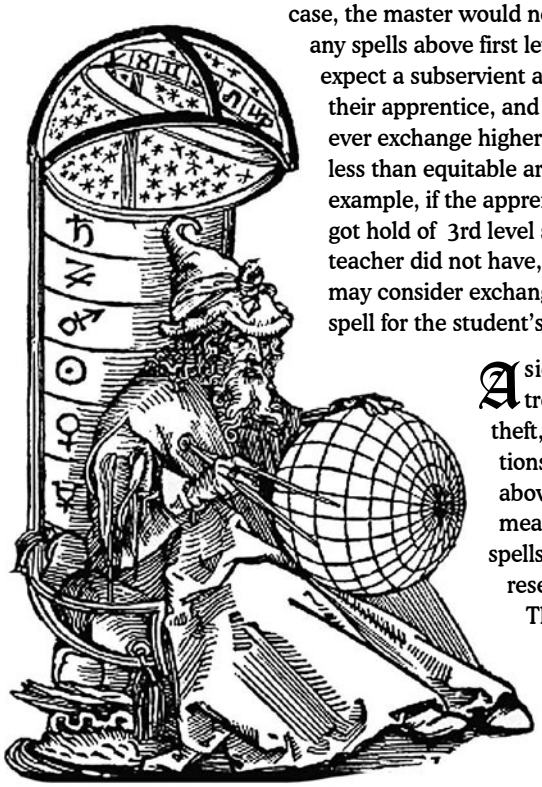
Level: Cleric 7 (or Wht 7)	**Range:** 10 feet
Casting Time: 10 minutes	**Duration:** 6 + 1/level turns
Save: None	**M.R.:** Yes
Effect: Creates (summons) a flying chariot	

This miracle requires a ritual of 10 minutes of fervent prayer to cast, and only works during daylight hours (even if within the stated duration, the chariot will disappear instantly when the sun sets over the horizon). Note that weather conditions (clouds, rain, fog, etc.) do not affect the spell, only whether it is daytime or not. Upon completion of the prayer, a flaming chariot pulled by shining pegasi will descend from a sunbeam. This chariot can fly 500' per round, and can carry the caster and up to 8 companions wherever the caster wishes. The chariot also emits sunlight in a 80' radius, doing 2d6 damage per round to any chaos-aligned being, double damage to all undead and demons. This damage is in addition to the normal damage or any other effects that some creatures might take from being exposed to sunlight.



4. Magical Research

Characters seeking to study and learn new spells (aside from any that are gained through advancement in level) will have to find scrolls or spellbooks. Magisters are a highly suspicious and secretive lot, and will rarely share or exchange spells from their books with others willingly. The only conditions in which player character magicians (or indeed, any magicians) should do some kind of gifting or exchange of spells would be if the characters in question are extremely close and trust each other implicitly (if they are blood-relatives and get along with each other, for example, or if they are lovers), or if the relationship between the two magisters is that of master and student. But in that latter case, the master would not give away any spells above first level, would expect a subservient attitude from their apprentice, and would only ever exchange higher-level spells in a less than equitable arrangement (for example, if the apprentice somehow got hold of 3rd level spell that the teacher did not have, the teacher may consider exchanging a 2nd level spell for the student's 3rd level spell).



Aside from ancient treasure hordes, theft, or the relationships described above, the other means to gain new spells would be to research them. This requires a significant library. The only such libraries that are semi-public in all of Albion (as of the start of the campaign) are found in the Collegiums of Oxford and Cambridge. They are available only to active fee-paying students, or to respected (paid or honorary) members of the faculty; they are NOT accessible to regular alumni.

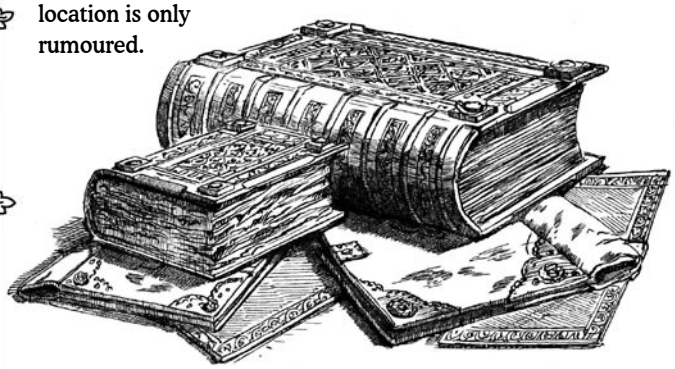
It is a little-known secret that the Clerical Priory at Wells also has a magical library; divided into one section for forbidden texts of Chaos that no one is ever allowed to read, and another section of merely confiscated books the order obtained from magic-users tried for heresy, cultism or witchcraft. This library is on very rare occasions granted admission to very specific magisters of unquestionable faith and devotion, who work exclusively in the service of the Clerical order (and have taken vows of poverty and obedience to the Church). While it is theoretically possible that some other magister might be permitted to use this library for a truly desperate situation, dealing specifically with some monumental Chaos-based threat, if the magister was both more powerful than any of the order's own and known to be devout and trustworthy. The great priories of other kingdoms on the Continent all have similar libraries, as well as the infamous Library of Forbidden Books in Arcadia.

Some magisters have private libraries, usually significantly less impressive than the libraries of the Collegiums. These libraries require an enormous expense, as well as the collection of rare books of lore, diaries, and grimoires. The magister will also need to have a place to put these books, and if he is at all wise will want to incorporate defenses or means of hiding the library, or guardians to avoid theft.

The number of books required and total cost for spell research is as follows:

Spell Level	Total Cost	Approximate Number of Texts in Library
1	50L	50
2	150L	100
3	300L	150
4	450L	200
5	650L	250
6	1300L	300
7	2600L	350
8	5200L	400
9	10,400L	450

Any libraries for spell levels above Level 5 would require incredibly rare texts that would need to be copied from Collegiums, and in the case of some spells might require texts from Collegiums or private collections outside of Albion (on the Continent, or even in the lands of the Turk). Any spell libraries for spell levels above 7 would require, for most spells, texts that have been lost to history or whose location is only rumoured.

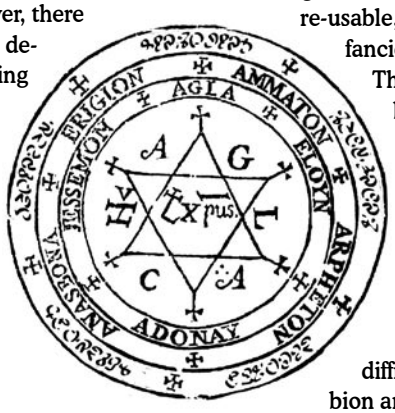


In all of Albion, at the present time, there is no known private magician's library equipped for spells of a level higher than 3rd.

Research times for the learning of new spells can be done according to the particular rule-set being used for the campaign; however, if a general guideline is desired, I would suggest that the study of a new spell from known spell lists would take roughly one month of research per spell level.

Demon summoning rules (wizards)

The art of summoning demons is performed not by ordinary spells, but by rituals. In theory, a character need not be the worshiper of a chaos-god to summon a demon, as even benevolent wizards may attempt to bind a demon to their will in order to oblige it to serve a good purpose. However, there is always an element of risk involved with demon-summoning. The practice of summoning does not automatically condemn the user in the eyes of the law, but it is undoubtedly something that will increase suspicion on the part of any authorities; even the most respectable of magisters will generate distrust if they are known to meddle with demons, even if not suspected of blasphemy against the Sun, or disloyalty to the crown, they will still be seen as engaging in a highly dangerous and reckless activity.



Principles of demonology

Summoning magic does not require spell memorization, but rather requires the use of secret ritual formulae that involve a complex practice (requiring a certain amount of space, as well as certain tools for summoning, and the drawing of a magical circle and triangle), plus the acquisition of the correct magical names, magical seals or sigils, and "call" of barbarous words of evocation to succeed in summoning a demon. Each demon will have its own name, sigil, and "call".

To perform a summoning, a magic-user must construct a magic circle (to protect the magician) and a magical triangle (to contain the demon). This can be done as simply as with a stick on the dirt or chalk on a floor; or they can be accomplished using elaborate specially-crafted inks on the stone floor of a permanent ritual room. These more elaborate techniques will require an investment of no less than 10 L, but can be reused indefinitely; the cost does not include the price of real estate. The use of a proper and permanent ritual room will grant a +4 bonus to any summoning attempts.



Regardless of how they construct the circle and triangle, they will also need a set of tools (an incense burner, a dagger used only in the summoning, a cup, a special wax tablet, a wand of almond-wood, paper with which to draw the sigils – though these may also be carved on wood instead- a necklace with a protective hexagram to be worn while performing the summoning, etc.). These tools, for the most part re-usable, will have a total cost of about 1 L (though fancier versions of the same can cost much more). The tools are not absolutely vital to the process, but attempting to perform a summoning without all of the appropriate tools will result in a –2 penalty to any summoning attempt. Note that without the correct sigil for a demon, any attempt at summoning will automatically fail.

Actual scrolls, grimoires or diaries that contain accurate sigils for demons are difficult to obtain. The great Collegiums of Albion and the Continent (as well as the headquarters of certain Sufi orders in the lands of the Turk) have several such documents, but usually only permit access to their libraries to those who are in the highest and most trusted positions within the Collegium, and would be quite vigilant and inquisitive as to the motives of any magic-user who wished to study them (they would need to have a very good reason). A significant selection of such documents are at the Library of Forbidden Knowledge in the Grand Clerical Priory in Arcadia as well, but the Clerical order would not permit anyone to use these except in the greatest of world-threatening circumstances. Private individuals, be they powerful magisters or chaos cults will sometimes have a limited selection of sigils, and of course at times these can also be found in ancient tombs and ruins. Highly unsavory criminal elements who obtain such knowledge might sell it for a very high price, the cost reflecting the near-certainty of facing a Clerical inquisition (or the torturers of the Crown) should they be caught engaging in such trade.

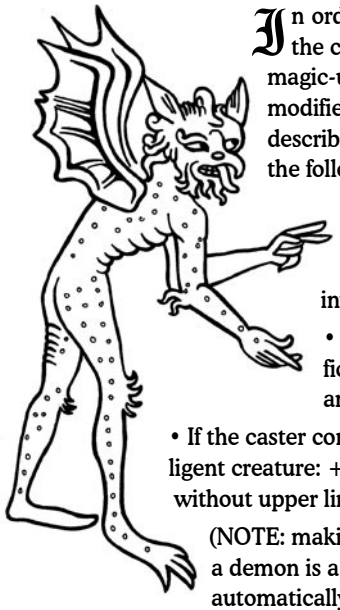
While there is in truth but one God of Law, the demons of Chaos are Legion. Some are famous and mighty, but many are hardly known at all (these usually being considerably less mighty). While obtaining the Sigil, Name, and Call of a demon is sufficient to summon them, any wise magic-user will want to know something about what they are trying to bring into the world. Without knowing any details about the demon's lore, a magic-user will not only be utterly uncertain as to what abilities a demon may have, but will also be unsure as to the demon's level of power, and thus the risk involved in summoning it forth. Fully-detailed grimoires will usually elaborate on both those issues (whereas hastily-scrawled scrolls or notes may not), and books of demonology (lore on the subject of the underworld) will often serve as encyclopedias with information on dozens of different kinds of demons (usually associated to each other through allegiance of some sort, as demons tend to organize into "kingdoms" in the infernal plane). A Magister or Cleric will have

received some education on this subject, and may make an appropriate intelligence or skill check in order to see if they recognize any given demon by name or sigil (it usually being more difficult to identify a demon by sigil alone, and with lower difficulty levels to identify well-known Demon Kings, Princes, or Dukes, while lesser demons will be considerably more difficult to recognize). Hiring a sage (a magister who specializes on the subject), or researching in a well-stocked library, should give a substantial bonus to determining the identity of a demon.

Once all the materials are obtained, the ritual to summon forth the demon requires the better part of a day. The actual summoning itself takes approximately one hour, but prior to this, it is highly recommended that the magister engage in fasting the whole day, a ritual bath and several hours of prayer (be it either to the powers of Chaos or the Unconquered Sun) and contemplation, as well as the preparation of the ritual space. Should the ritual be performed slapdash, the setting up and summoning attempt without any of the proper preparations could be done in about 40 minutes, but will result in a –2 penalty to any summoning attempt.



summoning procedure



In order to successfully summon a demon, the caster must make a check of 1d20 + magic-user level + INT modifier. This can be modified by the aforementioned conditions described above. It can also be increased by the following:

- If the caster creates a special version of the demon's sigil made out of precious metals: +1 / L of cost invested (to a maximum of +5).
- If the caster conducts a blood sacrifice of an animal: +1 per total HD of animals slain, to a maximum of +4.
- If the caster conducts a blood sacrifice of an intelligent creature: +1 per total HD of creature slain, without upper limit.

(NOTE: making blood sacrifices to summon a demon is a highly Chaotic act; doing so will automatically lead to alignment change of any character not Chaotic, and will give a penalty to the subsequent saving throw against domination.)

The difficulty level of the check to succeed in the summoning depends on the power-level of the Demon in question (see table thereafter).

- If a character fails in their summoning attempt, they may attempt to do so again no less than 24 hours later, at a –4 penalty to the attempt. If they fail the second time, they cannot attempt to summon that particular demon again until the PC gains a level (at which time they can attempt it again without penalty).
- If the summoning is successful, the spellcaster must then engage in a battle of wills with the demon. Through ritualized commands they must seek to obtain dominion over the demon and oblige it to swear agreement to perform a service for the spellcaster.

To do this, they must succeed in a saving throw versus magic. The difficulty of the saving throw (in the case of systems that work on a save bonus to overcome a DC) is equal to the difficulty for summoning. In the case where an old-school system is being used that involves saving throws with set number values, there is a penalty to the saving throw based on the rank of the Demon in question:

Demon Rank	Difficulty	Save Penalty
Commoner	DC 14	–0
Knight	DC 16	–1
Lord	DC 18	–2
Count	DC 20	–4
Marquis	DC 22	–6
Duke	DC 24	–9
Prince	DC 26	–12
King	DC 30	–16

In either case, if the spellcaster used blood sacrifice for the summoning, there is a penalty incurred to the saving throw for control; the penalty is –2 in the case of an animal sacrifice, –4 if having sacrificed intelligent creatures.

On the other hand, a magic-user who has been assiduously devout to the Unconquered Sun (or any manifestation of the One God of Law) and is engaging in the summoning in order to serve the cause of Law (as determined by the GM's judge) gets a +2 bonus to this saving throw to dominate. He gets a further +2 if, in addition to his devotion, he has in pursuit of his faith slain chaos cultists or the undead, and a further additional +2 if he has ever slain a demon of any kind. Thus, the total bonus for piety can be as high as a +6.

If the initial saving throw fails, the spellcaster then faces a decision: he can attempt to banish the demon, or make another attempt to dominate the demon. Banishing the demon requires the same type of check as the initial summoning with the same difficulty. Attempting to dominate the demon a second time involves the same saving throw as before, but with a –1 penalty.

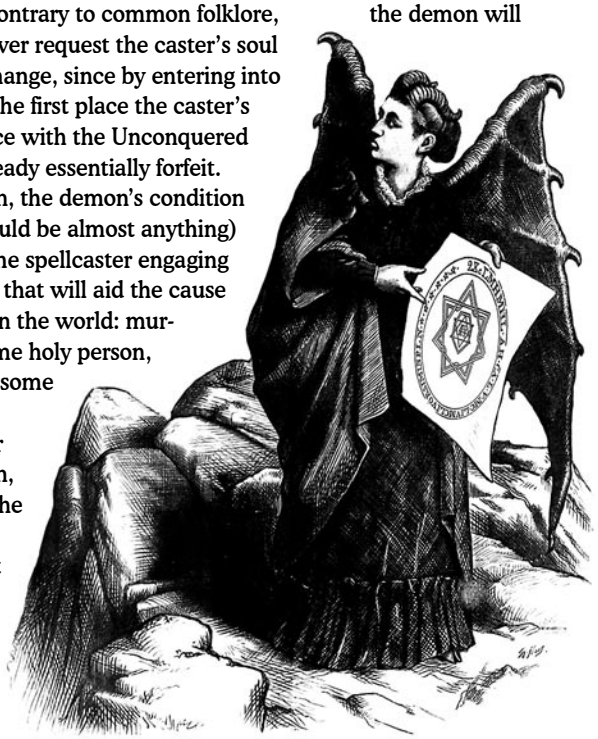


Assuming unsuccessful attempts, the spellcaster may continue to attempt either choice; but every time a subsequent effort at domination is attempted, the saving throw incurs a further (cumulative) –1 penalty (so if it is the 4th time the spellcaster is trying to dominate the demon, they have a –4 penalty to their saving throw).

If at any time in either a banishing or a domination attempt the spellcaster rolls a natural 1, they end up being possessed by the demon, who will then have control over the PC and use the PC to do its bidding. This may involve freeing the demon into the world, or the demon may voluntarily withdraw back to the infernal realms while retaining control over the mind of the spellcaster. The PC will not appear to be controlled and will for the most part act normally (they may even believe that they had successfully overcome the demon), only changing in personality when the demon obliges him to perform services. A clerical *Dispel Evil* spell will free the character from possession; however, it may be difficult for Clerics to distinguish between someone who has been involuntarily possessed and someone who has voluntarily entered into a pact or become a worshiper of Chaos.

Note that the demon can under no circumstances escape the magical triangle unless the triangle is in some way broken (the markings of its border erased). If this should happen then the demon is free to move in the world, or to return to their infernal realm at will. A spellcaster may wish, rather than engaging in an effort at banishing or domination, to simply try to wait the demon out, and hope that the demon will choose to return to the infernal realms of its own accord. Demons, being immortal, will rarely do so, particularly if they realize that the spellcaster is pressed for time or could not reveal the demon's presence to others without serious consequences. A clerical *Dispel Evil* spell will have its usual effect on a demon within the triangle, potentially banishing it back to the infernal realms; this may be another option for a spellcaster, assuming that involving a cleric will not lead to the spellcaster being burnt at the stake.

Finally, rather than engaging in a domination attempt, the spellcaster may wish to enter into a Pact with the demon. This is where the spellcaster will perform some service for the demon in exchange for some service in kind from the demon. Contrary to common folklore, the demon will almost never request the caster's soul as an exchange, since by entering into a pact in the first place the caster's soul's place with the Unconquered Sun is already essentially forfeit. More often, the demon's condition (which could be almost anything) involves the spellcaster engaging in activity that will aid the cause of Chaos in the world: murdering some holy person, obtaining some powerful artifact for the demon, assisting the demon's chaos cult in some dark activity, etc.



Dominion

If a magister succeeds at the dominion saving throw (see above), he will then be able to oblige the demon to an act of service. However, the obligation to serve must be put in terms of a particular task, not the use of a particular power. A demon will then attempt to perform the task, to the best of its ability. A common demon, thus, might not actually have

the strength to accomplish what the task demands; demons can fail in their task just as any servant might. Demons might use their own brute power, their magical abilities, or their cults. Demons of the rank of Lord or higher may send out servants of their own, lesser demons under their command; in fact, demons of the rank of Count or higher will almost never chose to personally manifest in the world, as they have too many responsibilities in the infernal realms to waste their time personally performing tasks.

Maximum number of servants a demon will send	
Commoner	—
Knight	—
Lord	3 common
Count	6 common
Marquis	10 common, 1 Knight
Duke	20 common, 2 Knights
Prince	50 common, 5 Knights, 1 Lord
King	100 common, 10 Knights, 2 Lords, 1 Count

If the task does not require the maximum number a demon will usually prefer to avoid using any more than the minimum necessary. Note that these numbers are not the same as what a demon can summon in an instant when on the material world; sending forth these demons (which will be under the same obligation to obey the conditions of the domination as their vassal lord) will take approximately 12 hours, and will always depend on the caster's consent, and his allowing them to come through to this world via a talisman. As part of the conditions of service they will have to return to the infernal realms immediately when they have completed their task or when otherwise bidden by the caster (who cannot then call them back again without doing another summoning).

Instead of using their own brute force or that of their vassals, a demon may choose to resolve the task by use of his knowledge; being ageless, demons will have knowledge regarding the location of long-lost objects, or places, or beings that the caster might seek. Many of them also have knowledge of human spellcraft, and if it would fulfill the task demanded of them, the demon could teach the magic-user a single spell (for them to add to their spell-book). The maximum level of demon spell knowledge is as follows:

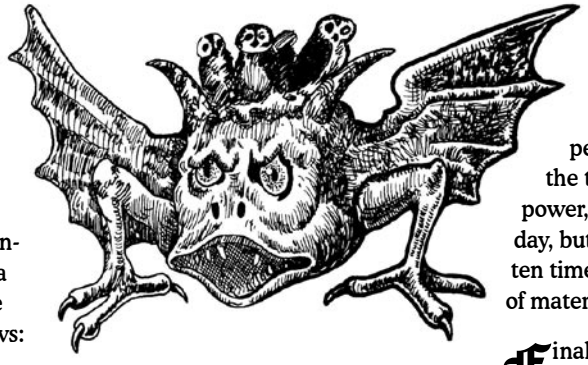
Demon Rank	Spell Level	Spell Knowledge*
Commoner	2	50% chance of knowing any common spell lv.1-2
Knight	3	100% chance of knowing any common spell lv.1-3
Lord	4	100% chance of knowing any common spell lv.1-4
Count	5	100% chance of knowing any common spell lv.1-5
Marquis	6	As above, 50% chance of any lv.6
Duke	7	100% lv.1-5, 75% lv 6, 50% lv.7
Prince	8	100% lv.1-6, 75% lv7, 60% lv.8
King	9	100% lv.1-6, 95% lv7, 75% lv.8, 50% lv.9

(*: Note that whether the demon will know any uncommon, rare or unusual spells not in standard lists is up to the GM's discretion)

Demons can cast spells as if they were magic-users of their level in HD, limited to those spells they have knowledge of.



The demon may also make use of his special magical powers, either doing so themselves, or temporarily conferring that power onto the magic-user (for a single use, at a time to be determined by the magic user) through a talisman with the demon's sigil on it (such a talisman will need to be made and charged by a ritual the demon will show the magician, the talisman will likely be made of a precious metal, with a cost of 10sh per rank of the demon; so a common demon's talisman would be 10sh, a knight's 20sh, a Lord's 30sh, etc).



A demon of the rank of Count or higher may permanently imbue the talisman with the power, usable once per day, but this would have ten times the normal cost of materials.

Finally, a demon with the rank of Duke, Prince or King can permanently confer the power on the caster themselves. The caster must be voluntarily willing to receive this gift; doing so marks the caster as a Chaos mutant, and may lead to a change in physical features to match the nature of the power, if appropriate.

See next page for more information and examples of demonic, special magical powers.

Demonic Attributes

Demons have a wide range of appearances. Some may certainly look like the classic "horns and leathery wings" look; but many appear as chimeras of different kinds (human with animal-parts, like a man with a horse's head, or a lion with a man's face, or a spirit with the body of a giant toad and the heads of a man, a wolf, and a stag), some may appear as very handsome or beautiful humans of near-perfect features, some may have forms that are like amorphous masses of flesh with multiple eyes, pseudopods or tentacles, and some may look almost incorporeal, like a shadow, a whistling sound, a mass of flies, etc.





The form and appearance of specific demons may be detailed in grimoires and books of lore, in the case of better-known demons. The GM should determine at his own fiat what the basic appearance of any demon is, appropriate to any thematics that demon may have.

Use the table below to determine a demon's statistics according to its rank. In addition, demons share the following supernatural traits and abilities:

• **Immunity to Non-magical Weapons.** Commoners and knights require a +1 or better weapon to successfully hit; lords, counts, marquis, and dukes are immune to less than +2; and princes and kings are immune to less than +3.

• **Ignore Non-magic Weapons Immunity.** Demons attacks always count as if from magic weapons for the purpose of resistance. As +1 for commoners and knights; +2 for lords, counts, marquis, and dukes; and +3 for princes and kings.

• **Keen Sight.** All demons can see fully in the dark, and can see the invisible.

Demon Rank	HD	AC	#Att/Dmg	#Special Powers	Chance to Summon Ally
Commoner	1–3	16 (or AC 4)	2/1d8ea	1 minor	n/a
Knight	3–7	20 (or AC 0)	2/2d8ea	2 minor	n/a
Lord	5–10	18 (or AC 2)	2/2d6ea	2 minor, 1 major	30% 1 commoner
Count	6–13	20 (or AC 0)	2/2d4ea, 1/2d8	2 minor, 2 major	50% 1d3 commoners, 30% 1 knight
Marquis	7–16	20 (or AC 0)	4/2d4ea	3 minor, 2 major	60% 1d6 commoners, 40% 1 knight
Duke	8–19	22 (or AC –2)	2/2d6+1ea, 1/3d6	3 minor, 3 major	70% 1d6 commoners, 50% 1d3 knights
Prince	13–22	24 (or AC –4)	2/death, 1/breath	4 minor, 4 major	80% 1d6 Knights, 50% 1d4 Lords
King	13–32	28 (or AC –8)	4/death, 1/breath	5 minor, 5 major	100% 2d6 Knights, 75% 1d4 Lords, 30% 1 Prince

• **HD:** Depends on the game used; by default roll d8s for small and medium size demons, and d10s for the larger demons.

• **AC:** Depends on the system used; first value is for ascending AC, second value (in parenthesis) is for descending AC.

• **BtH / TaAC0:** Depends on the system used; BtH/BAB = #HD (ascending hit value), or TaAC0 = 20 – #HD (descending hit value).

• **Att / Dmg:** This must be read as follows: "2/2d4ea, 1/2d8" means: "2 attacks (usually claws) for 2d4 pts of damage each, and 1 attack (usually bite) for 2d8 pts of damage." Note that these numbers of attacks and damage per attack are only as very broad

tioned above (fear effects, charm, etc.) or spell-like abilities of other kinds.

• **Saving Throws:** Either use the Fighter class' saving throws table, or if using FH&W's single save it is equal to 18 – #HD.

• **Magic Resistance:** Two commoner-demon out of six, and three knight-demons out of six, have magic resistance; then all demons of Lord or higher rank have magic-resistance. It is equal to 5% per HD (or SR = 12 +1/HD). Note that this MR/SR doesn't work against clerical spells cast during the day on the normal, surface world.

• **Elemental Resistance.** All demons take only one-half damage from magical fire, cold, or magical energy attacks (including magic missile spells).

• **Return to Home Plane.** All demons may teleport back to the Infernal realms at will (unless somehow magically imprisoned), including while within a magical triangle of summoning; however, they cannot automatically teleport back into the mortal world.

• **Summon Allies.** Demons of Lord rank and above have a chance, if on the material plane, of summoning their own sworn demon servants to their side as an action requiring one full round of concentration. The chance of summoning an ally can be attempted only once per day per TYPE of demon ally being summoned (see table).

• **Supernatural Abilities.** Some specific demons or types of demons will often have special powers. Many types of demons can fly, many can assume forms (making themselves look like common animals, and sometimes even as regular or beautiful humans); many demons can also become invisible. Succubi and Incubi (which are types of demon commoners) can charm normal humans, as can many higher ranked demons.

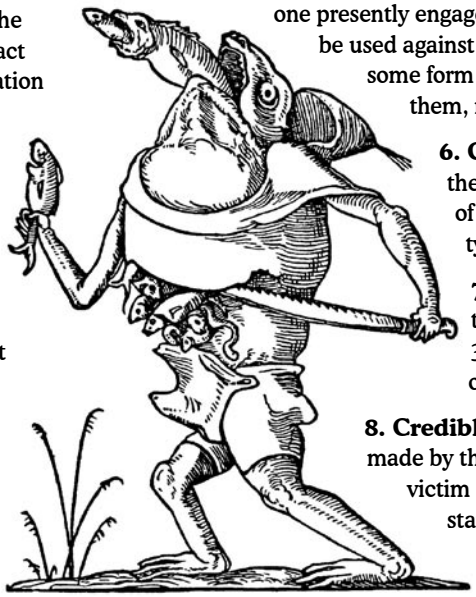
In addition, demons Princes and Kings can all kill at a single touch (save vs. death, or be disintegrated), can Charm humans at will, and can breathe out clouds of sulfurous flames (120 ft. range; 12d6 damage, save for ½ damage).

• **Special Powers.** In addition to the abilities mentioned above, all demons have one or more special power, which they can use, or confer on a magic-user through a talisman (or in the case of high-ranking demons, directly on a magic-user or a cultist). There are huge varieties of powers available to demons; and lore-books as well as grimoires will often detail the powers that demons can grant as part of their description.



Demonic special powers

There is an enormous variation of powers, and the GM can feel free to make up any kind of power he feels appropriate. The following sample powers are only to act as guidelines and for quick determination of powers:



MINOR POWERS

1. Bountiful Harvest: This power, used at the time of planting, ensures that the harvest in a field will be especially fruitful. To use this power, a virgin sacrifice (of any gender, of any intelligent race) must be offered; the sacrifice's blood spilled on the field.

2. Blight: This power will cause a terrible blight upon plant-life in one large area of fields or a large swath of forest, killing most of the crops or trees found there over the course of a fortnight.

3. Break: This power will cause a single non-magical object to break. For the purposes of this power a building is not an object. The object might be repairable if there is someone with sufficient skill to fix it.

4. Calm Sailing: To obtain favorable winds and avoid any dangerous encounters during a single maritime voyage.

5. Condemn: To cause a judge or jury to rule against someone presently engaged in a court case. The power can only be used against someone who is currently engaged in some form of court case; the case will go against them, regardless of their guilt or innocence.

6. Control Reptiles: This power allows the user to mentally dominate up to 30HD of reptiles, affecting any creatures of that type within 90' for up to 24 hours.

7. Control Spiders: This power allows the user to mentally dominate up to 30HD of spiders, affecting any creatures of that type within 90' for up to 24 hours.

8. Credible: This power allows a single statement made by the beneficiary to be believed by a single victim of the effect. Regardless of what the statement is, the victim will believe that the beneficiary is speaking truthfully (though if the statement is sufficiently

outrageous, they might not believe the statement itself and think that the person uttering it is confused or mistaken). If presented with information that directly contradicts the beneficiary's statement, the victim will be under no obligation to continue to believe in the veracity of the statement itself, but will continue to think that the person who said it was speaking out of (potentially mistaken) sincerity. This power has no effect on Cymri.

9. Dangerous Journey: This power will cause any one individual to double the risk of any dangerous encounters during the course of a single land journey from one place to another. The individual counts as being Cursed until they arrive at their destination.

10. Enrage: To drive a single individual into an uncontrollable murderous fury. The victim is allowed a saving throw to resist. If he fails, he will spend the next 10-60 minutes violently attacking everyone around him with the intent to kill.

11. Escape: The beneficiary of this power will be able to escape imprisonment; shackles or stocks will unlock, prison doors will open, guards will walk away or fall asleep. The effect will last until the beneficiary is safely out of captivity, but will in no way effect any of the conditions that led to his imprisonment in the first place.



12. False Gold: Will transform up to 5000 coins of copper or silver to appear to be gold coins; this will last for 13 days, at which point they will revert to their original appearance. (a 'dispel magic' spell will annul the effect earlier, and the coins will register as magical for detection purposes while the effect lasts).

13. Find Hidden Wells: To locate the nearest source of drinkable underground water that can be reached by digging with common implements. The power cannot create water, only locate the nearest hidden water source.

14. Find Secret Entrances: This power will allow the beneficiary to locate any secret entrances to a building, castle or walled town/city. It will not create entrances, only reveal their location to the beneficiary if such entrances already exist.

15. Fire: This power will start a raging fire within a single building. The wielder need only be within visual range of the building, and the fire will appear to have occurred by natural accident. While its eruption will be sudden and intense, if discovered quickly enough it may be put out (but the fire will always begin in some location with flammable materials that no one is currently observing).

16. Great Hunting: This power will allow a hunting party to catch excessively bountiful game.

17. Hidden Travel: To avoid any dangerous encounters or detection by enemies in a single land journey from one place to another.

18. Hide Treasure: This power will enable a demon to spirit away any number of objects as can be placed in a 9' radius circle to a hidden location deep beneath the earth. The power can then be used to return all the objects to the exact same location from whence they were taken, at any time.



19. Lost Love: This power will cause two people formerly in love to lose all sense of passion for each other. Both individuals affected count as being Cursed, and both get a saving throw to resist the effect (thus it is possible that neither, only one, or both individuals will be affected). This power has no effect on Cymri.

20. Lust: This power will cause one individual of the user's choice to experience a state of momentary maddening lust for the user. If the individual would not normally be attracted to the user they are entitled to a saving throw. The effect will last however long it takes for the victim and the user to engage in carnal relations; after which the lust will pass but the victim will not realize that their momentary insanity was necessarily a supernatural effect.

21. Marital Discord: The power to create conflicts and resentment between a husband and wife. This effect acts as a Curse, which both participants may attempt to save against, either or both may thus be affected.

22. Matrimony: The beneficiary of this power will be able to oblige the person he asks to accept his or her proposal of marriage. The 'victim' of the proposal may (if they would otherwise have been unwilling) make a saving throw, but if failed they will agree to the marriage and seek to fulfill

it as quickly as possible, to the extent of resorting to elopement. This power has no effect on Cymri.

23. Plague: This power will cause a plague to start in a populated region. The plague itself will be non-magical and will have normal spread and effects.

24. Profit: This power will make a single financial transaction (of buying or selling of any quantities of good to a single individual) bring the maximum possible profit to the target of the power. The profit will not exceed the boundaries of reason but will be as great as one could rationally hope for.

25. Repel Insects: This power will cause all normal (non-magical) insects to vacate an area of 90' radius, and will keep insects of any (non-magical) kind away from that area for the span of a fortnight.

26. Repel Rodents: This power will cause all normal (non-magical, but including giant) rodents to vacate an area of 90' radius, and will keep all non-magical rodents away from the area for the span of a fortnight.

27. Retainer Loyalty: The beneficiary of this power will have all servants, retainers or hirelings feel greater regard and loyalty to their master. This will confer a benefit of +2 (or +10% if using percentile systems) to all morale checks. This power lasts for 13 days. This power does not affect Cymri.

28. Spoil Medicines: This power will make all of the medicinal (non-magical) potions or herbs in the possession of a single person, or within the confines of a single room, lose all their curative effects. The medicines will not appear to have changed, but will no longer offer any benefit to those who take them.

29. Strong Physic: This power will double the effectiveness of all natural healing (including healing from rest, from curative herbs or other medicines, and from natural herbs that give bonuses to saving throws; but not from magical sources) on the beneficiary of the power, for a fortnight.

30. Tainted Water: Will poison a single water source (a well, lake, spring, or stream), rendering it impure so that it will sicken any living thing that drinks from it. The effect of drinking water from this source will be automatic contagion of a disease that will be severe and potentially (though not automatically) lethal.



MAJOR POWERS

1. Audience: This power will grant the user a single audience with a powerful official (secular or religious) or noble. The granting of this audience will be at the time of the user's choosing and will automatically occur (if such an audience seems highly unlikely, it will appear to have occurred due to secretarial error). The power does not affect in any way the judgment or impression of the official/noble, it only guarantees that an audience will be granted.



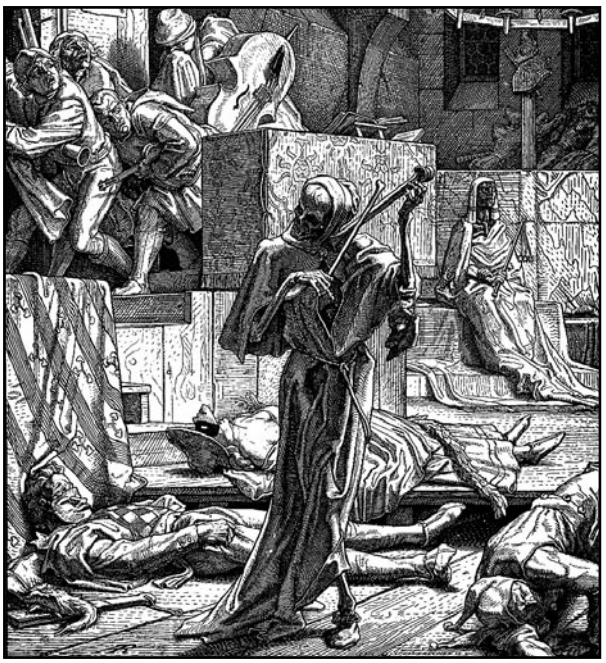
2. Control Beasts: This power allows the user to mentally dominate up to 15HD of wild animals, affecting any creatures of that type within 90' for up to 24 hours. It will have no effect on intelligent creatures or on tamed animals or domestic livestock. It cannot affect magical creatures.

3. Destroy Edifice: This power will cause the structure of a single man-made construction to weaken and collapse within 10 minutes of the power's activation. "Edifice" here is defined as a single free-standing structure; so for example, a castle's outer walls, if separate from the castle itself, will collapse (while the castle will not; or vice-versa).

4. Disfavor: This power will cause a single individual with an office granted by a lord or king to lose that office; the cause will appear to be credible (be it a recognition of the official's incompetence or corruption, if that applies, or due to conditions of the officials age or infirmity, or because the lord/king wishes to to

confer the office on some new favorite). If the official in question is particularly valued and loved by his lord/king, the lord/king is entitled to a saving throw to resist showing the official disfavor.

5. Disloyalty: This power causes followers, retainers and hirelings to flee from their master at a moment of the wielder's choosing. Any follower, retainer, or hireling of 5 or more levels or hit dice may make a saving throw to resist the effect. This power does not affect Cymri.



6. Earthquake: Will create a tremor powerful enough and of wide enough effect to cover the size of an average village; within the area of effect most buildings will collapse, and even sturdy stone walls or buildings will have a 55% chance of partially collapsing.

7. Enhanced Learning: This power will allow the user to gain knowledge at a much faster rate than normal; they may use it to master a new language within one week of study, or to read any book, study any spell, or gain any new (permitted) skill ten times faster than usual. The power does not grant the requisite materials for study, but allows those with access to the necessary materials to learn at a faster rate.

8. Favor: To obtain a single favor from one powerful individual (a judge, rich merchant, lord, monarch, etc). The favor may be anything within the individual's power. The victim is entitled to a saving throw to resist if they would not normally grant such a favor, and gets a +6 bonus to the saving throw if the consequences of granting such a favor is likely to be ruinous to himself, his family, or his domains. A Cymri cannot be affected by this power.



9. Find Buried Treasure: This power locates the nearest buried treasure, whatever its nature (it should be randomly determined by the GM). It cannot create treasure where there was none, only guide the wielder of this power to the nearest buried treasure, which will always include some kind of metallic treasure (coins, gold jewelry, etc.) but may include other materials or items. It does not protect against any traps or guardians.

10. Fog of War: This power will make the commander of an army direct his force to the wrong location, be it away from the army he was seeking to engage, out of the safety of a keep, or into an ambush. The commander is entitled to a saving throw to resist the effect if he is a Cleric, or of 5th level or higher in any other class.

11. Impotence: This power will make a male victim completely impotent. The individual counts as being Cursed.

12. Infertile: This power causes a female victim to become barren, unable to conceive children. The individual counts as being Cursed.

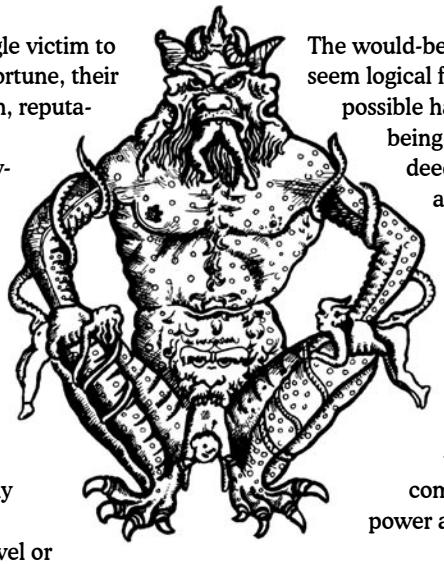
13. Impoverishment: The victim of this power will suddenly find themselves stripped of up to 10,000L of their wealth.

14. Lord's Friendship: This power will cause a single Noble to look very favorably upon the user. If the user is of a lower social class the lord will see them as a highly valued servant; if of equal class, they will see the user as a close friend. If the noble in question has prior cause to dislike the user, the noble is entitled to a saving throw; and the effect on the lord counts as a Curse.

15. Misadventure: This power will cause a single individual or a group traveling together to become lost, utterly unable to find their way to their planned destination. If the individual (or the person guiding/leading the group) is of 5th level or higher, or a Cleric of any level, they are entitled to a saving throw to resist the effect. If affected, the individual/group will find it impossible to get to their destination, no matter how straightforward the journey, for at least 13 days, after which they will be able to attempt to find their way normally. While under the effects of this confusion, the traveler(s) count as being Cursed.

16. Palsy: This power will cause an individual (whose name the user of the power must know) to be afflicted by paralysis in one arm or leg. The individual is entitled to a saving throw to resist the effect, it is otherwise permanent unless removed by clerical miracle. The affected individual counts as being Cursed.

17. Perdition: This power will cause a single victim to lose the single thing they most value (their fortune, their love, their child, their most prized possession, reputation, etc.). The victim is entitled to a saving throw to avoid the effect only if they are Lawful and piously devoted to the God of Law.



18. Pestilence: This power will cause a single individual (which must be named, by their true name, by the user of the power) to fall ill with a severe wasting disease. They will lose 2 points of Constitution each day, and no natural medicine will be able to help them. The Cure Disease miracle alone will not remove the illness. The individual is considered Cursed, and only a Remove Curse followed by a Cure Disease will end the illness. If the individual is 5th level or higher, or a Cleric (or, at the GM's discretion, both Lawful and extremely devout in their piety), they are entitled to a saving throw to resist this power.

19. Protection from Opponent: This power will allow the beneficiary to be completely immune to non-magical melee and ranged attacks from a single named opponent for 24 hours.

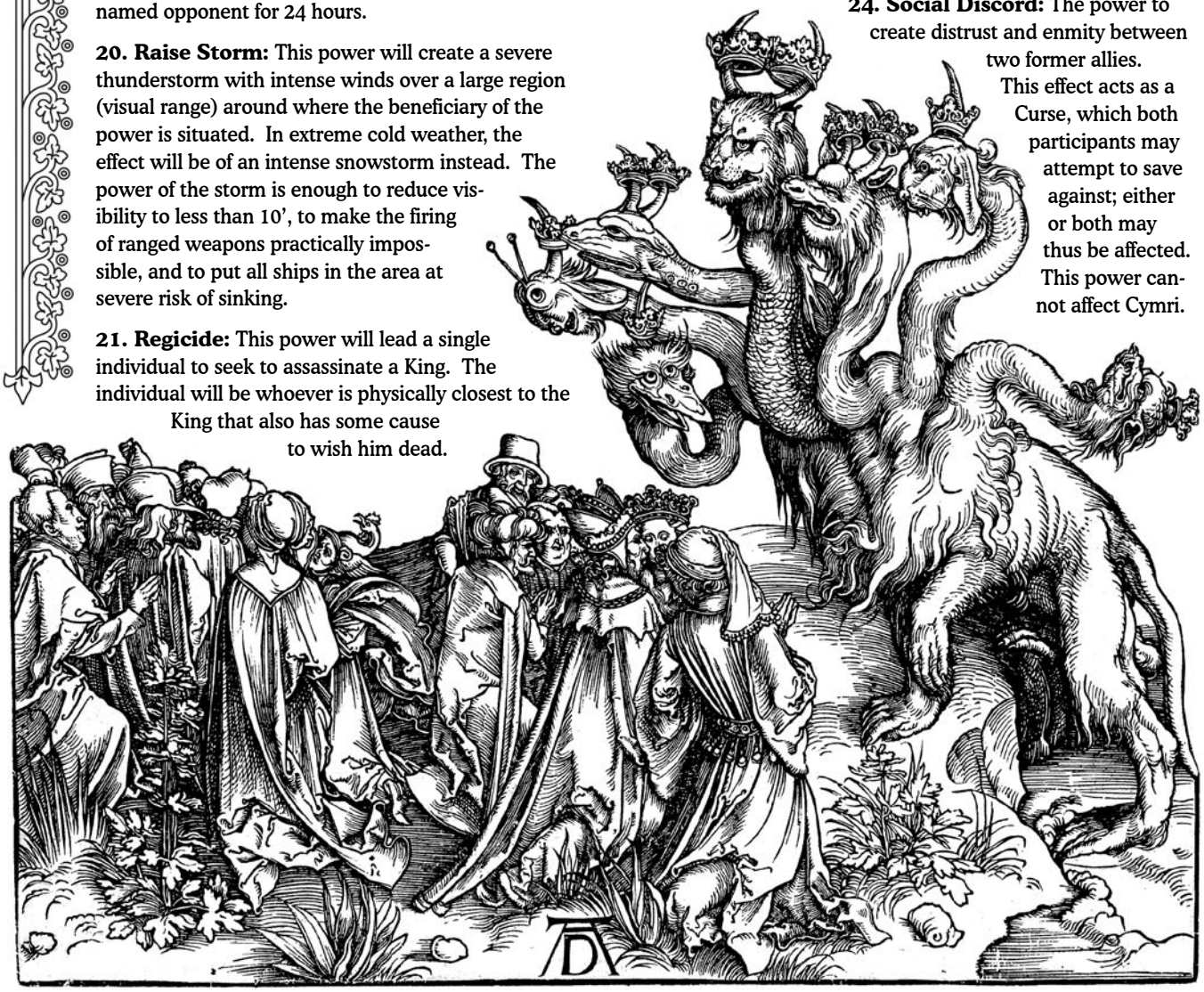
20. Raise Storm: This power will create a severe thunderstorm with intense winds over a large region (visual range) around where the beneficiary of the power is situated. In extreme cold weather, the effect will be of an intense snowstorm instead. The power of the storm is enough to reduce visibility to less than 10', to make the firing of ranged weapons practically impossible, and to put all ships in the area at severe risk of sinking.

21. Regicide: This power will lead a single individual to seek to assassinate a King. The individual will be whoever is physically closest to the King that also has some cause to wish him dead. The would-be assassin will use whatever means would seem logical for him to attempt but will act with utmost possible haste. The would-be assassin counts as being Cursed until he actually completes the deed. The power does not guarantee that the assassination attempt will be successful.

22. Repel Humans: This power will cause all humans (aside from the beneficiary of the power, if they are human) to vacate an area of 90' radius, and will keep all humans away from the area for the span of a fortnight. Humans of 5th level or higher are permitted a saving throw to resist the effect, and Clerics are completely unaffected by this power. The power also has no effect on Cymri.

23. Rescue: This power will cause the nearest ally to the power's beneficiary with the potential to be of real assistance, to receive word of the beneficiary's situation of distress or danger, and feel compelled to come rushing to their aid. The news of the beneficiary's danger will come through a fortuitous messenger, a messenger-raven or even a prophetic dream.

24. Social Discord: The power to create distrust and enmity between two former allies. This effect acts as a Curse, which both participants may attempt to save against; either or both may thus be affected. This power cannot affect Cymri.



25. Shipwreck: This power will cause a ship at sea to sink. If the user of the power is not on the ship they must know its name.

26. Strengthen Edifice: To supernaturally enhance the durability of a single building or edifice; making it suffer the weathering of time at 1/10th the normal rate, and making it ten times more resistant to any physical damage.

27. Strife: Directed against a lord, this power will cause a rival to seek to make war with them. It cannot affect a lord who has no rivals.

28. Summon Human: This power will cause a single individual to come to the place of the beneficiary's choosing. The individual can be anywhere in the world, but the beneficiary must know the real name of the human in question. If the individual is 5th level or higher they are entitled to a saving throw to resist the effect. The affected human will find themselves irresistibly drawn to the indicated place, but must travel normally to that location, and while they will wish to get there as quickly as possible they are not immune to any difficulties, delays or dangers along the way. This power has no effect on Cymri.

29. Tyranny: Will cause a lord to act selfishly, disdaining of the care of his vassals, servants or peasantry, seeking only his own pleasure and to fulfill his immediate impulses. This effect acts as a Curse, and the victim of the effect may attempt a save to resist this transformation if they are not already naturally inclined to act in this fashion.

30. Wealth: The beneficiary of this power will obtain a treasure worth 10,000 L.



Note: Any power affecting an individual, that "counts as a curse" can be detected as an ongoing magical effect around the individual (by use of *Detect Magic*), and can potentially be eliminated through the use of a *Remove Curse*.

If you are using a system that requires a DC for a saving throw, the DC value should be 12+ the number of HD of the demon who is the source of the power saved against.



Demons names

A List of Sample Demonic Names		
Albaran	Cadebal	Muchar
Algarf	Carfa	Nahaim
Algeb	Dabaran	Nath
Alhue	Dhira	Nathra
Alkab	Dirah	Natrah
Almak	Elbed	Nayim
Alwah	Exal	Rexeh
Arrex	Gaffar	Sabulah
Atarph	Garfa	Sadal
Azimek	Hacbah	Sarfa
Azob	Haka	Shalah
Azoray	Hana	Shartain
Azub	Ikhil	Simak
Baldah	Jabha	Tarfa
Botain	Kadam	Thaya
Butain	Koth	Thuray
Cadalb	Lihil	Zobrah
Cadacehot	Maikas	Zubene

The preceding are just a sample of some names that could be used; as there are theoretically countless numbers of demons, the GM is welcome to use any name they wish, and even to make use of existing demonic entities from other settings, gamebooks, history, myth, or popular fiction. You will note that some of the names are quite similar to one another, this may be due to particularities of the Infernal language; however, it has led to some tragic situations when magicians have mistakenly summoned a far more powerful demon with a similar name to the (more manageable) demon they had intended to summon.

Magic Item Creation

The vast majority of magic items are relics from an ancient past: artifacts created by the Elves, or by dragons, demons, or other non-human races; or the Cymri or other very ancient human civilizations from pre-history, or now-lost magical artifices made by the great historical magicians of earlier civilizations like ancient Khemet, distant Serica, or classical Arcadia. In most cases, in this relatively darkened age, the knowledge of the techniques for creating many of these magical objects has been lost.

While a GM can generally feel free to use the item-creation rules of the system he is utilizing on the whole, a few important guidelines should be taken into account for modifications specific to Albion:

—First, at the minimum any permanent magic item should require the *Permanency* spell to be created; it may also require various additional spells and ingredients. As very few (mortal, human) magic-users in the entire world are even capable of casting 8th level spells, the possibility of creating permanent items is exceedingly scarce.

—Potions and scrolls are within reach of magic-users (and clerics) in Albion. Magic-user scrolls require the use of a library facility (collegiate or private) of a level equal to the spell level of the scroll; if Collegium facilities are used and the scroll is for a spell that is not already in the Collegium's library, the Collegium will insist that a second scroll be created (at their expense) to be donated to the library. Clerical scrolls require the assistance of a monastic scribe and the performance of certain prayers in a sanctified "scriptorium"; it thus requires the use of a Clerical priory (and permission of the cleric's superiors in the order; though this is usually granted so long as it does not seem to be for a bad cause or interfere with the cleric's duties. It is likewise common that the Priory require that the cleric create a second scroll to be left in the Priory for emergency purposes.

—Writing a scroll in either case would require 1 week per spell level of the scroll and incur a cost of 10sh per week.



For potions, a magic-user would require the correct requisite spell, as well as a library, and the assistance of an alchemist equipped with a laboratory. The time required for the potion to be created would be variable based on the potion (assessed at 1 week per equivalent spell level of the potency of the potion), and the cost would be 1 L per week (including the fees for the alchemist). A skill check for the alchemical work would be required, with a risk that the potion could be ruined; if there's no obvious measure for the alchemist's skill, then assume a 1/6 chance of the potion-creation failing. If it does fail, there is a 1-4/6 chance that it is an obviously ruined batch, though with a 5-6/6 the potion will appear to work but will instead have a non obvious flaw. In the latter case, consult the following table:

Potion flaws (roll 1d6)	
1	The potion is poisoned! Roll an initial saving throw to avoid being incapacitated within 20 minutes of drinking the potion; if the saving throw fails, a second saving throw must be done in 1d4 hours: success means the illness wears off, failure means the imbiber dies.
2–3	The potion appeared successful when created, but unfortunately has no effect at all.
4–5	The potion works at one/half strength effect, and lasts only one half the regular duration.
6	The potion ends up acting as if it was a completely different (random) potion effect!

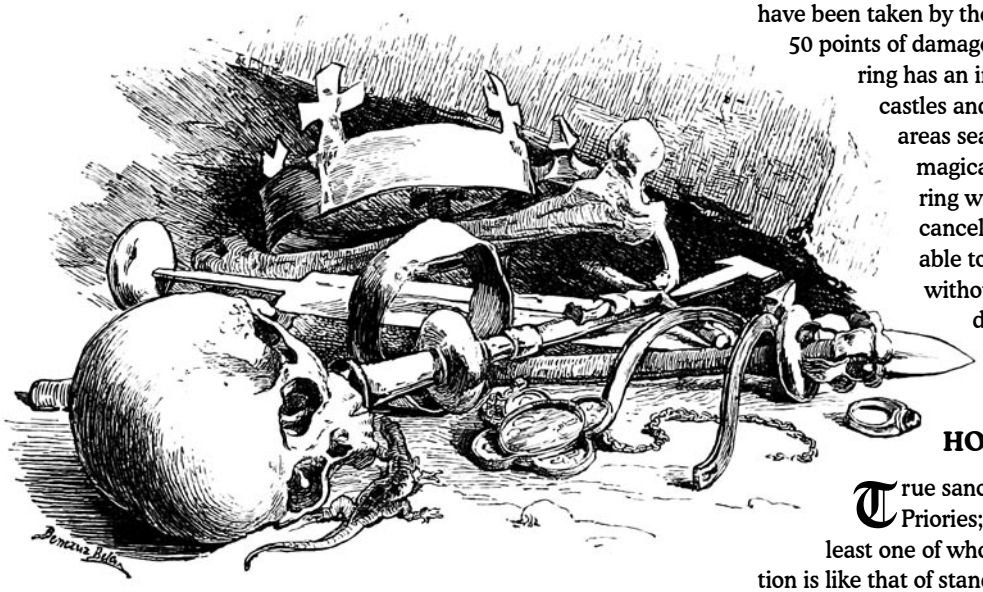


For potions of curing or that mimic other Clerical miracle effects, the magic user requires the assistance of a cleric as well as an alchemist (or, more accurately, the clerical order requires the assistance of a magic-user; as they only allow the creation of clerical potions under their auspices).

Magic Items

Magical items in Albion should generally be fairly rare, and it would be quite possible for a character not to obtain a first permanent magic item until they are level 4 or higher; but within that context, there are no particular restrictions to what type of magic items can be available, except that any magic item that can raise the dead should be

avoided (likewise, a GM may want to avoid items that grant wishes, or if they include these make it clear that the resurrection of the dead is not a viable *Wish*).



Here are some common wonders (as far as a magical items may be common) that may be found in Albion:

CLOAK OF THE WOLF

Also known as Wulfcloak, this is a cloak made from wolf-fur that was created by the magic of the heathen Northmen during the height of their power some 500 years ago. Whoever put the hood of the cloak over their head (while wearing the cloak, of course) transform into a dire wolf. In that state, they retain their intelligence but are unable to speak, and magic-users cannot cast spells in dire-wolf state. They have all the standard combat abilities of a dire wolf, and get a +2 bonus to any perception checks due to heightened senses. Subjects in dire-wolf shape do not count as humans for the purpose of spells or effects that only affect humans. They can return to human state at will, and can make this transformation as often as they wish. However, every time they try to return to human form there is a cumulative 1% chance that they will be trapped in wolf state. A *Remove Curse* will restore them to human form in that case, but it does not reset the cumulative count. The percentage chance of being trapped in dire-wolf-state is calculated for each character, so if different characters start to use the cloak for the first time, they will only have a 1% chance of being trapped, but this will not reset the cumulative percentage chance for a character that had been previously using the cloak. If any character reaches a 100% chance of remaining trapped a *Remove Curse* will restore them to human form as usual, but the character will then have become a Werewolf, his lycanthropy involuntarily manifesting itself in the next full moon.

FROGMAN RING



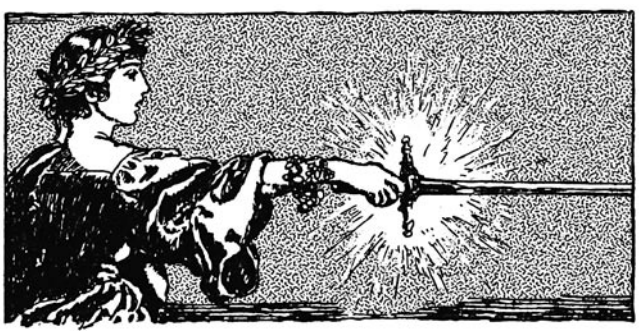
These rings are worn by Frogmen knights, the elite warrior caste of the chaos-worshiping race. They are designed to protect the knights against a favored weapon of human war-wizards: the magic missile. Anyone wearing the ring will have any magic-missile spell reflected back on the caster, causing the caster to take full damage that would have been taken by the Frogman. If a ring reflects more than 50 points of damage in a 24-hour period, it shatters. The ring has an important second feature: Frogmen castles and temples will often have restricted areas sealed with wizard-locks, or protected by magical alarms or traps. Anyone wearing a ring will be able to open these doors (without canceling the wizard-lock effect) and will be able to pass through an alarm or trap area without triggering its effects (and temporarily disabling either for 30 seconds, allowing any underlings or servants to pass without danger as well).

HOLY WATER

True sanctified Holy Water is created in Cleric Priories; it requires a group of three clerics, at least one of whom must have the *Bless* spell. Its function is like that of standard rules, being able to do damage to the undead and demons. The clerics at any priory (or priests at any temple where holy water is regularly supplied) will be willing to give holy water to anyone who is a member of the Church (that is, any believer who has not been involved in outrageous scandal or excommunicated). The holy water is given freely, but adventurers must either bring their own containers or purchase them at the temple/priory.

SWORD, +0

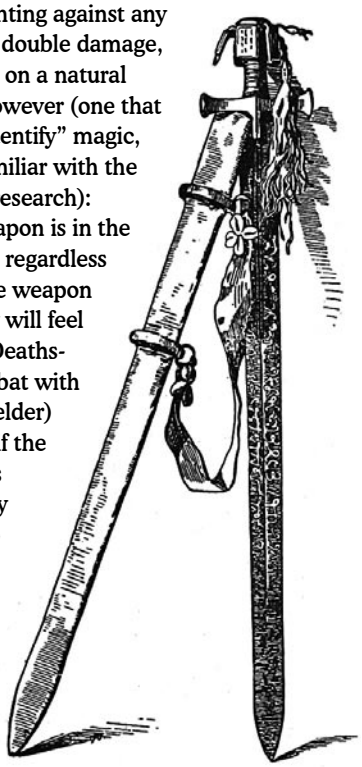
Also called "fey swords", these are probably the most common variety of magical sword (keeping in mind that all magical swords are fairly rare) found in ancient barrows and tombs. They were almost certainly the weapons of common elven infantry in the ancient times. They have a variety of sizes and styles from the different periods of the history of the Elven kingdoms in the material plane (a period of dominance that lasted for tens of thousands of years). These swords have a simple enchantment that gives no bonus to hit or to damage, but that does allow the wielder of the sword to harm magical creatures immune to normal weapons.



SWORD, DEATHSLAYER

There were multiple versions of this type of sword created, as well as at least a trio of "deathslayer daggers" and at least one "deathslayer axe". It is believed that they were created by the half-elven early Cymric kings, and can

be found in ancient locations throughout Albion, wales and Scots Land. Regardless of the variation of the weapon type, this magical weapon ordinarily counts as a +1 weapon to-hit and damage. However, when fighting against any Undead creature, it always does double damage, and will disintegrate the undead on a natural 20. It has a serious drawback, however (one that is not detected with ordinary "identify" magic, but that loremasters who are familiar with the history of this item could easily research): anytime the possessor of the weapon is in the visible presence of ANY undead, regardless of whether the Deathslayer is the weapon they are currently wielding, they will feel an irresistible urge to draw the Deathslayer and rush forward into combat with the undead until they (or the wielder) is slain. This effect applies even if the weapon is not on the character's physical person but in the nearby vicinity (within 90'). There is no saving throw against this effect, but a *Remove Curse* cast on the wielder will temporarily remove the compulsion (likewise, if the weapon's magic is temporarily suppressed with a *Dispel Magic* effect).



Besides some relatively "common" magical items, there also exist a few artifacts and relics peculiar to this world, such as the sword Excalibur or Pandora's Box. One of these relics, the Lance of Mithras, is described below:

THE LANCE OF MITHRAS

Mithras is the legendary figure, the mythological founder of the religion of the Unconquered Sun, before there ever was a church. Mithras' story evolved over time: before the Arcadian Empire adopted the Unconquered Sun faith, in the 'lands of the Sun' (known as the Levant) the figure of Mithras was considered deific, and in some cases seen as the "son of the sun". The present-day church sees Mithras as the precursor to the Clerics, the first great prophet of the Sun, whose lineage proceeded in secret over the centuries in a singular line of succession to the great Arcadian magician Apollonius, who (at his death) released the power of Sun into the world causing the birth of the first modern Clerics.

Thoughout history, although the myth has varied, one part that has remained fairly constant is the story of how Mithras gained the first followers of the Sun when he slew the Apis Bull, a giant, fire-breathing, near indestructible monster that had been rampaging throughout the near east and that dozens of other great heroes and wizards had failed to defeat. Mithras' faith in the Sun allowed him to slay the bull, with the help of a shard of pure sunlight that the Unconquered Sun transformed into a lance for Mithras, the most powerful weapon of Law ever created. Mithras was said, after many years of other great acts of heroism, to have experienced a kind of apotheosis, being raised up to the Sun by a beam of light and become one with the God of Law. The Lance of Mithras was broken up into seven parts, and given to Mithras' seven principle followers and sent to the seven cities (in the Levant and the northern coast of Afric) where the cult of the Unconquered Sun then existed. Over the years, these seven parts have been moved from place to place, become lost, rediscovered, then lost again. While kings, clerics, wizards, orders of knights (including the legendary Knights of Arthur) and cultists alike have all (for different motives) sought to reunite the different parts of the Lance, it has never been fully restored, and at present all seven parts are scattered, some long missing. One legend holds that it will only be reunited completely at the end of days; another holds that the greatest champion of the Sun since Mithras himself will one day succeed at reforming the lance where all others have failed, in order to use the lance to destroy the greatest evil to plague the world since the Apis Bull.



While the powers of the combined shaft are clearly legendary (among the stories of its abilities were the power of flight, to fire beams of burning sunlight, the power to heal, restore lost body parts or cure terrible ailments or infirmities; and the power to slay any opponent it strikes instantly, as well as granting the wielder immunity to any form of non-magical damage), each of the individual parts of the Lance are themselves significantly powerful magic items. They also cause 2d6 damage per round when held by anyone who is of Chaotic alignment, and 1d6 points of damage per round if held by anyone of Neutral alignment.

The seven parts of the Lance are described below:

1. The Rear Shaft: The rear third of the Lance is considered lost. Careful research might reveal that its last known location was a city called Antiochia, now in ruins, deep within what are now the lands of the Turk. The area is surrounded, and parts of the city occupied, by the semi-barbaric and dangerous Turkoman tribes. The shaft itself is found deep below the city in ancient catacombs.

The rear shaft, wielded by one who one who is Lawful, will grant the ability to answer one question per day in the same method as the *Commune* spell.

2. The Middle-Shaft: The middle of the spear has long been lost to the lands of the Continent. Only very significant effort at study of lore would reveal that the last records as to

its location put it in a land almost no one in Albion would recognize, a place called the Echmiadzin Kingdom. This was a land of a people known as the Armenes, who were followers of the Unconquered Sun; but today Echmiadzin is part of the Turk Sultanate. Well-studied priests or scholars might know, however, that the Armenes on the whole refused to convert to the faith of the God of the Crescent Moon, and although they are occupied by the Turk, the lands themselves continue to venerate the Sun. The middle shaft is in fact carefully preserved in the reliquary of a group of monks, in a monastery called Gedhardavank, in a territory called Vagharshapat. This is a mountainous territory deep in the Turk territories, and reaching the remote area would be an enormous endeavour in and of itself.

The middle shaft, held by one who is Lawful, will grant the user the ability to generate a *Haste* effect that lasts for 20 rounds and can affect up to 20 people within 200' of the wielder. This power can be used as often as the user wishes, but it is not to be used lightly: every time it is used, the wielder ages five years.



3. The Golden Handle: Made of pure gold, the handle of the spear (which fits on the middle-shaft) is in the possession of Prince Frederick II Irontooth von Brandenburg, in his castle outside Nuremburg, in the Principalities. It is located in his treasure-room and is one of his most prized possessions. After his death in 1471 it will be inherited by Prince Albrecht Achilles, his heir. Only the most astounding of circumstances would ever lead either Prince to relinquish the handle.

The golden handle, when wielded by a Lawful character, can when touched to another being (with intention) cause that being's instant death. However, this comes at a cost: any time someone is slain with the handle, another random individual known to the wielder will also instantly die. It could be any individual the wielder has ever met.

4. The Frontishaft: The front third of the spear has spent the last thousand or more years as the prize possession of the church in Byzantium. Unfortunately, it was taken along with all the other great treasures when the Turk conquered that great city in 1453. It is now one of many items kept in the treasury (the secret treasury, not the one most people know about) of the Sultan Mehmet the Conqueror. He would be extremely reluctant to give it up, particularly to followers of the Unconquered Sun, but might be willing to do so in exchange for an incredibly expensive ransom, or if a great Pir (master) of a Sufi order were to convince him that the fate of the entire world were at stake.

The frontishaft grants a Lawful wielder the power to create the effect of the *Solar Light* clerical spell, at will, for as long as he maintains concentration.

5. The Fitting: The bronze piece that connects the frontishaft to the point of the lance, this section is made out of bronze and is the only piece in direct possession of the Pontifex. It is kept in the most secure of all the great reliquary-treasuries of the Pontifical Palace in Arcadia, and is only brought out in public (under heavy guard) to be shown to pilgrims once every 22 years at the jubilee mandated in the Book of Law. This is a major event of pilgrimage as the act of viewing this piece of the sacred lance has blessed many, removed curses, diseases, cured the lame and given sight to the blind, though its effects do not function on all (perhaps only on those who are truly devout). No Pontifex, regardless of how corrupt, depraved, or greedy (and there have been quite a few of all three over the centuries) would ever relinquish the fitting, short of the clear and indisputable word of the Unconquered Sun itself commanding it.



In the hand of a Lawful wielder, the fitting can be used to generate a blast of intense burning sunlight up to three times a day. This blast will do 1d6 points of damage per level of the wielder to ALL non-Lawful beings within a 60' radius. This effect does not distinguish between friend or foe, only Lawful or non-lawful. The intensity of using the power of the fitting is so extreme that the wielder will lose 1d6 temporary points of Constitution (which recover at a rate of 1 point per day) from exhaustion after each use. If the wielder's CON drops below 3, they are incapacitated (unable to take any action), and if it drops to 0 or less the strain kills them.

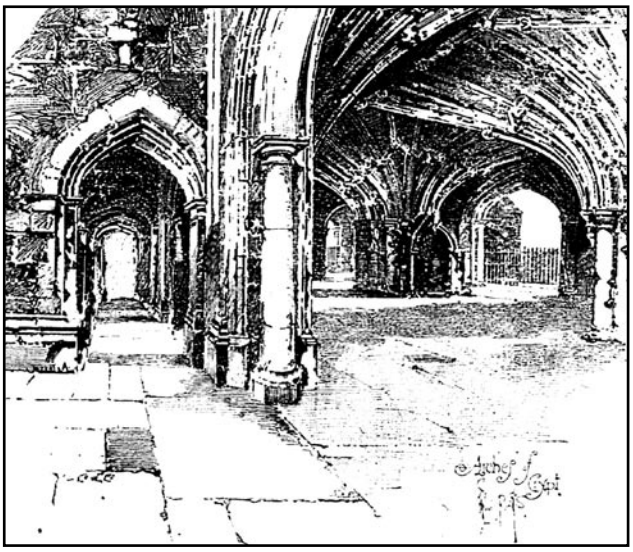
6. The Point: The point of the Lance of Mithras is lost, though most everyone knows where it might be found. Having been in the city of Avinion, when that part of Frankland was overrun by the Frogmen, its temple and Great Priory was plundered, the priests and clerics slaughtered, the holy place desecrated, and the relics taken back to the Paris Swamp. It can be assumed that the point of the Lance of Mithras is today in the dungeons held below the Temple of the Frog God.

The point, held up by a Lawful wielder who concentrates will have the power to generate Fear to any Chaotic being within 240' who fails a saving throw. Those so affected will flee uncontrollably away from the point of the lance, for 10-40 minutes.

If the point is attached to a regular spear, it can be used as a weapon that grants a bonus of +1 to hit and damage, +4 versus any chaos-aligned opponent, and double damage against demons and the undead.

7. The Splinter: A tiny piece of wood, no larger than a toothpick, which had been separated from the rear shaft. It appears utterly unimpressive, but without it, the rest of the lance is incomplete and cannot manifest its full power. It is believed that originally it was sent away hidden, to the city of Leptis Magna on the desert of northern Afric, the most remote at that time of the seven cities. However, it was from Leptis Magna that the great Arcadian Emperor Septimus Severus came, and he was the builder of the first great temple to the Unconquered Sun and promoter of the cult of Mithras in Arcadia. The splinter was thus, ironically, one of the first parts of the Lance to come to the Continent, and to be publicly displayed there. After the fall of Arcadia it was lost for a time, but was recovered and is now found in the Commonwealth, in the Warsaw temple, a possession of the Bishop of Warsaw. It is displayed frequently on major feast days. The highly-devout King Casimir or the surprisingly un-corrupt Bishop himself would both agree to give away the splinter if the cause was holy and righteous enough (though they'd certainly never just give it away for no good reason).

The Splinter has the power to allow a Lawfully-aligned holder to generate a *Bless* effect (as if cast by a 12th level cleric) up to three times a day: at dawn, noon, and sunset.



Alchemical agents and elixirs

Although a typical Dark Albion campaign will be poor in magical items such as potions and spell-scrolls, you may replace them with all manners of alchemical compounds and elixir as described below. Although magic shops don't exist in Albion, alchemists and low-level hedge-wizards could nonetheless be found and hired, to obtain various poisons, or other alchemical and herbal concoctions.



1. poison

In the Albion setting, as opposed to other more fantastical settings, poisons are meant to reflect historically accurate possibilities in terms of what kind of effects were available. This generally means that expecting to "dip your dagger" in poison and have your opponent drop dead in mid-battle is not a credible possibility.

The most deadly poisons available by natural means in this setting are more useful ingested than injected. They can be prepared into poisons by a skilled apothecary or alchemist, differing from the natural state in both the ability to mask the taste and the deadliness of the effect.

Of course, there are many UN-natural poisons that would be far more deadly than those listed here; you just won't find those with bushcraft*. You'll find them by harvesting the bodies of deadly magical monsters in dark places, engaging in powerful rituals of magic to summon forth the dew of chaos, or making pacts with the Foul Cat of Slime to draw forth the venom of its extraplanar teat.

For any poison or herb to be made into an effective dose, a certain amount of money must be spent (note that the costs below are for production, not retail value), and a test of some form of alchemy/apothecary skill must be made (many herbs or poisons have modifiers to the base skill, representing ease or difficulty to prepare). Modifiers to the bushcraft* skill represent the difficulty in finding the specific herb. If using a system that does not have these sorts of skills, then only characters whose background would justify the kind of knowledge of where to find or how to prepare the poisons should be allowed to attempt an ability score check to succeed at it,

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(* Note: Due to the various OSR games with or without skill systems, that may be used to run a Dark Albion campaign, "bushcraft" means any appropriate Herbalism, Knowledge-nature or Wilderness Lore skill, or even a specific class ability, that may be used to know about, find and identify plants.**)**

with modifiers as indicated. Most poisons or herbs take one day to prepare a given dose, and one day of searching to find herbs in the wild, assuming it is the right kind of wilderness area and time of year.

The following is a list of some common poisons, followed by other herbs which can be found by those with bushcraft* and prepared by those with competencies in alchemy or apothecary (or prepare poison) skills.



ARSENIC

• Bushcraft: n/a; preparation: +0; cost: 20sh.

• Arsenic is a poisonous powder that must be ingested. Its taste can be detected by skilled food tasters. 1d6 turns after ingesting the victim feels nausea and may experience vomiting or diarrhea; after 2d6 hours the victim must save vs. poison or become incapacitated for 1d6 days, after which he must make a second save vs. poison or die. (Cantarella: preparation: –2 cost:50sh; a more powerful variant of the same, still ingested. Tasteless, colourless and odourless. Both saving throws are at –2)

AUTUMN CROCUS

• Bushcraft: +0; preparation: +1; cost: 16sh.

• This poison is effective ingested, but is one of those rare venoms that can be made into an effective poison to put on a blade or arrow (as an injected poison, it costs 150sh per dose!). The ingested form causes an immediate burning sensation in the throat, and then in 2d3 hours it causes severe and bloody diarrhea, then convulsions, and respiratory failure. The victim must save vs. poison or become bedridden; if he is bedridden after 1d3 days he must make a second saving throw or die. The weapon-variety of this poison must hit and do damage to take effect, if it does so the victim must make a saving throw vs. poison with a +2 bonus after 2d3 rounds, or suddenly drop dead from a massive heart failure.

BELLADONNA (aka DEADLY NIGHTSHADE)

• Bushcraft: +1; preparation: +0 (takes 2 days); cost: 10sh.

• Useful in small doses for medicinal purposes as anesthetic and to aid sleep (in said use, the cost of preparation is only 3sh), the poison version will create disorientation when drunk, and make a person highly susceptible (save vs. poison or will answer questions posed with disinterested candour); anyone affected by belladonna must make a save vs. poison with a +3 bonus or will die within 1d6 hours.

BULLRUSH

• Bushcraft: +0; preparation: +4; cost: 3sh.

• Bullrush can be prepared as a simple sleeping concoction, in which case its cost is only 6p, and its effect is to aid in getting a good night's sleep. As a poison, it can be ingested to cause the person taking it to fall into a drugged sleep within 1d6 turns of having taken it, being unable to stay awake unless they make a saving throw vs. poisons. They will be unable to be roused for 2d6 hours.

COW WHEAT

• Bushcraft: –1; preparation: +2; cost: 6sh.

• Cow-wheat is ingested, and will cause its victim terrible headaches, suffering a –1 to attack and skill rolls. Additionally, if they fail a save vs. poisons, they will become utterly confused and incoherent, incapable of effective communication or any kind of activity requiring mental clarity for 1d12 hours.

CYANIDE

• Bushcraft: +0; preparation: +0; cost: 30sh.

• Derived from bitter almonds or laurel, cyanide is a very deadly poison when ingested. Its fumes are equally toxic if burnt. It leads to unconsciousness from respiratory failure and death if a save versus poison (with a –2 penalty) is not made after 2d6 rounds.

DARNELL



• Bushcraft: –2; preparation: +0; cost: 10sh.

• When drunk, a person must make a save vs. poisons or go blind for 1d6 hours.

DEATHCAP

• Bushcraft: +0; preparation: +0; cost: 6sh.

• A mushroom, when ingested it causes abdominal pain, vomiting and diarrhea, leading to renal failure. Victims must save vs. poison with a +2 bonus or die after 1d10+5 days.

FOXGLOVE

• Bushcraft: +0; preparation: +0; cost: 4sh.

• Ingested, it causes pain and difficulty breathing, and may cause cardiac arrest. 1d3 turns after taking it, save vs. poison to avoid death; however, its symptoms are identifiable to doctors; and by inducing

vomiting, giving charcoal, and fruit juices, the effects can be significantly nullified, granting a +6 to the saving throw if a skilled physician makes the correct diagnosis.

HEMLOCK

• Bushcraft: +0; preparation: +2 (takes 2 days); cost: 6sh.

• Hemlock is a deadly poison that is ingested; it is of very noticeable flavour, however, making it difficult to use for assassination. Anyone who ingests it must save vs. poison or will die in 2d6 hours; feeling no pain but only a gradual numbness and paralysis that creeps up the body until one can no longer breathe.

HENBANE

• Bushcraft: +0; preparation: +2; cost: 16sh.

• Henbane can be used to make a healing medicine that can heal an extra +1hp overnight, though drinking it causes a deep sleep (one will not awaken normally from it for at least 10 hours, though if violently roused they may save vs. poison to see if they wake; the sleep being interrupted negates the healing bonus) that usually brings strange dreams with it. In more powerful essence, henbane is a poison, identifiable by a telltale rash, leaving its victim confused before falling into unconsciousness as above; after 10 hours go by, the victim must save vs. poison with a +1 bonus, or will die.

LEOPARDSBANE

• Bushcraft: –3; preparation: +3; cost: 12sh.

• This plant can be used to make a poison that is effective against animals of various kinds, including cats of all varieties, dogs or wolves, and horses. Animals susceptible to the poison that eat it will die within 1d6 turns of ingesting if they fail a save vs. poison (felines of all varieties suffer a –2 to their saves). Humans who eat it will feel unwell for several days, but suffer no other ill effects.

MANDRAKE

• Bushcraft: –2; preparation: +4 (takes 4 days to prepare); cost: 10sh.

• A plant long associated with witchcraft, taking small doses of this drug will produce a hallucinatory trance where the user will experience visions. Prepared as a poison, it must be ingested and works in 1d3 turns, causing loss of bowel control, nausea, unconsciousness, and then potentially death. Characters must make a save vs. poisons with a +1 bonus, or fall into a coma and die within 1d2 turns.

WOLFSBANE

• Bushcraft: +1; preparation: +0 (takes 2 days to prepare, as a poison); cost: 20sh.

• Very well known in its natural form for its capability to stave off wolves or were-wolves, this plant can also be prepared as a significant poison. As a poison, it can be ingested, or made into an unguent that is absorbed through skin. In either form, the immediate



effect is a tingling sensation, then numbness and tightness of breath as well as blurred vision. It later causes paralysis and then potentially death. Ingested, death will occur in 1d6 hours if the victim fails a saving throw vs. poisons. Taken from a weapon injury, death will occur in one turn if the victim fails a save versus poison.

2. Medicinal Herbs

ALL-HEAL

• Bushcraft: +0; preparation: +3 (takes 2 days to prepare); cost: 10sh.

• The application of All-heal has a 4 in 6 chance of enhancing natural healing from injuries; in which case a character who takes it will heal at a rate +1 hit point per day for the next week (this is aside from any other bonuses to medical treatment)

BLOODY WILLIAM

• Bushcraft: +2; preparation: –3 (takes 3 days to prepare); cost: 6sh.



• Despite its name, this flower is used to make an antitoxin, useful against scorpion stings. If taken, for the next 3 days after ingestion it grants a +4 bonus against scorpion stings; it is ineffective if taken after being stung.

COW PARSNIP

• Bushcraft: +0; preparation: –2 (takes 1 week to prepare); cost: 14sh.

• Prepared as a medicine, it can potentially cure sufferers of (non-magical) insanity.

GOAT'S RUE

• Bushcraft: +0; preparation: –3 (takes 2 days to prepare); cost: 30sh.

• When prepared as a potion, this serves as a counter-toxin to many common poisons,



granting a +2 bonus to saving throws against poison effects; it must be taken before the poison save is rolled.

HARE'S EAR

• Bushcraft: –1; preparation: –2 (takes 2 days to prepare); cost: 6sh.

• This herb is made as an ointment that is effective at treating a variety of skin diseases.

HOREHOUND

• Bushcraft: +3; preparation: +0 (takes 4 days to prepare); cost: 10sh.

• This creates a very powerful antitoxin, though only against INGESTED poisons; ingesting it after being poisoned (but before making any final saving throws) will cause the victim to vomit copiously, to aid greatly to the likelihood of survival. Characters taking horehound are granted an immediate saving throw vs. poison (with any bonuses or penalties that the poison in question would cause), which if they succeed annuls any further poison effects. If they fail the roll, they will still get to make the regular saves. Anyone taking horehound is extremely ill, incapable of taking any actions, for 24 hours after taking it.

MAKE-BATE

• Bushcraft: –2 preparation: +0 (takes 2 days to prepare); cost: 5sh.

• This herb can be used to make a potion or unguent effective against scorpion stings. It must be applied within 1 round of being stung, and provides a second saving throw against the venom's effects. Should a venom be so powerful as to cause instant death, the anti-toxin will be of no help.

MARJEROME

• Bushcraft: –2; preparation: +0 (takes one week to prepare); cost: 12sh.

• This plant can be made into a liquor that when drunk will completely counter the effects of hemlock. The herb must be taken before any saving throw is made.

MASTERWORT

• Bushcraft: +3; preparation: –3 (takes 3 days to prepare); cost: 15sh (much more expensive in times of plague).

• This herb can be ingested as a protection against the plague; anyone exposed to the plague who has taken this medicine within the last 3 days gets a +4 bonus to saving throws against infection.

MILKWORT

• Bushcraft: +3; preparation: –4 (takes 2 days to prepare); cost: 20sh.

• This plant is used to make a medicine to protect against cholera. Anyone who takes it will get a +4 bonus to saving throws against infection with cholera; or if already infected a +4 bonus to all saving throws thereafter.

NAVEW

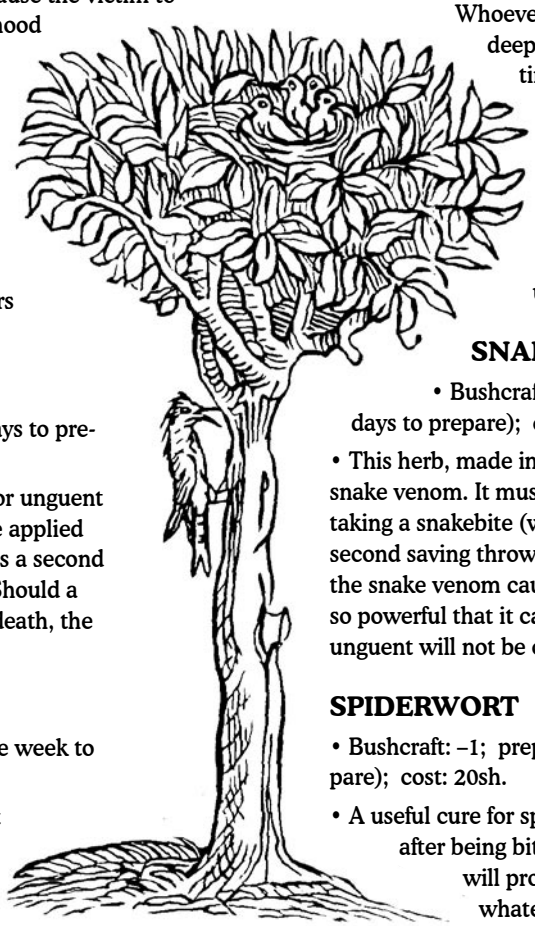
• Bushcraft: +0; preparation: +0 (takes 5 days to prepare); cost: 15sh.

• Prepared as a potion to be in drinks or food, it will grant a +1 bonus to any saving throws should that food or drink be poisoned.

SERAPIAS

• Bushcraft: –2; preparation: +3 (takes 4 days to prepare); cost: 20sh.

• This rare herb is extremely useful as a healing medicine. Whoever is administered it falls into a deep sleep for 24 hours (during which time they can only be awakened with great effort, and even then can only be lucid and remain awake if they save versus poison; waking them negates the curative effects), after which they will recover +1d3 hit points over the usual amount.



SNAKE CALTROP

• Bushcraft: +0; preparation: +1 (takes 4 days to prepare); cost: 10sh.

• This herb, made into an unguent, can help counteract snake venom. It must be applied IMMEDIATELY after taking a snakebite (within 1 round), and provides a second saving throw against whatever poisonous effects the snake venom causes. Should a snake's venom be so powerful that it causes an instant death effect, the unguent will not be of any assistance.

SPIDERWORT

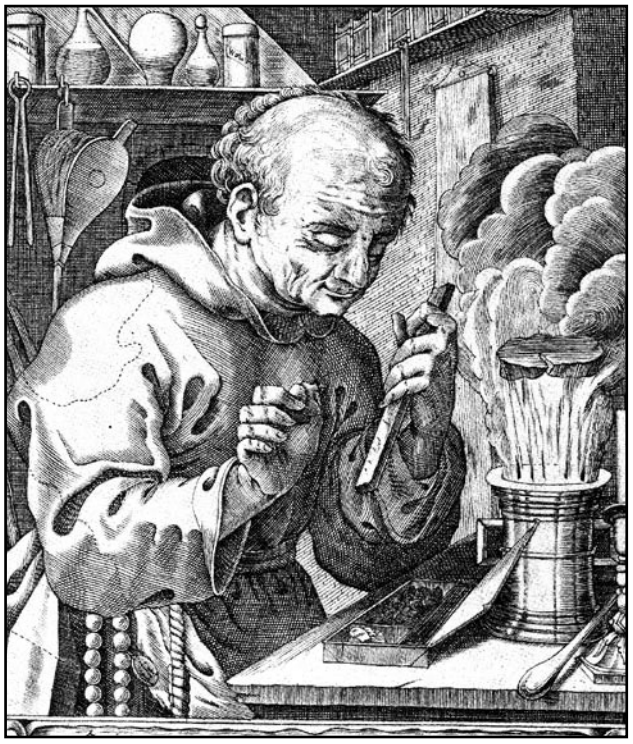
• Bushcraft: –1; preparation: +3 (takes 2 days to prepare); cost: 20sh.

• A useful cure for spider bites. If taken immediately after being bitten by a spider (within 1 round) it will provide a second saving throw against whatever poisonous effects the spider

venom causes. Should a spider's venom be so powerful that it causes an instant death effect, the medicine will not aid the victim.

3. alchemical concoctions

(These do not require a bushcraft roll to find, they are made purely from the lab)



ALKHALEST

• Preparation: –1; cost: 12sh.

• A very powerful acid, this will burn through almost anything other than glass. When preparing this substance, if the alchemist fails he must make a saving throw vs. magical device. On a natural 1, it causes an explosion that does 2d6 points of damage to the user (as well as the standard damage to the laboratory). A vial of alkhalest if thrown on an individual will do no damage on the round it is thrown, but will do 1d6 points of damage to the victim on the next 2 rounds thereafter. A single vial can be poured on wood or leather and burn a hole through it in 1 turn, or through metal or stone in 2d6 turns.

AQUA REGIA

• Preparation: –1; cost: 60sh.

• Another powerful acid, capable of burning through organic material. On a natural 1 in the check while creating this substance, the alchemist will do 3d6 damage to himself, but only half the usual damage to the lab equipment. If the vial's contents are thrown at a living thing, it will do 2d6 damage for 1 round.

AURA FULMINATA



• Preparation: –1; cost: 116sh.

• A very expensive explosive, this material is extremely volatile. Even a light shaking of the substance could cause it to explode (in the event of such a shake, saving throw vs. paralysis to avoid setting it off). Each batch of this material will cause 6d6 points of damage when it explodes to everything within 30ft (save vs. breath weapon for 1/2 damage). In the event the alchemist rolls a natural 1 during his check while preparing this substance, he will cause a massive explosion to his laboratory, doubling the usual lab damage and doing 12d6 points of damage to himself (save vs. breath weapon for 1/2 damage).

FALSE GOLD

• Preparation: –3; cost: 24sh.

• This produces a nugget of counterfeit gold, worth 1d4 pounds IF it is not detected to be false. An alchemist, expert accountant, or certain other professionals will be able to tell relatively easily, upon examination, that this is not true gold, but ordinary people may be fooled.

ASBESTOS

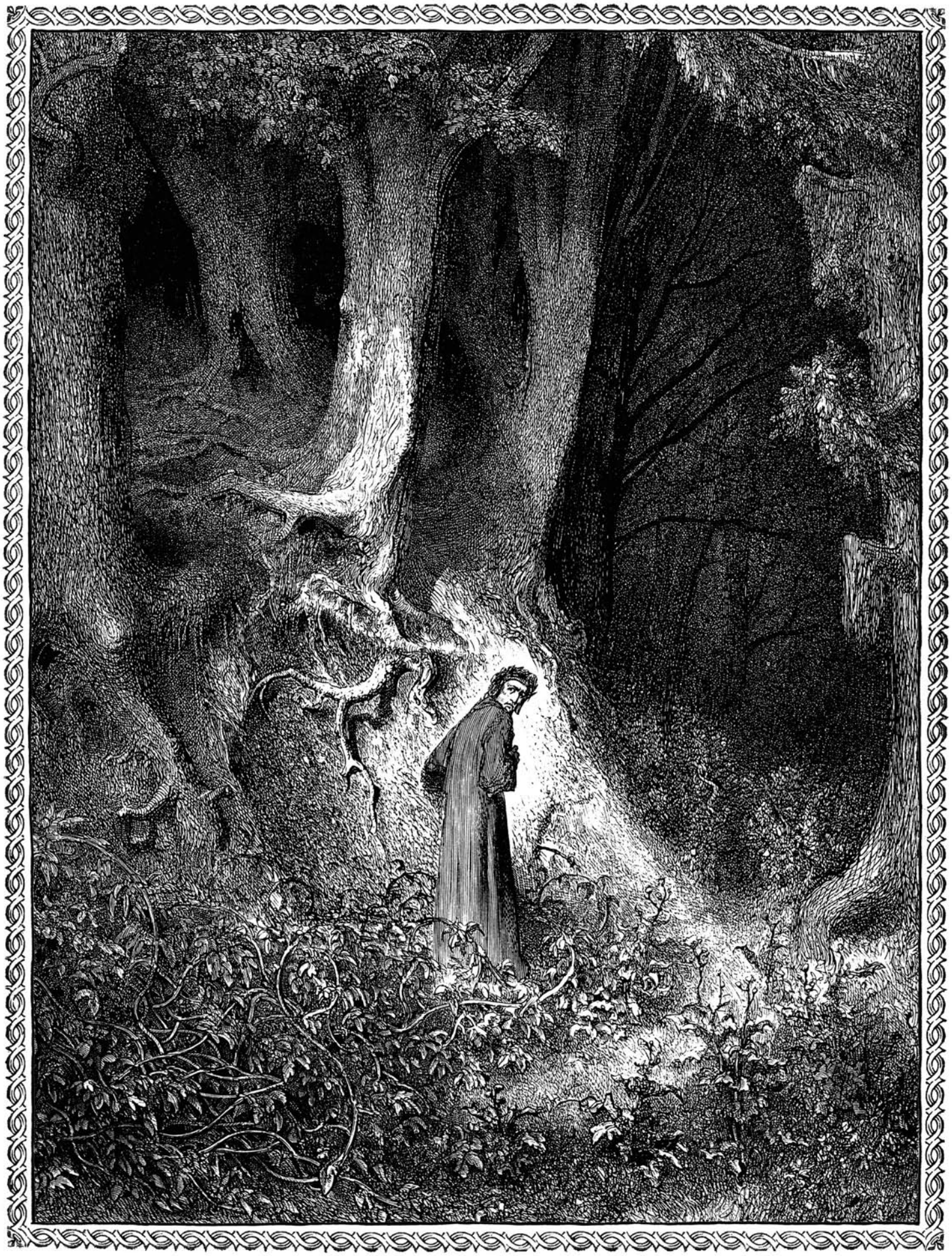
• Preparation: –1; cost: 12sh.

• This procedure produces a cloth material which can be worn to grant protection against fire. Effectively made, it allows the wearer a +1 bonus against all varieties of fire-based saving throws (including magical fire), and will reduce any damage from normal non-magical fire by 1 point per die of damage (even if this reduces the damage dealt to zero). It does not grant said reduction against magical fire. A natural 1 by the alchemist when creating this substance indicates the alchemist will inhale toxic fumes, reducing his constitution by 1 point permanently.

GUNPOWDER

• Preparation: +0 (takes one week to produce enough gunpowder for 30 small-arms shots, or 15 cannon shots); cost: 6sh.

• This is an essential substance for the use of bombards and black-powder weapons, popular on the Continent but not yet common in Albion.



Adventuring in Albion

Travelling across Albion

Except for merchants, pilgrims and soldiers, most people will never leave the immediate vicinity of their borough. In fact, roaming across the land is generally hazardous if not utterly dangerous. Even notwithstanding the innumerable creatures and bandits waiting for harming the lone traveler, one would also need to know where to go or become lost. Maps are expensive and hard to find, and unfortunately often inaccurate; signposts along the road have yet to be invented; and peasants rarely, if ever, know what lies beyond the next hill. Nonetheless, some people need to travel: merchants, pilgrims, knights errant, tax collectors, the occasional coroner, and of course, adventurers of all stripes. For all such travelers, there are two possibilities:

1. THE ROYAL HIGHWAYS

The Arcadians not only built the Wall in the North, they also built a network of paved roads all across Albion. These highways, as they are called, have been looked after since Arcadian times, and are still in use nowadays. They are paved (which is very valuable when it's raining), have bridges or ferries to cross rivers, have inns where one can (relatively) safely rest at night, and one need not fear becoming lost when following them. On the other hand, nothing comes for free, and so there are also a few constraints when travelling the highways. There are occasionally taxes and toll points (especially when wanting to use a bridge or ferry, or entering a new county). Also, the highways are not devoid of danger, even if animals and monsters tend to avoid them. There is a reason for calling a bandit a highwayman. In fact, bandits are more likely to be found on the highways than on the lesser roads, since there is much more traffic (and thus potential prey) on the highways.



2. SECONDARY PATHS OR ACROSS THE WILDERNESS

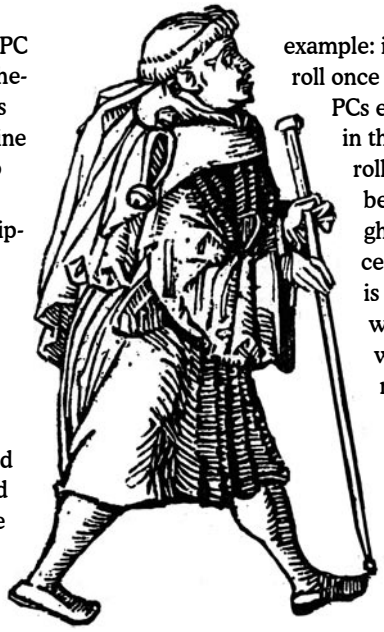
Most villages, abandoned castles, mysterious ruins and other interesting sites are accessed via secondary roads and paths generally impracticable to the larger carriages. On such ways one must either be lucky or have a keen sense of orientation, if he is to reach his destination without delay (or reach it at all). Maps are useless there, as the few that exist generally don't waste ink on the lesser roads and trails. Hence, the usual method for not becoming lost is to hire a guide. Of course, some guides are just scoundrels leading unwary patrons not to the agreed location, but to a place where accomplices are waiting with nasty intents. In any case, there is generally no inn, no bridges nor ferries, and more opportunities for unwanted encounters, when travelling such roads or across the wilderness.

As Sir Rupert of Wiltshire once said: "I still remember that time when I was in the Pennine mountains, following an old trail that would lead me back home. At some point I came to a river whose tumultuous waters I certainly didn't want to swim. Yet per chance, there was a nice and sturdy stone bridge spanning the river. Unfortunately, my relief had a short duration... as I soon discovered that this bridge had been built by, and still belonged to... a troll!"

Outdoors adventuring

Adventurers often spend a fair amount of their time traveling all across the realm in search of barrows or other places of danger to plunder, then back to town. In most cases the GM only hand-waves such traveling. He probably has a random encounter

table that will pop-up a few monsters that the PC will have to slay, and voila: travel done. Nonetheless, there can be more to this than a few fights with some goblins or griffins. Trying to determine an itinerary and preparing for the trip could do a lot to bring Albion to life. The map with the highways indicated, plus the encounters descriptions proposed thereafter, should help the GM enliven the setting and make it more real for the players. Lets get an example:



Suppose the PCs want to travel from Weymouth to Exeter. There is basically three ways of doing it. The first would be by sea, but there is constraints of season (i.e., weather) and availability of boats. The second method would be in using the highways. However, in this case one must first go to Salisbury, and then to Exeter, which makes for a long detour, for a total of maybe three days of travel. Yet, using the highway certainly ensures to avoid most problems. And then, as a third choice, one could decide to go across the wilderness and lesser trails, which would make for half the distance. In this case, it will be up to the GM to roll dice, determine unpleasant encounters, and have the PCs make some checks if they are to reach the right destination.

encounters

It's more than probable that an encounter with a troll in the Pictish Highlands will immediately turn into a fight to the death. However, encounters on the roads of Albion should lend to more role-playing and thus have the opportunity to bring to life the world in which the PCs operate. Hence the lengthy descriptions for several of these potential encounters.

It is suggested to roll for encounters either once every four hours (travelers are supposed to walk/ride up to 8 hours a day), or whenever the terrain significantly changes. For example: if the travel is first across a plain, then roll once for an encounter on this plain; then if the PCs enter a forest, roll again for an encounter in the forest; etc. An encounter occurs when rolling the numbers indicated on the table below (on 1d10). Note that since the highways have much more traffic, the chances for encounters are higher. However, this is compensated by the fact that a traveler will almost always find an inn on the highways where to spend the night, and where the horses may be taken care off, or even exchanged for fresh ones, etc. The secondary roads and trails are less traveled, but one will probably have to spend the night outdoor, which can be dangerous (i.e. roll for additional encounters).

Note: In any case where it would be important to determine if an encounter is Yorkist or Lancastrian, the GM may simply choose based on the predominant alliance of the region, or (in areas of conflict) roll a 50% chance of either (optionally with a further 50/50% split between those who are strongly zealous in their favor and those who are only moderately aligned to that cause). What side NPCs encountered favor will only be immediately obvious by appearance about 40% of the time.

Terrain Traveled	Encounter Chance (on 1d10)	
	Highways	Secondary roads
Plain	1-3	1
Badlands	1-3	1
Forest (normal)	1-4	1-2
Forest (wilds)	1-5	1-3
Hills	1-4	1-2
Mountains	1-5	1-3
Swamps	1-6	1-4



Outdoors Encounters on Albion's Roads			
d100 roll	Highways Encounters	d100 roll	Secondary roads encounters
01-05	Abjurer of the Realm	01-03	Clerics
06-10	Caravan	04-06	Crowner
11-17	Clerics	07-34	Dangerous Animal
18-22	Crowner	35-39	Knight Errant
23-27	Dangerous Animal	40-42	Lepers
28-34	Highwaymen	43-47	Madman / Madwoman
35-39	Knight Errant	48-52	Merchants
40-46	Lepers	53-54	Mysterious Stranger
47-51	Madman / Madwoman	55-59	Outlaws
52-62	Merchants	60-62	Patrol
63-64	Mysterious Stranger	63-69	Peasants
65-71	Patrol	70-72	Pilgrims
72-78	Peasants	73-78	Soldiers
79-85	Pilgrims	79-82	Storm
86-94	Soldiers	83-86	Supernatural Monster
95-97	Storm	87-95	Undead
98-00	War ahead	96-00	War ahead



1. ABJURER OF THE REALM:

An "abjurer of the realm" is a person who is guilty of a crime –or merely suspected of having committed one–, and chose to "abjure the realm" in order to escape a trial (in a time when justice tends toward a guilty verdict even without evidence to support it). The felon thus seeks sanctuary in the nearest church or abbey, where he can remain safe for up to forty days. There, he will wait for a coroner to perform the ritual of "abjuration of the realm" (i.e.: the realm of Albion). Afterwards the felon is stripped of all possessions (that go to the crown's coffers as taxes), including his clothing, and must leave Albion without delay. As such the abjurer is now clothed in rags and holds a wooden Sun Disk in his hands, to indicate his status to those he meets. He travels on the highways towards the next port, with intent to embark for the continent (or Scots' Land). If he strays from the highways or remains in one place for more than a night, people have the legal right to kill him. Needless to say that most abjurers eventually toss the holy symbol and the rags aside, and either turn to banditry or try to begin their life anew elsewhere under a new identity.

2. CARAVAN:

This is a group of people, often merchants, traveling together for safety purposes. As such there is 2d10 people plus several mounts and beasts of burden, accompanied by armed guards (2d10+2). There is sometimes a need for more guards however (25% chance), to which the PCs could apply if they convince the caravan's leader of their honesty and reliability. A caravan will generally include people from different origins, and thus could provide a great deal of information (90% chance about common subjects; 50% about things of interest to adventurers). Lastly, the PCs could probably purchase most of the more common equipment from a caravan of merchants.

3. CLERICS:

A group of 1d6 clerics on their way. There is a 40% chance that they are escorting an important church dignitary to some abbey or similar site. If not, there is a 50% chance that they are on a witch-hunting mission, in which case they are likely to request the PCs' help. No salary nor expenses to be paid: it's an honor to serve the faith. Unfortunately, while most PCs may invent any excuse to refuse the demand, a PC cleric might feel an obligation to help the witch-hunters (or may be obliged to if the GM determines that one of the clerics encountered is of a superior rank). Note also that helping clerics in their missions, might be a good way to gain allies that could (for example) grant sanctuary at a later date.

4. CROWNER:

This itinerant magistrate is appointed by the Crown or local Lord to investigate important crimes (typically suspicious deaths) and administer justice. There is a 5% chance that the crowner confuses the PCs for some criminals he is searching for. These chances augment to 10% if the PCs recently delved into vile sorcery or offended the gods, and to 20% if the PCs are actually guilty themselves of some felony. A crowner never travels alone; he is always accompanied by 1d10+2 soldiers, and is himself generally quite proficient in the use of weapons. On the other hand, a crowner is not necessarily a competent and impartial judge. In fact, the most important duty for a crowner, is to fine heavily those he suspects to have broken the law, so as to bring back as much money as possible to his lord's coffers.

5. DANGEROUS ANIMAL:



Some animals, like packs of wolves, may be hungry, while others, such as boars, don't like to be disturbed. Roll 1d10 to determine the type of animals encountered:

d10	Animal
1	1 angry bear
2-4	1d6 angry boars
5-6	1d2 hungry lynx
7-9	2d6 wolves
10	1 mythic animal

Throwing food at them is generally not enough to fend off predators, but fires are generally efficacious to keep them at bay. (A mythic animal is at GM's determination.)



6. HIGHWAYMEN:

These bandits specifically make a living from robbing and killing travelers, preferably ambushing them in forests or rocky passages. Highwaymen normally attack only those whom they think won't pose them any threat. Hence, armed caravans or companies of soldiers almost never encounter highwaymen. Likewise, these murderers will think twice about attacking a small group of seemingly powerful individuals (for example, seemingly expert PCs with heavy weapons and armors, plus objects or creatures that reek of sorcery). In such cases the GM will roll dice: a morale check to determine if the highwaymen dare to attack; or maybe a successful Charisma save from the most impressive PC will dissuade them to attack.

Highwaymen are almost always professional criminals, with several murders under their sleeve (if in need of a die roll, the highwayman encountered has killed 2d10 persons over the last year alone). Highwaymen have generally already been officially outlawed, and thus one has the right –if not the duty– to kill them on sight. Note that a captured highwayman may have a lot of interesting information regarding the local area, to give to the PCs in exchange for sparing his life. If he doesn't, well, a smart highwayman will tell them what he suspects they want to hear. Of course there is treasure to be found in the highwayman's lair, and sometimes as well, some unfortunate captive girl he had better uses for than slaying her.

Highwayman encounters will be with 1d10 level 1 thieves or warriors, typically armed with shortbows and spears or shortswords, and armored with leather. If 5 or more are encountered there will also be 1 leader who is either a thief or warrior of level 1-4. In particularly dangerous areas, or areas prone to banditry like Nottingham or Kent, the encounter could be with 2d20 level 0 commoners, with a leader who is a level 1-4 thief or warrior for every multiple of 5 men.

7. KNIGHT ERRANT:

These are solitary warriors, set to the highways by cases of war. Some of these are rare characters that should belong to another era; roaming the land in search of a just cause or fair lady to serve with their arms. But more often, they are wandering men-at-arms either looking for work for hire (although the more noble among them will not stoop to talking of themselves as mercenaries or negotiating payment), or are fanatics of one Rose or the other, challenging any they suspect of belonging to the other side to personal combat. Of course the ideal knight errant rides a great stallion and wears a shiny full plate armor. Yet, many others have a much simpler equipment, and often no noble title at all (so they legally don't qualify as knights). Some knights errant didn't choose this life out of sheer vocation, but were forced by the circumstances, having fled their native borough after something wrong (poverty, being on the wrong side of the war in their locale, shame, etc.) ruined their comfortable life.

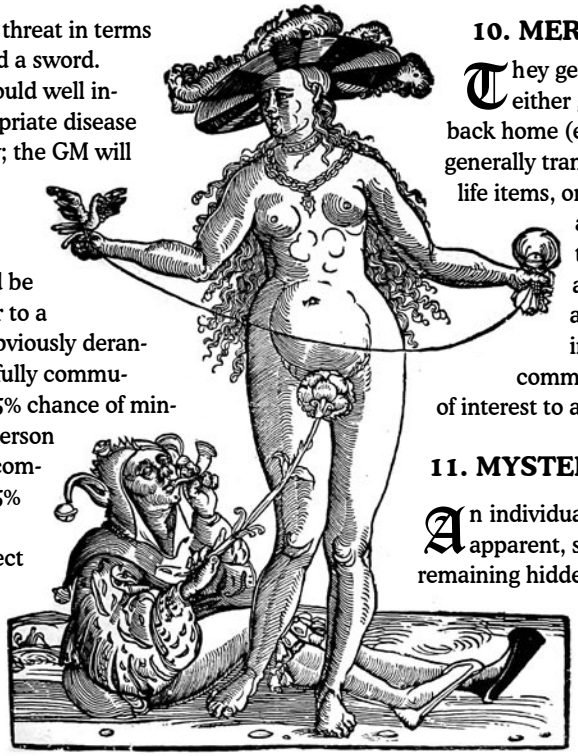
Knights errant generally travel alone. Some knights errant are accompanied by a squire though (20%), and they might also have been hired to protect a group of pilgrims or a fair damsel (30%). In any case, knights errant must be consummate warriors, or else they would not be there roaming the countryside, but lying dead in some unknown grave. An incompetent knight errant is a young fool who began his career recently, and probably won't last for long.



8. LEPERS:

All manners of lepers and other afflicted people wander aimlessly the highways, begging for food and waiting for their ultimate relief. Yet, people usually shun them, so lepers can live for quite some time before dying. In fact, 50% of the encounters with a leper will be with a cadaver (that is, not an undead, just a decaying corpse whose diseases may have been already transmitted to flies or whatever creatures that touched it), or an agonizing person who will soon become such a cadaver. The other lepers beg. A devout follower of the Unconquered Sun who doesn't give alms to a leper, will probably suffer from guilt afterward (potentially for one full day if failing a saving throw), resulting in a –1 penalty to all rolls until then. The person in fact believes he should probably be punished by the heavens for being so uncaring, thus unconsciously inflicting himself with the hindrance. But there is worse! Some lepers have gone mad, and will throw themselves at passers-by (20% chance if having received alms; 40%

otherwise). They don't pose any threat in terms of combat to whomever can hold a sword. Nonetheless, touching a leper could well inflict you with the disease (appropriate disease rolls or saving throws may apply; the GM will decide what happens if it fails).



9. MADMAN:

This lone traveler, who could be anyone from a lowly beggar to a noble (see table thereafter), is obviously deranged. It is impossible to meaningfully communicate with him, and he has a 75% chance of mindlessly attacking the PCs. This person generally comes from a nearby community, and his insanity has a 35% chance of resulting from a curse or other odious supernatural effect (whether having been victim of a mind-affecting spell, or having witnessed infernal horrors mankind was never meant to know). Only powerful magic could restore this character to a normal condition (provided the insanity is not due to a birth defect). Roll 1d100 to determine who the madman (or madwoman) is:

d100	Madman/woman Type
01-15	A 0-level commoner (generally a local peasant or beggar; often a village simpleton).
16-25	An elderly person probably becoming senile.
26-40	A simple man at arm (1st level soldier with mediocre equipment).
41-55	A mercenary of 1d4 levels (with good equipment).
56-65	A city official or a noble. He has a 60% chances of knowing a horrendous secret; this secret being most probably at the origin of his insanity.
66-75	A priest or monk (50% chance for being a cleric of 1d4 levels, otherwise a person without special abilities). He has a 80% chances of knowing a horrendous secret; this secret (that was maybe heard during a confession) being most probably at the origin of his insanity.
76-85	A sorcerer of 1d4 levels (who cannot cast spells because of the insanity). In all cases his insanity resulted from delving too much into sorcery, be it from a recent accident or from a too long exposure to the occult.
86-90	Someone who believes he has been afflicted by lycanthropy; if his insanity is supernatural in origin then he is indeed a lycanthrope, cannot control it, and will turn into a werewolf to attack the PCs if they interfere with him.
91-98	A 0-level human believing themselves to be under demonic possession (if their insanity is supernatural in origin then they are in fact possessed).
99-00	A creature that was polymorphed into a human and is at a loss with the transformation.

10. MERCHANTS:

They generally come from afar, with either goods to sell, or money to bring back home (equal chances). These merchants generally transport clothing, common everyday life items, or spices, more rarely weapons and armors. Merchants are likely to be accompanied by some armed guards (typically 1d4+1), and generally know interesting information (60% chance about common subjects; and 20% about things of interest to adventurers).

11. MYSTERIOUS STRANGER:

An individual whose identity is not readily apparent, such as a hooded monk or a noble remaining hidden inside a coach. The mysterious stranger is always someone special and powerful, never just a commoner. He (or she) might be a herald or assassin on a secret mission for the King; a major peer of the realm travelling incognito; a great magic-user or prophet who will soon be at the origin of important events; a monster or demon in disguise who will eventually interfere with the PCs' lives; etc. There is a 60% chance that the mysterious stranger is accompanied by 2d4 armed guards or other appropriate figures. If he or she is alone, it's certainly because this character is most powerful. In any case, encountering a mysterious stranger is never innocuous or fortuitous. Even if nothing happens during the first encounter (i.e., the PC just see him/her, but don't interfere in any way), they may eventually see or meet with the mysterious stranger again. All of this is left at the GM's determination, but from now, any further encounter with a mysterious stranger could be with the same NPC.



12. OUTLAWS:

These bandits are not highwaymen who make a living from ambushing travelers. Instead, they are bands of Scot raiders, rural criminals, unemployed mercenaries, or impoverished peasants, on their way to some location they

intent to pillage. These people too, need roads to reach their destination, but if they encounter other travelers, will generally attack them. When it comes to a fight they might be competent or not, depending on whom they were before becoming outlaws. Former soldiers turned to banditry are generally the most dangerous; the others make up for their lack of competence with sheer numbers. In any case, this can be generally told from the equipment they carry. Encounter numbers can be determined by the GM, but a good typical number would be 3d10 for a small band of outlaws, or 2d10x10 for a warband.



13. PATROL:

In some regions soldiers regularly patrol the countryside in search of enemy soldiers or bandits. There is a 25% chance they confuse (or merely pretend to confuse) the PCs for outlaws or opposing forces, which would probably result in a fight, or at least in a bribe to look the other way. A patrol is generally identifiable as such for displaying appropriate flags and other credentials, or from being led by a noble bearing his coat of arms. Nonetheless, there is a 10% chance that the patrol are actually clever bandits in disguise. Such bandits will attack the PCs only if there is something of obvious value to be gained from it; they will prefer to remain undercover otherwise. A patrol will usually consist of 3d6 0-level soldiers, with a level 1 commander if there are 9 or more soldiers present, or a level 1 sergeant and level 2 commander if there are 15 or more soldiers present.

14. PEASANTS:

They are local people on their way between home and the fields, or between their farm and the fair. They might have some food to sell (30% chance), and may know interesting rumors and gossip about the local area (30% chance).

15. PILGRIMS:

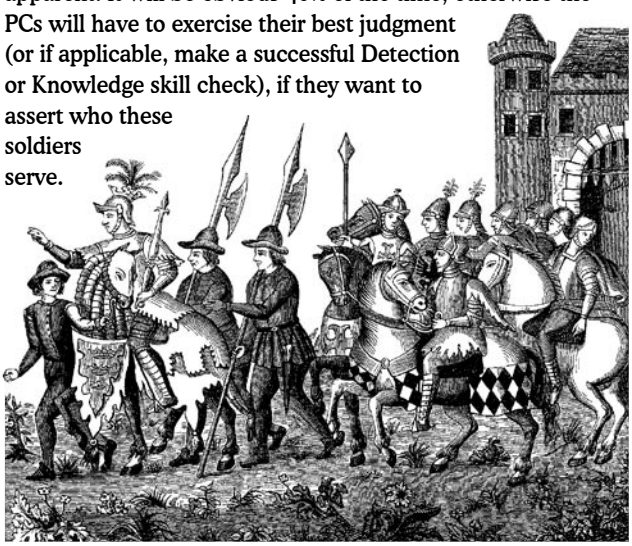
A group of faithful believers (2d20 for a small group, 1d100 for a large group) led by a priest travels to some religious site. If the GM needs ideas about their destination, roll 1d10:

d10	Pilgrimage Destination
1	Across the sea to the Lands of the Sun
2	Bury St. Edmund
3-5	Canterbury
6	Durham
7-9	Bath or Wells
10	St. Albans

If the pilgrims travel along a highway, chances are that everything goes well for them. However, if they are encountered on a lesser road or trail, they might have some problems: 30% chance they are lost; and another 30% chance they suffered from some misfortune, such as having been attacked and robbed (maybe of a valuable religious item). In such cases, pilgrims would certainly ask for the help of a cleric among the PCs (and such cleric could have a duty of helping them...).

16. SOLDIERS:

Several (1d100) men-at-arms led by a captain are traveling from or toward some battlefield. If they were badly wounded, or won a great victory, these soldiers will probably pose no threat to the PCs. On the other hand, if they are on their way toward a battle, and as such are fully excited and bloodthirsty, they could be dangerous. In such cases it might be a good suggestion to loudly praise them so they feel supported, maybe giving them some food or money to "help in the war effort." Note however, that the soldiers' allegiance (to either the Lancastrian or Yorkist cause) may not be readily apparent. It will be obvious 40% of the time; otherwise the PCs will have to exercise their best judgment (or if applicable, make a successful Detection or Knowledge skill check), if they want to assert who these soldiers serve.



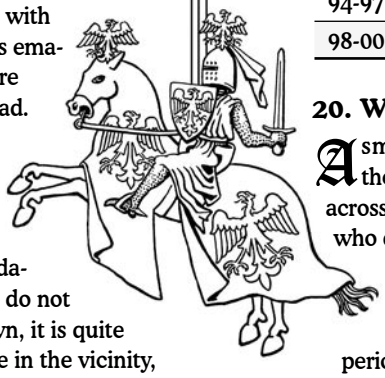
17. STORM:

A dire storm, with heavy rain and lightning, or a blizzard in winter, afflicts the region. If it has a natural origin, there will be signs in advance that the weather is going to be rough, so the PCs have time for appropriate preparations. If it has a supernatural origin, it may strike almost without a warning.

Needless to say that the tremendous magic necessary to bring about a storm is a sure sign that something evil (and related to witchcraft) is occurring nearby.

18. SUPERNATURAL MONSTER:

This is an encounter with a dangerous creature such as a troll or band of goblins. The GM may choose a monster or roll on an encounter table from the system he is running. Such encounters usually result in a fight. Fortunately, the more horrendous monsters (trolls, giants, etc.) generally leave an obvious trail of destruction in their wake, so the PCs might avoid them beforehand. That is: if the GM rolls for a big and ravening monster, the encounter would first be with its tracks of destruction, or horrendous screams emanating from afar, etc., and then with the creature itself if the PCs boldly or foolishly continue ahead.



18. UNDEAD:

Encountering undead outdoors, in the land of Albion, is usually a portent of some powerful evil occurring nearby. Since cadavers buried with the appropriate funerary rites do not crawl out of their grave as zombies on their own, it is quite probable that their presence is due to someone in the vicinity, who delves in abominations. Hence, a PC cleric may not merely kill the things and then go on with his initial business as if nothing special happened. He would certainly have the duty to investigate. Likewise, if a ghost is encountered, it's probably known by the local community, and appeared after something horrible happened, more often than not having to do with Chaos and sorcery. If wights have been seen roaming the countryside, maybe some tomb robbers profaned their burial mounds, or perhaps an abject cult is trying to awaken the dead in preparation for something far worse. Etc. Roll 1d100 on the table below:

d100	Undead Encounter
01-50	1d4 zombies or skeletons
51-75	2d10 zombies; as either due to intentional necromancy or because a single incident has grown out of control.
76-87	1d6 Ghouls
88-93	1d4 Wights
94-97	a single Ghost
98-00	a single Wraith

20. WAR AHEAD:

A small battle is occurring ahead, on the road and the land immediately surrounding it. Trying to go across this battle is probably a bad idea, and those who do it would probably be considered enemies by both sides alike. In most cases (80%) this battle will be held between a Lancastrian and a Yorkist faction (note: this is only true if the current period of the campaign is one where the war is still in one of its intense periods; otherwise the battle is between two rival local nobles). However, there is a 20% chance that in some of the wildest regions, it would pit Anglish soldiers against Scots' raiders (note: this would only happen north of the river Tees), a large group of local rebels or bandits, or even possibly a very large zombie outbreak. In this case, helping those soldiers getting rid of their foes would be greatly appreciated (and maybe later rewarded accordingly).



Obstacles

Roll for a major obstacle once every 12 miles. An obstacle is typically a river. They are treated as sorts of random encounters because the game map cannot show them all. Of course, if the PCs had to cross two rivers when going to the dungeon, these rivers will still be there when they return. In this case it's the GM's responsibility to remember about them.

Terrain Traveled	Obstacle Chance (on 1d10)	
	Highways	Secondary roads
Plain	1	1-2
Badlands	1	1-3
Forest (normal)	1-2	1-4
Forest (wilds)	1-3	1-5
Hills	1-3	1-4
Mountains	1-3	1-5
Swamps	1-4	1-6

Roll 1d10 to determine the type of obstacle:

1-2. FALLEN TREE/ROCK:

A tree or some rocks fell across the road. It is generally only hindering to carts and carriages. In some cases (20% chances), it has been put there to ambush travelers (in which case, see the entry for "highwaymen" encounters, above).

3-4. SIDEWAYS:

There is either a cross-roads or a branching out (equal chances). This is not properly an obstacle, but an opportunity for becoming lost. If it occurs on a highway, travelers will easily distinguish between the highway and the secondary road, so cannot become lost by mistake. On the other hand, if it happens on a secondary road or a trail, there is usually nothing to distinguish which way is the right one. Hence, travelers who lack experience of the area or some kind of skill related to orientation will have a chance of choosing the wrong direction at a crossroads at a branching (roll randomly to see which of the two or three possible paths is the correct one, and then ask the players which direction the party decides to follow). Of course, a competent guide or successful Orientation skill check should keep travelers on the right path.



5-7. SMALL RIVER:

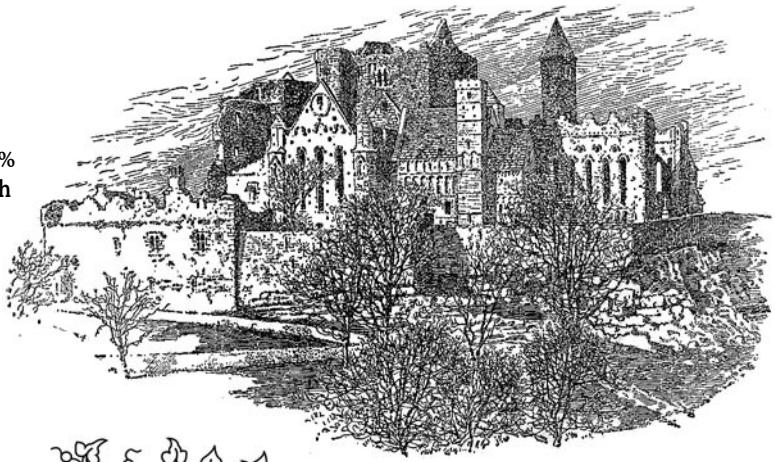
On the highways, there is normally a bridge spanning the river; while trails and secondary roads generally cross the river at a ford. There is a 20% chance that some people impose a toll on the bridge (highways), or that the river (trails and secondary roads) has swelled, thus becoming difficult to cross.

8-9. MEDIUM SIZED RIVER:

On the highways, there is normally a bridge spanning the river, or a ferry crossing it. However, one must pay to use them (1d4 sp per beast or person); and sometimes (10% chance) it may even be closed or unavailable for whatever reason (typically war). On secondary roads, there is a 60% chance for the presence of a ferry; 10% chance for the presence of a bridge (not necessarily with a toll). On lesser trails there is nothing (no bridge, no ferry), so the PCs will have to use whatever methods of their own (swimming, magic-use, etc.).

10. FLOOD:

When flooding happens to a small river, it becomes like a medium-sized river, except no ferry can be used, and the bridge might also be temporarily unusable (50% chances). When flooding happens to a medium-sized river, the lands surrounding are inundated, ferries and bridges normally become useless, and crossing will require exceptional dispositions.

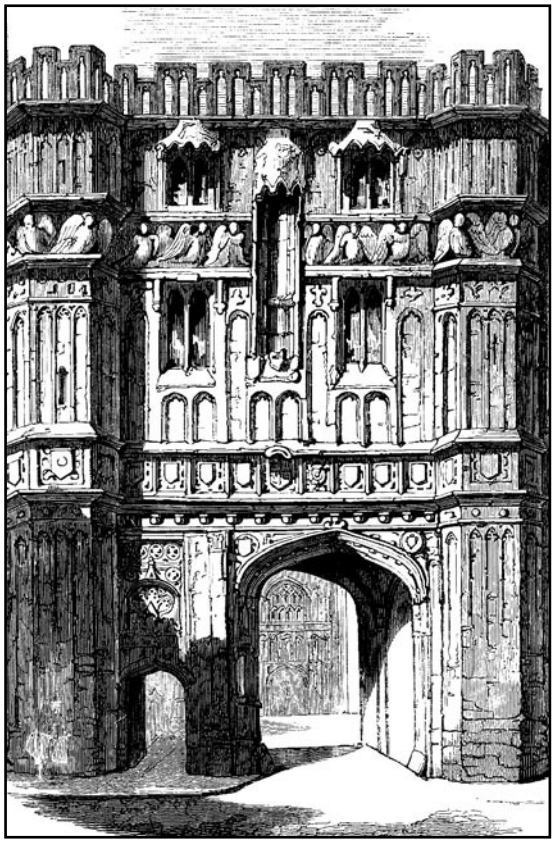


Villages, towns and cities

The following tables should help the GM bring to life any urban location in which the travelers enter. None of the following is obligatory however. The GM is, of course, free to use them whenever he/she sees fit. There is no need to roll on each of the tables for every place entered, if it would bog down the game. In many cases there is enough interesting stuff going on, so what otherwise happens in a village, town, or city should probably be overlooked.

Current, prevalent situation

When the PCs enter some village, town, or city, the GM may at his discretion roll on the table below, to determine the general situation and ambiance, at this time in the community. (Note that a GM may choose from the list rather than roll.) Most of the PCs' interactions with the inhabitants will thus be affected accordingly.



Current Events In Villages, Towns and Cities (roll 1d100)			
Event/Situation	**City**	**Town**	**Village**
Bandit activity	01-08	01-07	01-08
Fire	09-19	08-14	09-13
Evil ruler	20-25	15-21	14-23
Execution	—*	22-25	24-27
Fair and festival	—*	26-32	28-32
Famine	26-33	33-39	33-42
Fear and suspicion	34-35	40-44	43-52
Flood	36-40	45-49	53-57
Harsh winter / Dire heatwave	41-50	50-59	58-67
Important building	—*	60-62	—*
(Clerical) Inquisition	51-53	63-65	68-72
Royal visitation	54-61	66-68	—*
Marriage	—*	69-70	73-74
Mourning	—*	71-72	75-76
Nothing special	62-65	73	77
Plague	66-74	74-79	78-82
Religious celebration	75-86	80-84	83-87
Siege	87-90	85-89	—*
War is coming	91-00	90-97	88-95
Wreck	—*	98-00	96-00

(*: These events occur in cities, and more than in towns and villages, but due to a city's size, become negligible in terms of effects on the population at large. They are common and do not much change the city's life.)

1. BANDITS ACTIVITY:

Bandits have been raiding the countryside lately, and even attacking towns and villages. People fear leaving the community, patrols have been doubled, and all inhabitants are on their guard. As a result any PC party that is not accompanied by "proper" people (e.g., clerics, nobles, or those with credentials of authority) will likely be regarded with distrust, and all chances of getting unwanted attention are thus doubled. Furthermore, when the PCs travel the area, the GM should each day roll for an additional encounter, which won't be "random," but with 2d10 bandits.

2. CITY FIRE:

In 1666 London was almost entirely destroyed by a fire. Before that, fires recurrently ravaged whole parts of towns and cities. Hence, a town fire could very well occur when the PCs are there, or have recently occurred when they arrive. If the PCs owned a house in town, had a cache or other forms of investment in the town, there is a 10% chance that it was lost to the fire and near nothing remains. Other than that, note that casting a fire spell in a place full of wooden constructions, especially if there has been a recent drought, might be a terrible idea. There is a 2% chance per point of damage dealt, 3% per point if the season is hot and dry, that any indiscriminate use of fire or magical fire could set fire to one or more nearby buildings.



3. EVIL RULER:

The local ruler (village squire or headman, a local lord, or the city mayor) may be a rapacious and cruel tyrant who chokes the local population to death with taxes, and crushes their protests in blood. There are many trees in the neighborhood where unfortunate people who could not pay their taxes are now lifelessly dangling to the end of a rope, as a brutal reminder to all others. The evil ruler's men are feared and act more as bandits and bullies than upholders of the law. When they hear about the PCs, they are likely to come to them for intimidation and money extortion purposes; which will be justified with the PCs having supposedly broken some obscure law that nobody ever heard about before. If the PCs are people with authority or influence, the ruler will instead try to ingratiate himself to them or cover up his excesses.

4. EXECUTION:

Someone will be executed, be it by hanging (commoners), beheading (nobles), or burning at the stake (witches). When poor local peasants are executed by a rapacious and evil ruler, the population is unhappy and full of resentment (this would give a +2 or +4 bonus to relevant reaction checks to convince inhabitants to do something against the ruler or against the law). On the other hand, when a felon, heretic, or witch is executed, and even more so if it is a stranger, the population is

generally very happy and sees the event as a festivity. When it happens, convincing people to do something against the ruler or against the law becomes much more difficult (inducing a –2 or –4 penalty to relevant checks, and doubling the chances of being denounced to the authorities).



5. FAIR AND FESTIVAL:

This is the fair, and people come from all the surrounding countryside to sell or buy stuff, meet with people, and entertain themselves drinking, eating and watching troubadours. Thieves are probably there too, and will certainly notice successful PCs returning from who knows where full or riches. It's the best of time to buy equipment or sell treasure, to gain interesting information on a variety of subjects, make new acquaintances, but also –unfortunately–, to get rid of valuable things by pickpockets. For all of this double the base chances (but costs remain the same). In addition, all chances of getting unwanted attention are halved.

6. FAMINE:

Food is scarce, for whatever reason (e.g., bad harvest, maybe due to an evil supernatural cause; recent raids of bandits and such; effort of war and exceptional military taxation; etc.). People are dying from hunger and disease (as malnutrition weakens them), and PCs will, at best, only be able to obtain food or rations for ten times the regular price. In particularly harsh famines even this might not be possible; on the other hand, if they keep insisting that they have a lot of gold to spend to get food, some unscrupulous person will eventually propose them fresh meat. The meat is fresh, the taste is unknown, and probably unpleasant. It might be better for one's own sanity to not know where this meat actually comes from (though the seller will have an excellent explanation if asked for one).

7. FEAR AND SUSPICION:

Rumors about the presence about an assassin, spy, witch, etc., have spread like fire in the village. There was probably a mysterious and unfortunate event that was at the origin of these rumors, which might be ludicrous, exaggerated, or even true. In any case, there is now a widespread atmosphere of mistrust, with everyone suspecting his neighbors of being that assassin, spy, witch, etc. Of course, PCs who do not seem respectable will likely be regarded with distrust, and all chances of getting unwanted attention are thus doubled.

8. FLOOD:

The town or village must obviously be near a large enough river for this to happen. This is a typical event for the town of Lincoln, for example. When it occurs, much destruction and ruin ensue, and people often die (those who know how to swim during the middle-ages are usually rare). During and after that, life becomes more difficult, and thus where commerce is concerned, prices typically double and the availability of things is at best at half the normal percentages. The severity of the flood is determined as follows: Percentage of the town that is afflicted by the flood is of 2d4+2 x 10%. Then, water rises of 1d8 feet on average.

9. HARSH WINTER OR DIRE HEATWAVE:

Extreme weather conditions that are hindering and provoke deaths and diseases. See game rules for operating in very cold or very hot temperatures. In addition, in extreme cold many people will die from cold; while in extreme warmth, everything will rot faster and there is an increased chance for contagion.

10. IMPORTANT BUILDING:

An important church, castle, or fortification around the town is being built. Much toiling is going on there, with sculptors and laborers having come from all the surrounding land to work on this construction. As a result, strangers in town (including the PCs) will probably remain unnoticed. All chances of getting unwanted attention are halved.



11. CLERICAL INQUISITION:

The inquisition is there for strong suspicions of witchcraft or satanic worship occurring in the village, town, city. Of course, if the PCs are strangers with an unusual outlook (and lacking any respectability or authority), they will be quickly suspected, and might be arrested soon (either by the clerical authorities, or a fearful and violent mob, or both). All chances of getting unwanted attention are thus doubled.



12. ROYAL VISITATION:

The king or the queen (or both), or another member of royalty (one of the two warring branches thereof) have come to town, whether they have business here, or it is just as a stop on their way to some other destination. In any case, they are accompanied by numerous knights and soldiers, and won't stay at the inn, but an allied noble's castle. This event is most important to the local population and will catch much of their attention and interest. All chances of getting unwanted attention are thus halved.

13. MARRIAGE:

A local powerful or important noble (or an extremely wealthy and influential commoner) is going to marry his son or daughter. This might lead to an adventure or not. In any case, most of the community is joyful at the event to come and the feast that will be organized. If the PCs look rich and powerful, they may be mistaken for relatives who come specifically for the marriage. This would probably help asking questions without arousing suspicions, entering the castle without having been invited, etc.

14. MOURNING:

A well-loved ruler or priest recently died, and the whole community feels orphaned. People are sad, and most discussions in the community revolve about how great that ruler was, and how fearful people are about who is going to replace him.

15. NOTHING SPECIAL:

There is probably much more chance than a mere 1% for this. However, whenever the GM forgets to roll on this table, or doesn't care about it, it obviously means that nothing special of interest to the PCs is happening there.

16. PLAGUE:

A horrendous disease is inflicting most of the population. People are dying everyday, and those who are still alive are scared of getting it. Magic could probably cure it, but the plague spreads too fast for clerics being able to stop it. At some point there will have to be someone to blame, even if it won't cure nor relieve anyone. Of course any PCs who are of suspect background have a 25% chance of being accused, otherwise it will be some other stranger, a lone individual who never did anything wrong to others, Cymri travelers, a local wise woman, a formerly respected magister, etc. In any case, the GM should likely require relevant disease checks to see if the PCs are afflicted as well. The effects of the plague are left at GM's discretion, but should be severe. Note also that during a plague the economy is almost paralyzed, so where trade is concerned, prices typically double and the availability of things is at best at half the normal percentages.



17. RELIGIOUS CELEBRATIONS:

A local saint is celebrated, and for a few days there are several religious processions and ceremonies, priests and monks have come from nearby abbeys, some clerics will give their miraculous help to those in dire need of it, etc. During this period the local population pretends to be more faithful, and fanatics wander the streets showing their devotion to all around.

Nonetheless, at times (10% chances), under the pretense of celebrating a saint some or all of the inhabitants might in fact be placating a horrid deity of Chaos, to whom some innocent persons (typically strangers or virgin maidens) will be sacrificed. Most people in the know might secretly disapprove, but are convinced to have no choice than pay lip service to the infernal patron and sacrifice an innocent person once a year, if it can spare their lives later. Of course the cult leaders are totally corrupted and converted to the service of the hideous deity that is conveniently portrayed as a local saint.

18. SIEGE:

How the PC would enter or exit a town under siege would be an adventure in itself. There is a 30% chance that the town is suffering from famine as a result of a siege; and if not yet, famine will nonetheless eventually occur. PCs should have clearly affirmed allegiance to the same side as the town, or they will quickly face people set to arrest or murder them. When a town is under siege, life becomes more difficult, and thus where commerce is concerned, prices typically double and the availability of things is at best at half the normal percentages. The chances for unpleasant encounters simply doubles. At some point the enemy forces might eventually break in, with resulting fights to the death, pillage, and even burning of the place.



19. WAR IS COMING:

As time passes in the community, it becomes more and more apparent that there will be war. There are tensions, incidents, armies in movement, preparations to defend the village or town. Some people are afraid and trying to take all dispositions they can think of, while others are full of bravado and excitation, in their belief that they will exterminate the enemy without loss. Mercenaries have been flocking to the town or village in search of work, and they often bring trouble to the local population. In such circumstances the PCs are likely to be mistaken either for another group of mercenaries, or for spies sent by the enemy (equal chances).



20. WRECK:

Some important building, such as a bridge, church, tower, or fortified wall collapsed. Many people died, and the damage are important enough to affect most of the population (e.g., destruction of the bridge over the river will be a real hindrance, and cost a lot of time and efforts to rebuild). It is most probable that the ruin had a natural cause (such as a poorly built church, or a strained bridge), but people are likely to attribute it to other causes, such as divine anger or the work of demons. Hence, there is a 20% chances that the destruction may be attributed to some intentional purpose (the work of saboteurs, or witchcraft). In this case, any strangers in town (including any of the less respectable PCs of course) will be suspected quickly.

Random encounters

People are everywhere in a city. As such, a random encounter indicates the PCs meeting with someone special, not just another passer-by who barely looks at them, or beggar asking for money. For descriptions regarding such encounters, see Outdoors Encounters on Albion's Roads above (except for cut-throats, merchant, mob, or thieves, that are described thereafter).

Encounters In Villages, Towns and Cities (roll 1d100)			
Encounter	**City**	**Town**	**Village**
Clerics	01-10	01-10	01-10
Crowner	11-18	11-16	11-14
Cut-throat	19-25	17-20	15-16
Knight Errant	26-29	21-26	17-24
Lepers	30-35	27-30	25-26
Madman / Madwoman	36-40	31-37	27-37
Merchant	41-49	38-44	38-42
Mob	50-55	45-52	43-52
Mysterious Stranger	56-58	53-57	53-60
Patrol	59-70	58-67	61-75
Pilgrims	71-82	68-78	76-85
Supernatural Monster	83-84	79-82	86-90
Thieves	85-97	83-96	91-96
Undead	98-00	97-00	97-00

1. CUT-THROAT:

They are the urban counterparts of highwayman, operating in urban areas rather than in the wilderness. They often prefer to attack strangers, since their disappearance will

attracts much less attention from the local population. They are otherwise like highwaymen.

2. MERCHANT:

This is a merchant who calls out to the PCs. He could have varied motivations to do so, such as: recognizing the PCs (whom the merchant met during some earlier adventure); believing the PCs could be the appropriate customers to whom sell things that can only be of interest to adventurers (e.g., a treasure map); recognizing an item that one of the PCs found in a treasure trove (e.g., a magic sword); etc.

3. MOB:

This is a group of inhabitants (normally 2d100 zero-level commoners) bent on harassing someone for whatever reason, real or imagined. For example, a mob could form if enough people are convinced and afraid that a particular individual is a witch intent on doing them harm through sorcery, or an odious criminal, or a servant of some hated lord, or an agent of the rose opposite to the one the community supports. Roll below to see whom the mob is trying to lynch:

d100	Mob's Targets
01-25	The mob is after someone who tries to hide behind the PCs (there is a 35% chance that this person is not guilty of the crimes attributed to him/her).
26-85	The mob is rioting over some abstract purpose and intent on general mayhem.
86-00	The mob is after the PCs themselves.



4. SUPERNATURAL MONSTER / UNDEAD:

They are normally only encountered at night, or in abandoned places, empty buildings and such. If this encounter is rolled during the day in a street full of people, the creature will either be in disguise as some innocuous person (e.g. a werewolf would be encountered in human form, transforming into a beast only if he must fight), or the encounter should be with a magister/witch/Cymri instead (it is at the GM's option if they are up to no good or not).



5. THIEVES:

Thieves try to operate discreetly. They are difficult to discern (one must be on the lookout for them, and succeed an appropriate Detection skill check). If the thief is successful, the PCs only realizes when it is too late, that something of value has disappeared. Note to the GM that thieves will only try to steal what they are aware of (e.g., a purse dangling by the character's side; an obvious jewelry not too difficult to pick-pocket; or a magic item inside a bag, that they would had formerly been informed is there). Thieves are generally clever and may choose to "tail" a PC for some time, waiting for the best opportunity to steal.

contacts

In urban communities, there should be some opportunities for the PCs to gain contacts, that is: reliable persons they would know and could be useful the next time they come to the city. These contacts must be obtained through role-playing, not mechanics (e.g., after having saved them from an unfortunate situation). The GM may set a limit of the number of contacts per town/city based on the character's Charisma. Contacts are friendly, willing to help, but they generally won't work for free (although their "price" might be favors rather than monetary compensation) and aren't henchmen nor hirelings. Among other things, a contact knows interesting information and rumors, and would augment by 10 to 20% the chance of finding something (such as where purchases are considered for example), and would reduce by 10 to 20% the chance of going into trouble. Note lastly that when the PCs have been away for too long, the contact may have died (of age, disease, murder, expeditious justice, etc.). in their absence: chances are of 1% chance per trimester that elapsed. It's of course up to the players to keep record of their contacts, and go see them when they are in town.

unwanted attention

People in villages, towns and cities aren't all honest and well intentioned. On average they are rather fearful, poor and superstitious. Also, in this age of violence many people who otherwise behave rather honestly in normal, everyday-life situations, won't be above making a quick gain at the expense of a lone traveler nobody knows, when the opportunity arises. Remember two things from the real middle-ages: When there was to be an execution, such as burning a witch or a heretic at the stakes, people came to it full of joyful anticipation. Watching awful executions was considered a fete. During the hundred years war between France and England, peasants were used to going to the battlefields after a fight, to plunder the remains. There, they would slay those who still lied on the ground, agonizing, to steal their equipment. Now you can see it as fair game, since these same soldiers when alive and well, had no qualms about raiding and raping in the nearby peasant communities, to supplement the low wages they were rarely paid.

So, with that in mind, if PCs who enter a small town or village are unable to remain discreet, they will quickly attract the attention of local thieves, as well as people prone to inform the authorities that they are outlaws or witches (even if there isn't any evidence of it). Likewise, it's never a good thing in Albion, to let a Yorkist supporter believe that you may be siding with the Lancastrians, or vice-versa. Only a party traveling with people of impeachable respectability (clerics, nobles, etc.) are free of any risk of the former, and no one is free of the risk of being suspected of fighting for the wrong side, unless they are already famous or have overwhelming evidence for their loyalty to one Rose.

Roll on the table below after 1d4 days elapsed in a village; 1d6+1 in a town; 2d6+2 days in a city. Note that unwanted attention doesn't begin after that time has passed; rather it indicates when the PCs will begin to suffer from its consequences. These consequences are determined by the GM, not rolled, as best fit the local situation. Hence, the PCs could get the visit of thieves, soldiers, inquisitors, a coroner, or even of a mob of angry and fearful villagers.

Attracting Unwanted Attention			
Outward aspects of the PC party	**City**	**Town**	**Village**
Discreet, posing (and clothed) as common people (merchants, etc.)	—	—	20%
Looking as most adventurers do: as sorts of bloodied mercenaries	10%	25%	50%
Having the appearance or making great show of magic	20%	50%	100%
Per accompanying henchman	+1%	+2%	+5%
Some PCs look like foreigners, Scots men, or are suspect of having sympathies for the wrong side in the Rose War	+5%	+10%	+10%
Some PCs are Cymri; or midgets or otherwise deformed	+20%	+20%	+20%
Special creature such as an obvious wizard's familiar or tamed monster	+20%	+20%	+20%



Adventure locations

The following section proposes seven adventures for use in Dark Albion. There are four traditional dungeons with maps to explore, plus three more informal adventures for those who prefer verbal interaction with NPCs and political intrigue. They are:

- Ancient Tomb
- Arcadian Catacombs
- Barrow Mound
- Goblin Warren
- Typical Military Encampment
- At Court
- At the Fair/Tourney



ancient tomb

These burials are the oldest of sepulchres, pre-existing the early humans who erected the barrow mounds. Ancient tombs were built during the Elven age, for their princes or other powerful individuals. Some of these tombs are quiet, only protected by traps and magic, while others are full of undead from the Death Cult of the late Elven period. Ancient tombs are easily recognized as such, for they were of a much refined and sturdy architecture that could withstand the passage of untold ages. Note also that the elves were powerful sorcerers, and as such magic is a common feature of ancient tombs.

Ancient tombs are most often found in the wilderness of Wales' mountains, but can also be found with frequency in Gloucester, Devon and Cornwall, and with less frequency in Salisbury, Silchester, Rutland, or Lincoln. These tombs are far more rare in York or the far north, and in those case tend

almost always to be from the later period and thus tombs in honor of the Death Cult. Occasionally, tombs are found under the basement of a temple or castle. In most cases the original building long ago disappeared, and the tomb's entrance is now buried and undetectable. In other cases some ruins remain that would give access to the tomb. Finally, a more recent building could have been erected on the location of the original temple or castle. As such, the basement of some Anglish noble's castle could well hide the entrance to an Elven tomb from a forgotten era.

The following is only an example of such a tomb, with succinct suggestions and guidelines. It will be up to the GM to determine its exact content and undead denizens (if any), and provide a detailed context and story for it.

THE TOMB UNDER CASTLE MURDOCH.

This castle was built a couple of centuries ago, yet unknowingly on the site where stood an Elven palace in a distant antiquity. Then, either by pure random hazard, or because of some twisted fate, the lord's wife once had a secret affair with an otherworldly being. (The lord never knew however, because he died on some battlefield far away, and his widow raised the child resulting from this secret affair, on her own.) Now the child is a young damsel, but unfortunately plagued by an unknown curse: she has recurring nightmares and visions, and her mother (who feels guilty and will never tell anybody of the girl's true father) keeps her daughter locked away in the castle, where she is slowly becoming insane. The fact is, this girl is a half-elf, and psychically sensitive, so is receptive to what lies dormant in the depths of the castle. This is the plot that should lead the PCs to the tomb, after digging the soil of the lowest basement. (The exact circumstances and the clues necessary to get there, will be the GM's responsibility.)

Sse next page for the tomb's floorplan. The castle itself, that may be the one pictured below, is secondary (and not necessary) thus is left at GM's determination.

1) Tomb's Entrance

A moderately sloping stairway ends at an archway that is covered in ominous-looking Elven runes. A magister who is familiar with elven script (or some other variety of specialist) might be able to determine that these runes are a powerful protective spell. However, any use of *Detect Magic* would not show any magical power. In fact, the runes had their magic dispelled long ago.

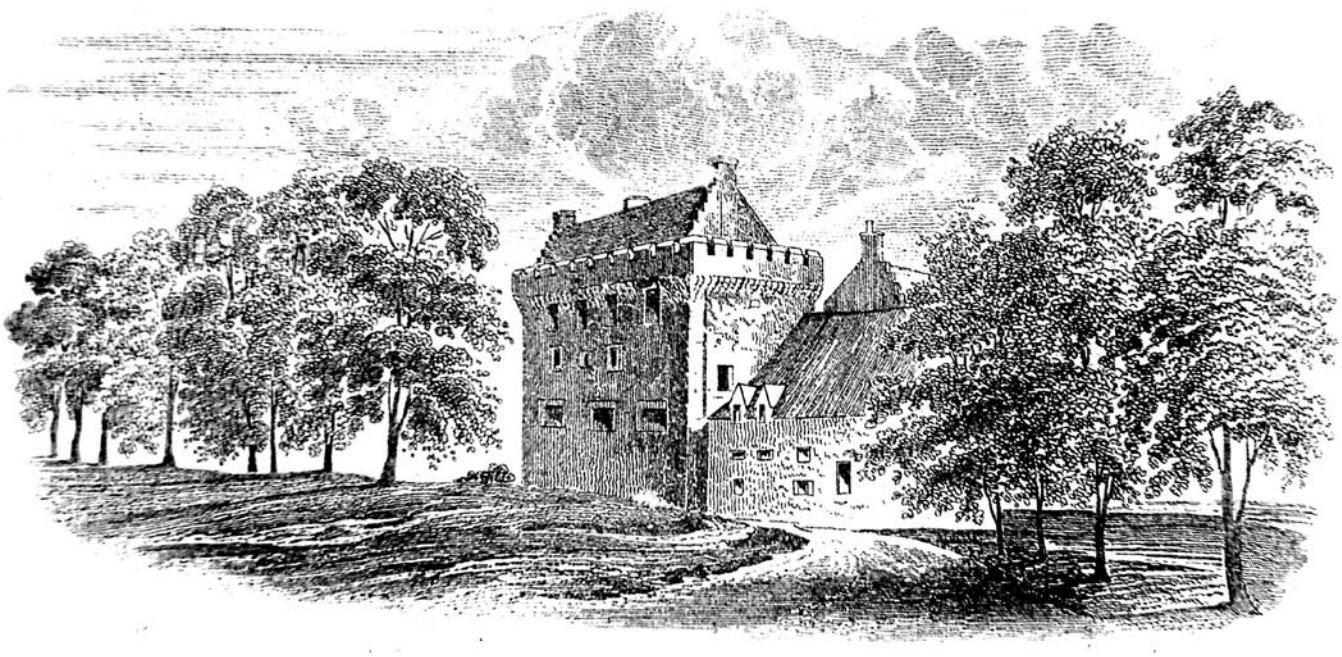
2) Mausoleum

This mausoleum contains niches for eight sarcophagi, once servants of an Elven prince. However, only six of the niches actually contain (relatively plain, unmarked) sarcophagi. The other two niches are empty. The sarcophagi contain the (normal) skeletons of servants of the Elven Prince; their clothing are now little more than rotted rags, but were clearly not remarkable to begin with. Each of the bodies, if inspected by someone with sophisticated forensic skill, would reveal to have been ritually murdered (i.e., on the occasion of the entombing of the deceased prince).

The four corners of the room have glyphs carved into the floor, which a magister could recognize as necromantic symbols. All four glyphs will detect as (feebly) magical; however, this is only a ruse to frighten people away from investigating further: the glyphs themselves do nothing.

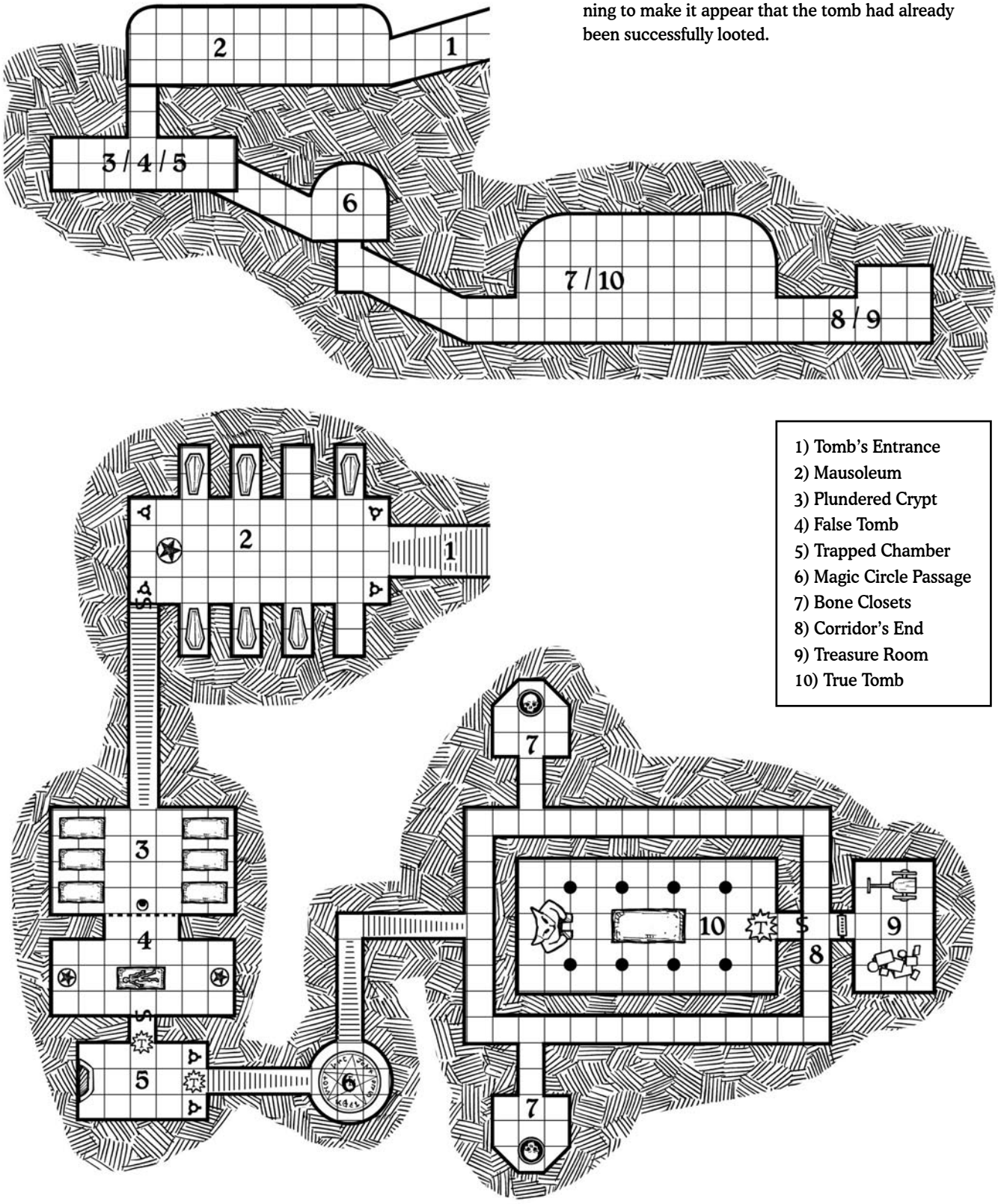
The center of the western half of the room contains a statue of an elven warrior. It also detects as magical, but will not do anything unless the trap door under the southwestern glyph is found and opened (it is locked, requiring a standard check to unlock; it is also stuck, requiring either someone with tremendous strength or the use of a crowbar to pull it open). If the trapdoor is opened, the statue will animate and attack anyone in the room, but only for 2d6 rounds, after which the magic wanes. Stats are left at GM's determination, but this is not a golem, only a lesser animated statue.

The trapdoor opens to a vertical ladder that lowers 40 feet into the chamber below.



3) Plundered Crypt

This crypt is intended to mislead intruders into believing it is the last one. However, the wall opposite to the chamber's entrance is a powerful illusion (i.e. as a *Mirage Arcana* spell that includes an illusory solidity) that will only be revealed by the fact its wall-paintings seem like clean and new, where everything else in the chamber is now faded and dust covered. The stone coffins here are more elaborate than the ones in the previous chamber; but the lids of all of these have been pushed off and lie shattered on the floor beside them; and the interior of the coffins only have overturned bones; it is possible that this was set up this way from the beginning to make it appear that the tomb had already been successfully looted.



4) False Tomb



This looks like the final and beautiful chamber where rests the Elven prince, in an impressive stone sarcophagus with intricate carvings, and flanked by two statues of exquisite craftsmanship. Yet it is not in fact the prince, though certainly a most important individual, but only a very skilled expert in elven lore would be able to realize this (through examination of the markings on the coffin and the tattered remnants of the clothing the "prince" wears).

The sarcophagus contains a skeleton garbed in noble (though decayed) attire; this is a normal skeleton (not an undead) and there is no magical item to steal. Beneath the sarcophagus is a hidden panel which conceals a cubby hole with old sacks containing some 300L in elven gold coins (this too could act as an indication that the body is not that of the Prince, if someone is truly well-versed in Elven lore; since the Prince himself would not be buried with gold, only with jewelry and artifacts).

The two statues register as magical if detected, but will not come to life unless someone begins to open the sarcophagus, in which case they attack. The statues are the same kind of animated statue as in the precedent room (i.e., same stats), but will function longer; they are "programmed" to attack any magic-users first (and among those, will target Cymri magic users first of all, mistaking them for Elves, which they assume to be the leaders of any group of tomb-robbers).

The secret door in the south would require a skill check to detect. If the PCs believe this is the final chamber, and thus do not progress further, it will be the GM's responsibility to bring them back here later. For example, the young half-elf will remain haunted, and the PCs will be too, until they decide to return into the tomb.

5) Trapped Chamber

The entrance to this room contains a trap that might be detected by someone with the appropriate skill. They would note that there seems to be a mechanism by which the stone slab on the ceiling would fall down to the floor, sealing the area. They would also note (if they have sufficient skill) that the trap does not seem to be activated by stepping on or crossing through the entryway itself. Rather, it is activated when someone steps between the two floor-runes by the east exit. As soon as someone steps on that spot, the runes (both fire runes) will create a wall of fire that will burn anyone standing on the three squares (the two rune squares and the square between them) for 2d6 points of damage, or half damage if they manage a saving throw (and a chance of catching fire if the character or object is flammable). At the same time, the roof slab of the north entrance will fall to the ground, effectively sealing off the exit. If anyone is in the entryway, they would take 10d6 damage from this (with a saving throw to avoid). The slab weighs almost three metric tons and would require a full 24 hours of work with pick-axes to dig through.

On the west wall there is what appears to be a kind of holy-water font, only it is empty and marked with dried bloodstains. Carvings above the font indicate, to those who comprehend elvish script, that it was a place to make blood-sacrifice, and the phrase "power demands blood". If someone cuts themselves or another person sufficiently to do at least 1hp of damage, and that blood spills into the font, it will activate the magic circle in room 6. However, the spilling of any blood into an unholy vessel of Elven demon-gods is a Chaotic act; if anyone does it knowing and understanding that it constitutes an offering to a chaos demon, they would immediately switch to Chaotic alignment if they were weren't so already. If a Cleric does it, even without realizing the implications, he will fall in divine disfavor and lose access to clerical magic (although if he didn't know what he was doing, he would not change alignment and could potentially atone to regain use of his miracles).



6) Magic Circle Passage

A sloping downward staircase leads to this circular room, most of which is occupied by a magical circle. There is just enough of a periphery that a paranoid group could skirt around the circle in single-file without stepping on or into it. It is very clearly some kind of ritual circle, but will not detect as magical unless someone has done a blood offering in the font in room #5. A magister of level 5 or higher (or Cymri spellcaster; or a specialist in the lore of magic) will be able to discern that the circle is for a Teleportation spell, but it will be impossible to determine where the circle teleports to, or even if the teleportation is to somewhere on this plane. On one of the walls, someone long ago had scribbled as graffiti in elven, a phrase of barbarous names ("HABACAB BACABDABAB ELIOOI ARORGOG"), followed by the lines: "repeat this out loud if you wish release" and "release requires power". Performing a blood offering in the font in room #5 will cause the lines of the circle to softly glow, and it will be powered-up for a single teleport (each further blood-offering allowing for another teleport). Up to 5 people can stand within the circle at one time. If, when the circle is powered up, anyone repeats the barbarous names, everyone fully within the circle will immediately be teleported to a long-forgotten and nearly disintegrated stone circle somewhere deep within the Forest of Dean. There is no magical way to return to the dungeon (unless of course the PCs have one). If any character is only partly standing within the circle at the time the teleportation is activated, they will be instantly killed.

7) Bone Closets

Both of these rooms contain a small mountain of bones; anyone skilled in forensics will note that these are human, not elven bones; but they are very old, probably from the time this tomb was built. These bones are inert and seem not to serve any purpose (the room also has no decoration or hints of any significance; nor are there any objects of value among the bones). However, if the Demon Statue trap in room 10 is activated, the bones in both these rooms will come to life as 24 skeletons in each room (unless the PCs are careful enough to smash the bones up as a precaution); they will proceed down the hallways to room 10 and attack any intruders they encounter in that room or along the way. They will remain active until at least 10 minutes have passed without their encountering any intruders; after which they will make their way back to these rooms and once more become inert piles of bones.

8) Corridor's End

One of the stone slabs of this corridor's walls is in fact a secret door. This would be very difficult to discern, and may not be opened (or destroyed) from the corridor. Opening it requires finding the secret mechanism hidden in room #9, behind the locked bronze door. Unfortunately, even if the PCs find it, the mechanism is somewhat jammed: there is a 60% chance that it won't open fully, requiring to crawl under it. Whether jammed or not on opening, the mechanism is so degraded that once it has been activated the secret door will remain opened (regardless of whether or not it has opened fully or only partially).

9) Treasure Room

The door to this room is a large and elaborate bronze affair; the door is locked but not trapped. Inside, there is a significant collection of treasures of the Elven Prince. Many of these are crafts and pottery; and also an ancient chariot that is too large to fit through the door (it was brought into the room in pieces and then rebuilt; and would have to be removed in the same way). But there are also 3 vials of elven perfume (each vial worth 75sh), and a set of four golden goblets and one gold platter, each worth 20L. These items can be found with about 10 minutes of searching. There is a hidden panel on the wall to the north of the chariot; if found through searching and opened, it reveals a mechanism that opens the secret door leading to room #10 (see the notes on this in the description of area #8).



10) True Tomb

This is the true burial place of the Elven Prince. The entrance to this room is secret, and can only be uncovered by operating the mechanism in room #9 (see that entry for information). Beyond the sarcophagus there is an impressive statue of an open-mouthed demon, it does not detect as magical. The floor space immediately past the entrance is mechanically trapped; if anyone steps on it (or crawls onto it), the demon statue will blast out a stream of fire that will extend in a straight line (over the sarcophagus, which is fire-proof), past the entryway and up to the bronze door to room #9. Anyone in that line of fire must make a saving throw or suffer 4d6 damage from the blast. If the demon breathes fire, the bones in both rooms labeled as area #7 will come to life (see that area description for details). The demon's fire blast will reset every 10 minutes.

The Prince's sarcophagus is neither locked nor trapped, but he does not rest easy. The Elven Prince has been transformed into an undead (typically a wight or sword-wraith), and he will lunge out at whoever opens his coffin. His goal will be to slay or drive away any who have disturbed his slumber; but if he succeeds in this, he will not return to rest. Instead, the despair of the daughter of the Lord of Castle Murdoch will attract his interest, and he will rise up to the castle as soon as it is nightfall, striking down anyone in his path until he reaches the girl, who he will transform into a wight and his concubine. Should he succeed at this, he will raise as many undead as he can and seek to take the castle for his own; no doubt, sooner or later he shall be defeated by heroes (and/or clerics) who learn of what is happening there but potentially not until much chaos ensues.



Within the coffin, entombed with the prince, there are the following magical items:

• A potion of dexterity, that will temporarily increase a character's dexterity to 18 for 1 hour plus 10-60 minutes. This potion can be safely used by Cymri, but on anyone else (who isn't an elf) there is a 75% chance of complications once the duration of the potion elapses; the character will then have to do a saving throw (versus poison/fortitude) or suffer a cardiac arrest. They will then have to do a second saving throw; if they fail, they die. If they succeed, they will be in a seriously weakened state for 1d6 days (where strenuous activity like combat or rough travel will once more have a 75% chance of causing a second heart attack).

• The prince's Crown, which grants a +3 bonus to all reaction checks to anyone who wears it, and can once per day cast a Mass Suggestion spell. Note that wearing such a crown in public would be a bad idea, as it would quickly attract some unwanted attention. Furthermore, the crown is protectively cursed, and anyone who wears it that is unworthy (either not an elf, cymri, or having at least a 16 charisma) will instead age 1d10 years every round they have it on their heads!

• A protective bracelet; this ornate bracelet of gold and silver is worth at least 20L. However, it also detects as magical. It has the power that whoever wears it cannot be touched by any form of incorporeal undead. This effect is temporarily cancelled if they touch or attack any incorporeal dead in the area in any way.



• A scroll with two 3rd level wizard spells, in an ornate bone scroll case. The GM should determine the spells in the scroll randomly.

• In a second scroll case, made of leather, there is a cursed scroll. Whoever opens the case and looks at the paper will activate the glyph upon the scroll. They must save vs. magic or be transformed into a rat (losing all intelligence or self-awareness in the process). The transformation can be reversed by Dispel Magic or Remove Curse.

• An impressive black two-handed sword, that is remarkably light for its impressive size. It is a +1 weapon to-hit and damage, but only in the hands of a chaos-aligned Cymri. If the dark spirit that inhabits it is awakened, it would turn into a +2 sword of Life-Stealing. Should anyone else use it, it is a cursed weapon causing a -1 to hit and damage, but it is still effective at injuring creatures only harmed by magic.

• An ornate long sword marked with elven runes. This is a +1 magic long-sword, granting that bonus to hit and damage.

• A tiny pouch of strange herbs; if swallowed, these will grant the ability to read the thoughts of any intelligent living creature within 60 ft. of the character. This effect will last for 1 hour plus 10-60 minutes. If the user is not a Cymri or a magister, they must make a saving throw versus poison or they will suffer from a terrible headache for the duration, giving them a -2 penalty to all attacks and saving throws, and penalties to skill checks of an equivalent nature at the GM's discretion.

• The light breastplate worn by the Prince. It is made of mithril, a substance that is like metal but not metal. It is as strong as a plate mail armor, but much lighter; and it is resistant to wear on account of being magical. Its craftsmanship is exquisite. Naturally, social norms in Albion would dictate that only a noble should wear such armor.

• A half-drunken vial of a black potion. This is a potion of Unlife. Whoever drinks from it (as the prince did) will die, but be immediately reborn as an intelligent undead (probably a wight). There is still enough of the potion for one such person to undergo such a transformation (the prince will intend to use this potion to transform Lord Murdoch's daughter).

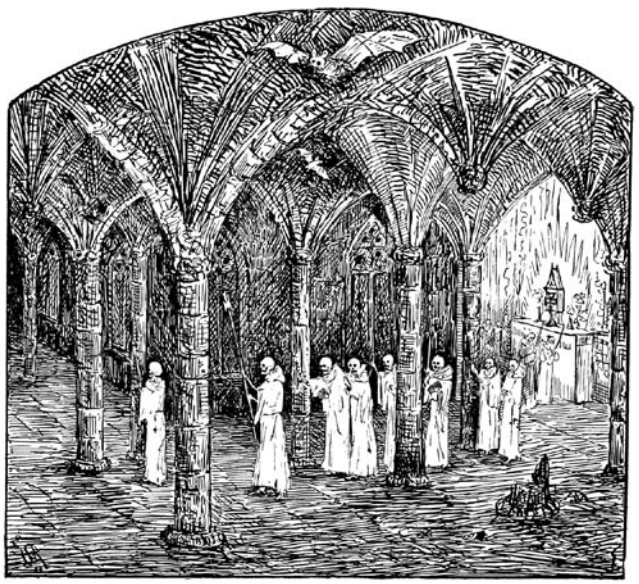
• A healing potion that cures 4d6+4 hit points.

Arcadian Catacombs

The Arcadians customarily buried their dead in communal, underground necropolises. They appear as tunnels and burial chambers spreading out from a central chapel where funeral rites were held. The commoners were all piled one upon the others along the tunnels, while wealthier people might have their own burial chamber with a (stone) coffin. On the other hand, the major Arcadian nobles were not buried in the catacombs among the plebeians, but elsewhere in their own individual mausoleums.

The catacombs are mostly devoid of valuable items. When they were still in use, the catacombs were open to the frequent funeral processions and mourning people, not sealed like other tombs. If people had been interred with valuables, there would have been thieves roaming the catacombs to steal them, and thus nothing would remain anyway. For the same reason, the catacombs are generally devoid of traps. When they were in use, people came there almost daily to perform funeral rites. As such, it would have been counterproductive and not really useful to build traps there. At best, there might be some *Glyphs of Warding* protecting the entrance to the burial chambers of the more wealthy individuals. In fact, danger in the catacombs mostly come in the form of undead. There are so many corpses in this place, that some of them could very well rise as undead. The typical catacombs' undead will be:

• **Wandering Lost Souls:** They are the spirits of some of the people who were buried in the catacombs and instead of departing for the afterlife, remained stuck there for whatever reason (i.e., will not depart until something they deem of utmost importance is accomplished, whether it is still possible



or relevant in the present age). They generally do not animate as physical undead, but would rather be ghosts that will try to possess whoever enters the catacombs (or the catacombs' area in which they reside).

• **Evil Spirits:** Of course some evil spirits may be found in the catacombs. A deceased necromancer (probably of limited skill) might have died there, then become a ghoul feasting on the plentiful bones and decaying flesh found in the catacombs. Afterward, when the ghoul would have become fed up with these corpses, it might venture to the outside world (at night) and subsequently cause mayhem and distress among the local populations. Other evil spirits might appear in the form of wraiths, or even a demon that would find the place a rather pleasant residence.

• **Disturbed Dead:** The dead will probably not care, or even not be aware at all, about people treading the catacombs respectfully. However, desecrating the place, such as when digging everywhere and smashing bones to find treasure, is likely to anger the dead, who might come back from the afterlife to deal with the perpetrators. As a guideline: roll 1d100 each time, with a cumulative 1% chance per grave/corpse violated, that the dead rise (normally as skeletons or zombies) to retaliate. When they are done with the desecrators, these undead return to their lying place and become inert and non-magical again.

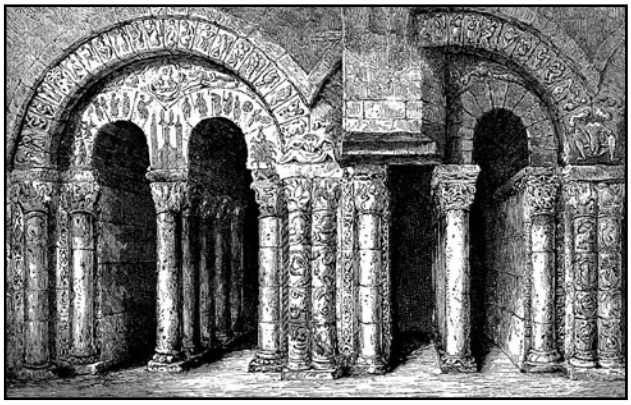


THE FORGOTTEN ARCADIAN CATACOMBS

This underground necropolis might be found in London (dating from when it was called Londinium), Saint Albans (ex Verulamium), Canterbury (ex Durovernum), or York (ex Eboracum). The following is only an example of such catacombs, with succinct suggestions and guidelines. It will be up to the GM to determine their exact content and denizens (if any), and provide a detailed context and story. The GM might of course add more levels under this one if he dares to design them.

1) Catacombs' Entrance

The catacombs' entrance was originally located inside an Arcadian temple. It might be now in ruins or have totally disappeared, in which case the stairs leading into the catacombs are probably buried. Or maybe the older, original temple may have been converted to, or replaced by a temple of the Unconquered Sun. In this case the existence of the catacombs might be known to the clergy, but no longer used and forever sealed (as nowadays the dead will be interred in cemeteries).



2) Main Chapel

This is the catacombs' inner chapel. Funerary rites were conducted here before the deceased were then put in some tunnel or chamber beyond. Various statues of Arcadian deities stand in niches along the walls. Then, in the far end of the chapel is a huge statue of Saturnus, the Arcadian god of the underworld behind an altar and between two braziers. Two lateral corridors lead to the catacombs proper, and a locked door to room #3. Beyond these corridors the catacombs mostly appear to have been randomly carved into the rock, rather than being of fine masonry as in #1-2-3. If this room was converted to a temple of the Sun the Arcadian deities would have been removed, and replaced with the Sun Disk and the statues of the Church's various saints.

3) Former Priests' Quarters

This room was for priestly uses and preparations. Most of its original content long disappeared, yet remains a purification basin. This room is normally empty, unless some criminal necromancers or cultists decided to use it as their personal quarters. A secret door leads to a small and potentially undiscovered vault which content is left at GM's determination (though probably nothing of a magical nature will be found in this place).

4) Ossuary Corridors

The corridors' walls appear as if they were made of skulls and bones all piled from floor to ceiling. The poorest of commoners have been interred here.

5) Ossuary Rooms

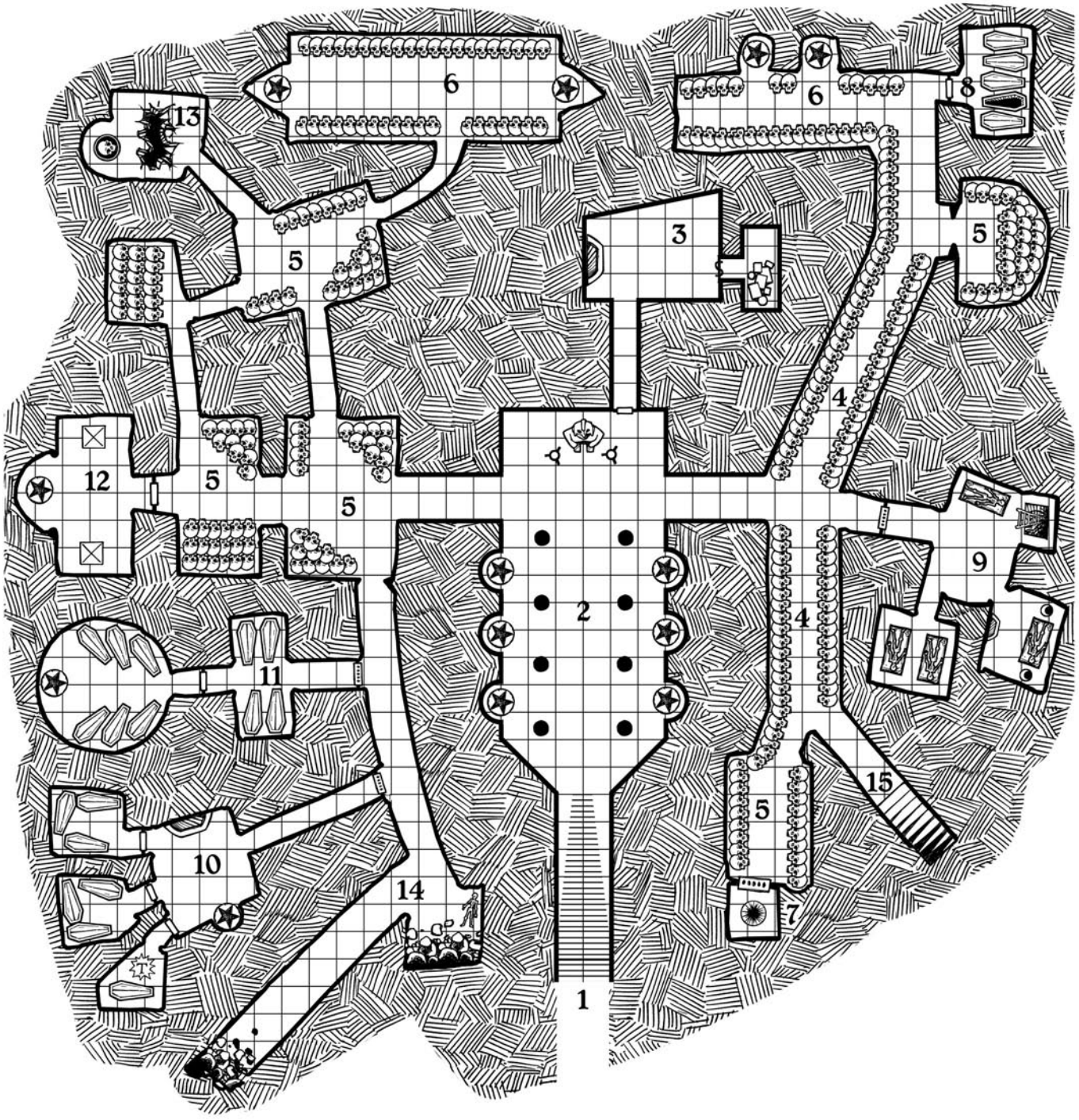
These rooms are ossuaries with dozens of skeletons, similar in appearance to corridors #4.

6) Ossuary Crypts

These crypts were reserved to devout followers of specific Arcadian deities which statues can also be found there, plus various religious frescoes on the ceiling. Desecrating such a crypt has double chance of causing the skeletons there to raise against the desecrators.

7) Well of Souls

Behind this reinforced and locked door is a well of religious significance, supposedly used by the souls of the dead to reach the realms of the afterlife. Its frescoes and carvings should make it clear that this isn't a simple



pit into the unknown, yet its exact nature and destination is left at GM's discretion. Maybe the well ends into another dungeon level far below, or just into an empty pit. The well might otherwise be haunted by incorporeal spirits, but it's doubtful it could be a magical gate into another dimension.

8) Private Crypt

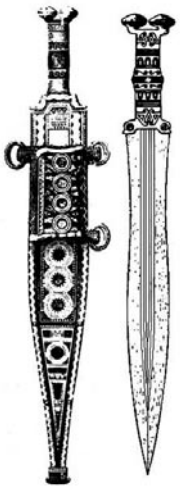
This crypt was for more wealthy individuals who could afford their own coffin rather than serve as wall tapestries.

3) Former Priests' Crypt

Behind a reinforced and locked door is a crypt for the higher ranking priests who were in charge of these catacombs. On this level lie the coffins of the leaders, while others were interred in a chamber below (probably more like another ossuary) that is accessed with a ladder through a pit in some corner of the crypt.

10) Patricians' Crypt

This is the crypt of a wealthy family (maybe of minor nobles). The entrance is closed by a reinforced and locked door. The corridor leads into a chapel with a purification basin (currently empty) and a statue of the god worshiped by this family. Three doors lead to small crypts where the family members rest, in their own individual coffins. The family's leader lies alone in his crypt, maybe with some treasure in his coffin that is protected by a deadly trap (the trap's nature is left at the GM's discretion).



11) Centurions' Crypt

The leaders (i.e. centurions) of a renowned Arcadian military unit that campaigned in Albion rest in this crypt. The more famous of them lie in individual coffins in a rounded chamber where stands the statue of Martes, the Arcadian war-god. It is probably a bad idea to break the locked and reinforced door to enter this crypt. The centurions may very well raise out of their graves to attack the intruders. They would probably be powerful undead such as sword-wraiths. On the other hand, this might be the only place in which to find some magical weapons and armors (though of Arcadian –i.e. Roman– style).

12) Crypt of Orcus

This chamber is special. It has a statue of the sinister Arcadian god Orcus, and trapdoors on the floor of both sides of the room. 20 feet below the traps is a vast common grave. Orcus was the god that punished the breakers of oaths, and the corpses of criminals, deserters and others condemned of such dishonor were simply thrown into the pit rather than being added to any ossuary. This is the more likely place to find evil spirits and undead. They normally cannot escape the pit, because an enchantment (i.e. as per a *Protection from Evil* spell) acts as a barrier against them. However, destroying the ugly statue and opening the trapdoors would probably free them.

13) Fallen Room

A part of the floor of this room collapsed, opening a chasm which edges are unstable (i.e. make a Dexterity saving throw [or vs. Breath Weapons] of fall into the chasm while some of its edge breaks down). What lies below is the GM's sole responsibility. A grim figure stands on the other side of the room. It might be the statue of a dark god in which resides an evil spirit (e.g. a wraith), or a Crypt Thing, etc.

14) Collapsed Area

This room and corridor were maybe left unfinished, or maybe were subject to a cave-in. Alternatively, the GM may add a few rooms of his own beyond.

15) Descending Stairway

Where this staircase leads is left at GM's discretion.

Barrow mound

Barrow mounds are burial sites from the earliest human history (from during the Cymric era). They are frequent across Albion (as well as Eire and the Scots Land), many are known and long since ransacked, but a considerable number are either hidden away, or have such a reputation that none have yet dared explore them. Many could be found lost in deep forests and desolate moors, etc. Barrow mounds are a very specific type of tomb: in their basic form they appear like an earth butte, or even an artificial hill containing three long chambers, each with seals, with possible traps; sometimes with an additional hidden treasure-chamber; and sometimes with a whole underground dungeon complex beneath it hiding the true treasure. Some of these tombs are very simple, being just a rounded mound covered with grass and without any sort of opening. Others are surrounded by monoliths and have a entrance made of huge slabs of stone.

Barrow mounds may be imposing, but are otherwise primitive structures made of huge slabs of stone, not of refined masonry and architecture. If a complex dungeon would be found under them, it might well have been there from a earlier age and built by the elves. Nonetheless, it's not rare for a barrow mound to have been erected over ley lines, and contain magical features. This will explain why the dead who lie in barrow mounds may raise (generally as wights or wraiths) to defend them when intruded. This is usually the only thing that keep tomb robbers to plunder every barrow mound they come across, as in those times, wealthy individuals were used to be interred with some of their possession (particularly jewelry and their weapons and armors).

GENERIC BARROW MOUND

This small barrow mound is 140 feet in diameter and 35 feet tall. As usual, the following is only an example of barrow mound, with succinct suggestions and guidelines. It will be up to the GM to determine its exact content and denizens (if any), and provide a detailed context and story.

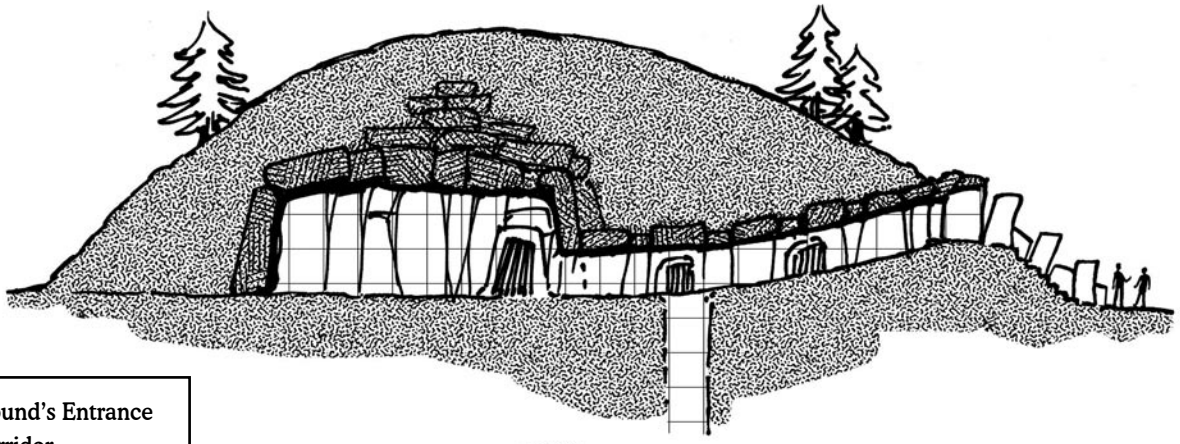
1) Mound's Entrance

The entrance is blocked by a slab of stone. This would be difficult to move, as it is not some kind of secret door. It is firmly set into the ground and walls, and weighs two tons. It would take a team of four men a full day of work to pick through it, but some ingenious character might be able to rig up a system to pull it down with the aid of horses.

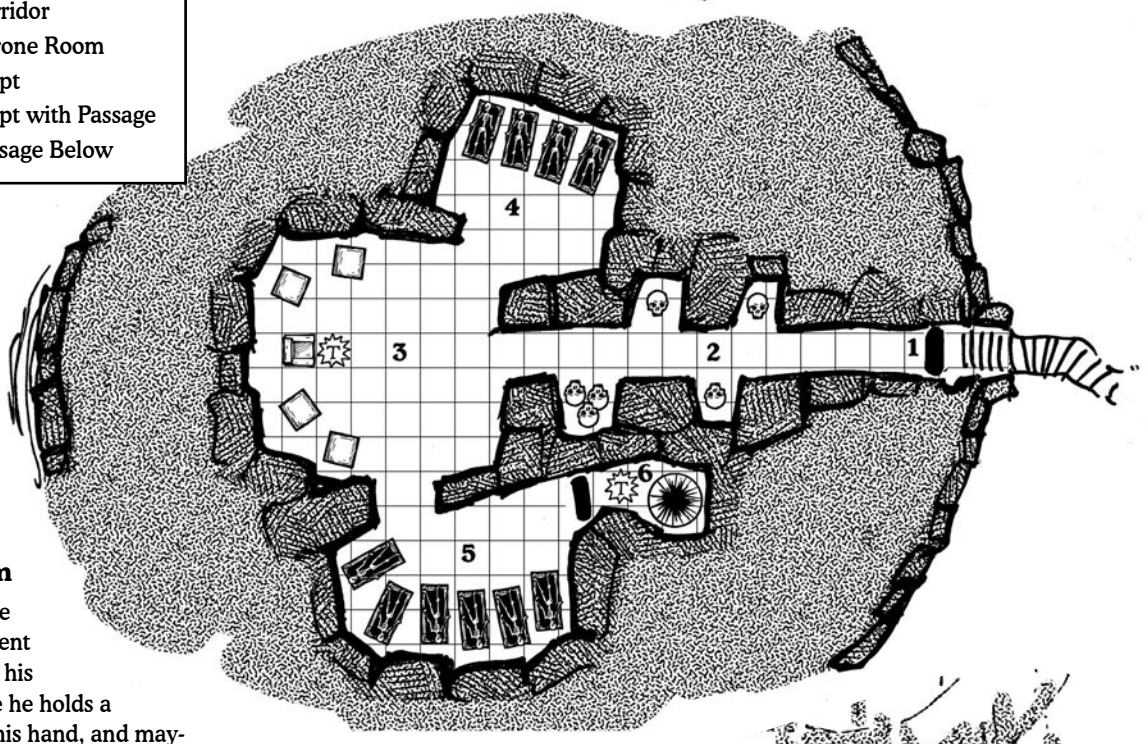


2) Corridor

Along the corridor are niches in which stands skeletons clad with ancient (and rusted) weapons and armors. They were of course set there as guardians of the mound, but it will be up to the GM to determine if they animate as undead (probably as sword wraiths) to attack intruders.



1) Mound's Entrance
2) Corridor
3) Throne Room
4) Crypt
5) Crypt with Passage
6) Passage Below



3) Throne Room

This is the throne room where an ancient king rests, sitting on his stone throne. Maybe he holds a magical weapon in his hand, and maybe he could raise as an undead to chastise tomb-robbers. Or maybe, if approached with care, he could be spoken to (that might require the use of a *Speak With Dead* spell). In any case there is a magical trap in front of his throne (a flaming rune is recommended as an example).



4) Crypt

A crypt with skeletons lying on stone slabs. They might rise as undead if disturbed (probably as wraiths).

5) Crypt with Passage

As for crypt #4. There is a stone slab in the room's corner that could be moved, leading into a small room behind. A successful check to detect secret doors will reveal that there is an empty space behind this slab of stone. However, opening it will prove as difficult as opening that of the entrance.

6) Passage Below

Behind a slab of stone is another magical trap, and then a well. Where this well leads will be up to the GM: maybe into an empty pit; a secret room where the treasure is buried; another dungeon level (that the GM will have to design); or a gate to the otherworldly realm of the afterlife.

Goblin Warrens

First of all, goblins might not truly belong to this world. In fact, they may be some kind of evil, fey-related creatures, hence have a magical rather than natural origin. Some masters of lore theorize that they were created by the Elves (much as some believe humans were). These distorted humanoids live in groups, but could not be said to be families or tribes, too brutish to be more than a pack (complete with a strict hierarchical 'pecking order' based on force and intimidation, from what little information has been gleamed from those lucky enough to survive captivity among them). Goblins certainly thrive on evil, and are unlikely to be found close to peaceful communities of faithful and benevolent people. Their warrens are usually found in mountainous or hilly regions, in wilderlands with very sparse human population. In times of harsher weather or social chaos, they may come out to raid human caravan routes and farmsteads.

It's doubtful that goblins actually dig their warrens by themselves, for they lack any ability for long term planning, and neither have the intelligence, discipline, and dedication necessary to create things. (Note however that hobgoblins, who are another kind of goblins, are less stupid and much more organized. So this trait may not apply to them). As such, goblins will usually colonize an existing maze of caverns of tunnels, typically in the deepest recesses of a mine, or even in the basement of some ruined castle whose previous owners dealt in sorcery. On the other hand, goblins never settle in consecrated places, be they of the ancient druids or of the Unconquered Sun religion. Some scholars —usually those who never leave the confines of their library— even believe that goblin warrens in fact magically appear as much as goblins are spawned by the darkness. Hence, the larger their tribe, the larger the warren will grow. Then, if they all die, the warren will slowly collapse and then disappear. This theory, like those that say goblins hatch from eggs or are born from shadows, amount more to folklore and rampant speculation than any likely fact.





THE SOLITARY RUIN ON THE HILL

This small ruin atop a hill, was once a Cymri fort, and was later (though still long long ago) residence to a wicked sorcerer (now remembered as "Old Grim"). The residual energies of his foul magical practices is probably what made it more attractive to goblins. One will never know if the cavern deep below the ruin was there before, or appeared with the goblins. As usual, the following is only an example of goblin warren, with succinct suggestions and guidelines. It will be up to the GM to determine its exact content, and provide a detailed context and story.

Note: as a rule, unless otherwise mentioned, any goblins encountered are 1HD creatures, armored in crude Leather with shields, and primitive spears.

1) Ruin on the Hill

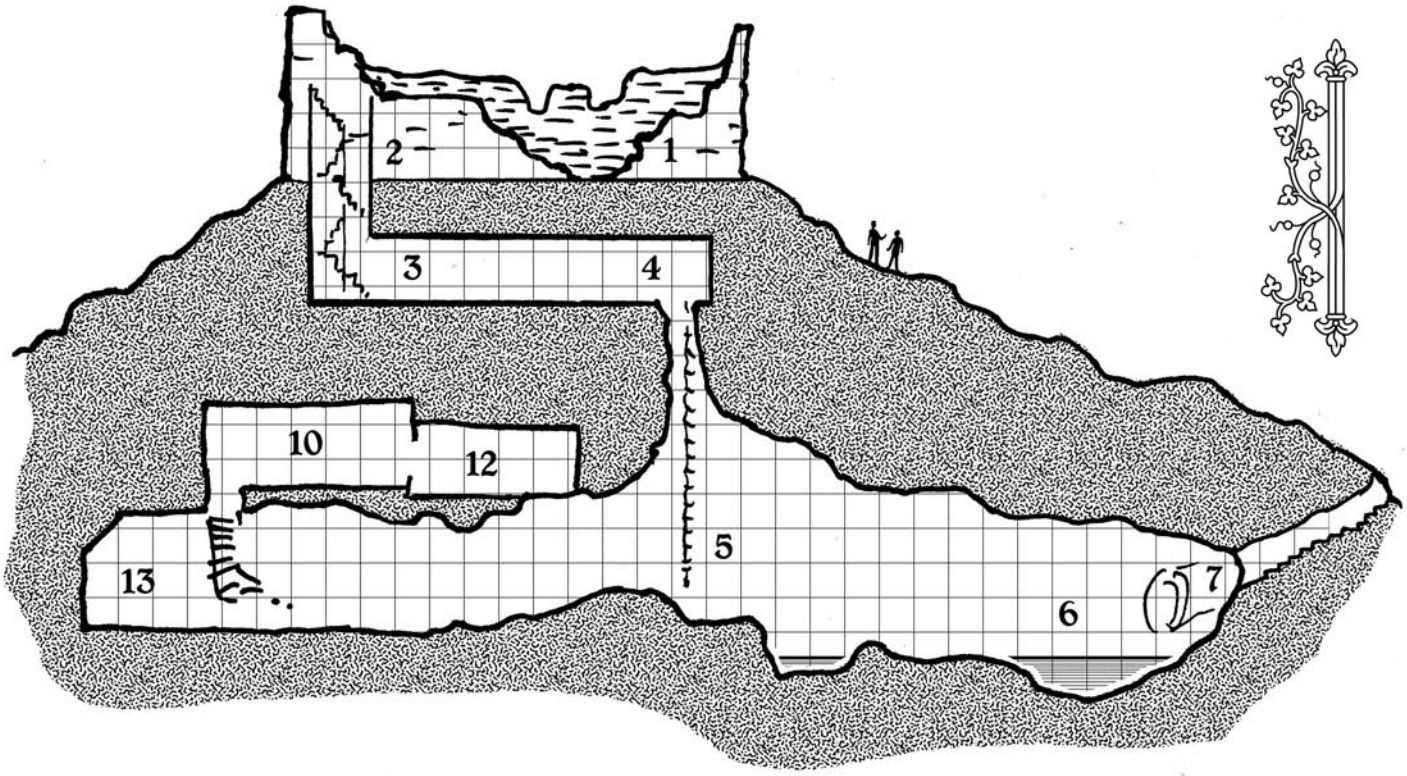
The ruin is full of rubble in which a couple of goblins might hide if they spot some people coming their way. However, since goblins are chaotic and generally nobody comes there, this only has a 20% chance of happening (night and day alike). If encountered there are 1d6 goblins present (some may be in room #2, but will be just as likely to be alerted to the PCs presence; they would only be taken by surprise if the PCs were particularly careful to be quiet in their approach).

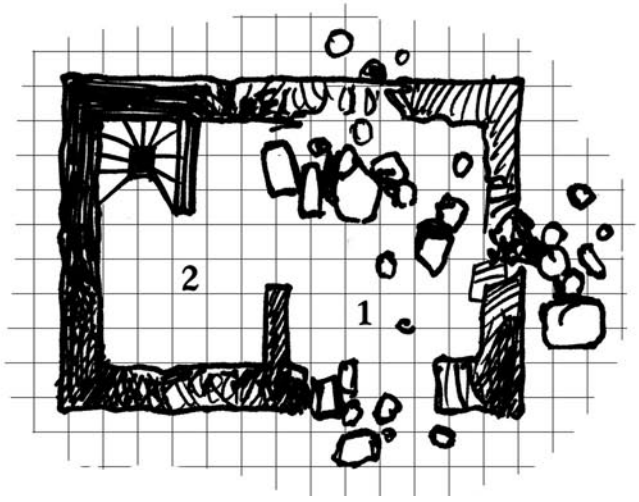
2) Stairway to Basement

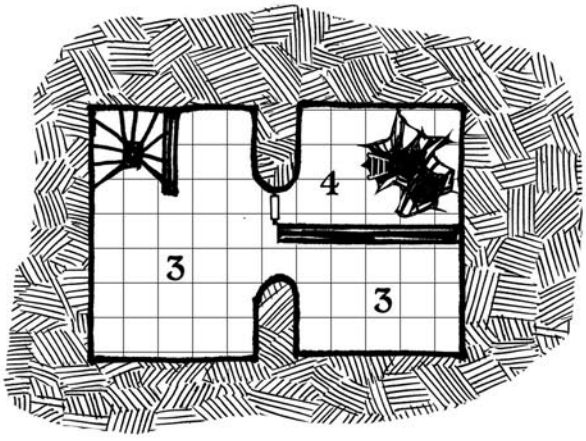
A clearer area with a spiral stairway leading to the ruin's basement. This place is normally occupied by worgs (i.e., big nasty wolves used by goblins as riding mounts, typically 4HD creatures). There is a 75% chance of being a 2d4 of them here at any time. They will howl if they sense (smell) people approaching, which will alert nearby goblins, but not necessarily those in the cavern below. The Worgs will attack and should be run similar to guard dogs (with a morale of 8 on a 2d6 scale).

3) Basement Rooms

Another Worg kennel, this room always has 2d4 grown worgs, and there is a 30% chance that the lair will also have 1d4 worg cubs present. Worgs are not inherently evil creatures, they are just very large wolves; but in Anglish society it may be very hard to convince anyone of this (and anyone with a worg pet would be immediately suspect unless their piety was absolutely unimpeachable).





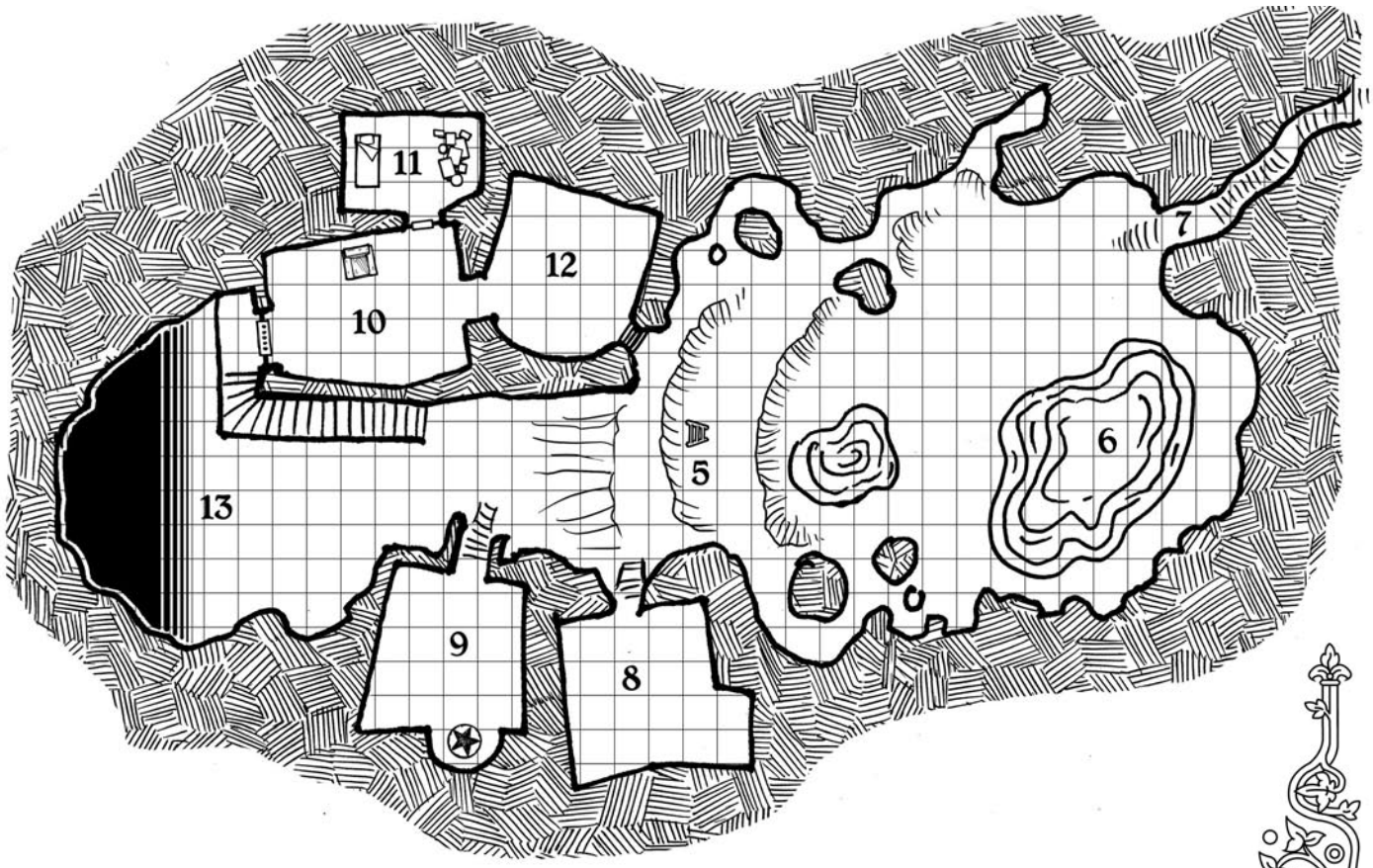


4) Cavern Entrance's Room

The access to this room is prevented by a sturdy wooden door barred from the inside. 80% of the time it is closed. There is only a 20% chance that 1d4 goblins would be found in this room if none were encountered on the surface; however, if any were encountered, there's an 80% chance there are goblins here too, to open the door to other goblins who would enter. In the second half of the room there is a pit with a sturdy rope ladder leading 45 feet below in the cavern. The first half of the descent could be attempted discreetly, but thereafter any intruder using the ladder will be obvious to those in the cavern.

5) Main Cavern

This large cavern that looks natural, is the dwelling place of the goblins. There is always 3d8 of them (or more) in this place, sleeping or quarreling among themselves. Unless the PCs figure out some way to get down the ladder undetected, they will be noticed by goblins when the first PC is still three rounds from the ground. As soon as the intruders are detected, one goblin will run to room #10 to alert the "king", who will send his "champion" to lead the goblins in the fight against the PCs. Meanwhile, the other goblins will attack, but will be likely to flee toward room #10 if they feel seriously threatened (without the "champion" or "king" they have Morale 7 on the 2d6 scale). This room contains rough sleeping materials and basic cooking materials, neither of which are worth anything. There is a pile of 36 crude spears, and about a dozen suits of goblin leather armor in varying states of construction. Aside from this there will be very little of value, although some goblins have hidden coins from their king in their bedding. Searching the flea-infested blankets for a full 10 minutes will reveal 6d6 pennies and 3d6 shillings in total. The window to room #12 is only detectable by someone with search skills carefully observing the upper area (about 20 ft up) in the wall.



6) Foul Pond

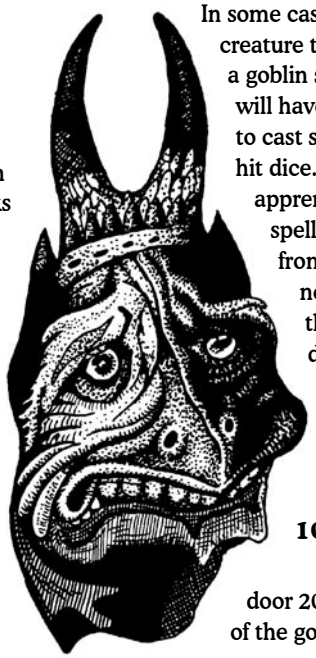
A pool of foul liquid. Entering this filthy water is a sure way of catching a disease (a Constitution saving throw is allowed though), and drinking it would be a terrible idea (it is essentially poisonous to humans, requiring a saving throw after 30 minutes or resulting in intense gastro-intestinal distress causing a –2 penalty to all combat rolls and physical skill checks for the next 48 hours, PLUS the chance of a disease). The pool is 7 feet deep at its deepest. There is probably nothing of value in it, despite many adventurers might want to convince themselves of the contrary.

7) Exit Tunnel

This cramped tunnel (a normal human cannot stand upright in it) leads to the outside. The exit is well hidden though, and won't be found at random when approaching the ruin. Following goblin tracks would not necessarily lead to it, as there are many goblin and wolf tracks around the ruin anyway.

8) Prisoners Dormitory

There is a 35% chance that 1d4+1 prisoners (most likely peasants) might be kept in this filthy room; if so, there will also be two goblin guards at the entrance unless they were drawn to fight the party in room #5 or elsewhere. Goblins would keep prisoners for their own amusement (i.e. torture), or as a gift to some horrendous creature they serve or pay lip service to (maybe a barghest). Goblins rarely bother to feed their prisoners. As such, half the persons who might be found there will be dead, and the others starving. Any surviving prisoners will have nothing of value (either here or, most likely, out in the world), but they may be able to tell PCs the general direction of chambers of the Goblin "king".



9) Vile Chapel

As strange as it may seem, this is what amounts to a goblin chapel. There is a statue of the being they worship (generally out of fear). This is not necessarily a god or demon. In some cases it might represent some powerful, yet mortal creature that holds sway over the goblins. 50% of the time, a goblin shaman (at least a spell-caster) resides there. He will have 1d4+1 HD (of 1d4 hp each), and will be able to cast spells as a magic-user of a level equivalent to his hit dice. There is a 35% chance that he will have 1d2 apprentices that will be 1HD goblins with 1 magic-user spell each. As the magic the goblins cast, comes not from study but as a gift from dark powers, they will not have a spell book; but there is a 10% chance that the goblin shaman will have one randomly determined magic item of utility to him. This room's shrine will have several religious-fetish items (clearly chaotic, and not magical), and will have signs of blood sacrifices on the crude altar stone.

10) Throne Room

A stairway leads to a locked and reinforced door 20 feet above. The rooms behind are the domain of the goblin "king." The "king" is a much stronger

goblin (typically 5HD), wears chain mail armor (looted) and uses a two-handed sword (likewise looted) with which he does 1d10+2 damage per hit. In the room is a crudely carved, stone throne on which the goblin king spends most of his time, probably trying to put forth some (nasty) raid ideas in his slow brain, or brooding about who knows what. 1d4 female goblin concubines (i.e. slaves) might also be found there, they will fight to defend themselves (armed with knives, and unarmored) though they have no love for the king. If they have not already been sent away to fight the PCs earlier, the goblin "champion" is here as well, along with 1d4 common goblin guards. The "champion" is a tough goblin (typically 4HD), armed with chain mail and shield as well as a crude battle axe (1d8+1 damage).

11) King's Chamber

The goblin king's chamber and treasure room behind a locked door (which key dangles around the goblin king's neck). The goblin king being fearful of robbers (including other goblins, even though they are too stupid to think about it) sleeps with his treasure, and always remains close to it, so rarely leaves rooms #10 and #12. The exact content of this treasure is of course up to the GM, but a suitable sample would be 800p, a gem worth 1d6 x 100sh, 3d6 bolts of fine cloth looted from a caravan (worth 10sh each), and a large number of completely worthless baubles and trinkets.

12) Goblin King's Harem

There are 1d6 more goblin concubines in this room, connected by long chains to the wall (the goblin king doesn't want his "rightful possessions" to leave the place, even though they probably wouldn't go very far). There is an opening in the far end of the room, a sort of window partially concealed from the other side, that lets see into the cavern.

13) Magical Darkness Area

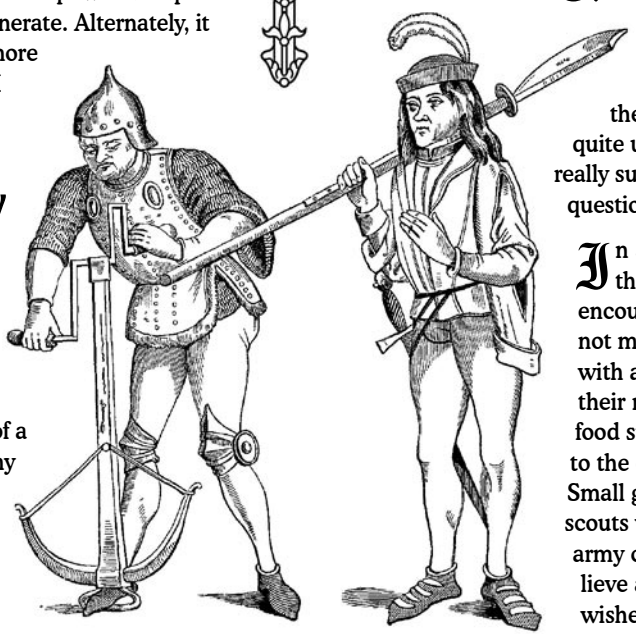
This area of magical darkness reeks of chaos and evil. It slopes down into an abyss. The pit is at least 100 ft deep; and may contain some form of demon or a powerful supernatural aberration that the goblins venerate. Alternately, it can serve as an even deeper (surely more dangerous) cavern complex if the GM wants to expand the adventure.

typical military encampment

In Albion during the Rose War, the typical military encampment was a sprawling, disorganized affair. Generally arranged in a rough circular form, it was made up of a cluster of groups of tents, as each army was in fact not a single coherent force, but rather groupings of peasant soldiers, mercenaries (sometimes), knights, and camp followers associated with particular lords. The tents or shelters of all the forces and assistants brought by a lord to the camp would center around his tent (or pavilion). These could be quite elaborate, while common peasant soldiers (usually expected to provide their own shelter and their own clothing) would have far more miserable accommodations. The Lord would be in the center of the cluster, surrounded by knights, then peasants (and mercenaries, who would usually work in companies and camp close to each other) and finally camp followers on the periphery. All these various clusters would gravitate around the troops and pavilion of the army commander and/or highest ranking noble present, which would be the 'high command' of the entire force, situated (usually) in the center of the camp. The camp will only have any kind of defensive structures (usually wooden palisades) if they are planning to stay in one place for some time.

Camp followers would include prostitutes, but also servants of all varieties, cooks, smiths, tailors, barber/surgeons, craftsmen in charge of bow and arrow maintenance and manufacturing (a key role in the Anglish armies, which are the only ones on the Continent to have large archery units) and the like. Priests who travel with the army would be situated with the lord they served, as would clerics, but some large armies might have a unit of clerics who would camp together. Magisters are relatively rare in Anglish armies (you will never see units of 'war wizards' or anything of the like), and will usually be highly valued specialists in the service of specific lords, with favored lodging near the lord's tent.

There would likewise be areas that would be set aside for the care of the cavalry horses, as well as draft horses and carts to carry supplies. If an army is advanced enough to have bombards, these will also be kept in a special area, and usually guarded, along with the gunpowder. Rifles will typically be used by mercenary companies of riflemen, who will usually be in charge of their own supplies and maintenance.



Unless a camp is on the eve of a battle, or has some other reason to be on high alert, security in a camp is likely to be very lax. Guard duty (except at the entrance to a lord's tent) is quite uncommon; though anyone really suspicious may be stopped and questioned by any of the soldiery.

In any area up to 30km from the camp, "patrols" may be encountered. These, however, do not mainly concern themselves with any kind of security; rather, their main job is to commandeer food supplies for the army (much to the chagrin of local peasantry). Small groups or individuals acting as scouts will only be encountered if the army commander has reason to believe an enemy army is close by and wishes to ascertain their strength.



at court

Be it the royal court, or the local Lord's, the aristocratic milieu is often a hotbed of politics, intrigue, and potentially even romance. In this time, the nobility still had enormous power over their territories (though not entirely absolute power, as both the Church and the Crown provided certain restrictions). And during the Rose War, the courts of Albion have become even more intense as the Red and White rose vie for influence and allegiances; while a few families are stalwart and unshakeable in their fidelity to one side or the other, many more are neutral, or malleable. These are often courted with promises, bribes, or favors in order to get them to declare for one side or the other, or to switch their tenuous allegiance over to the other side. Agents are sent to local courts to engage in diplomacy, negotiation, espionage, or sometimes even sabotage in order to gain short or long term tactical advantages in this divisive conflict (a conflict, it should be noted, that could sometimes go months or even years without major battles, but where the activity at the political level was almost incessant).

A noble's court was obviously governed by the Lord himself, the head of his house and ruler of his lands. He was usually based in a primary castle or manor, but very powerful nobles with significant landholdings may have two or three favored domiciles (and any number of other properties they'd occasionally tour or visit). The ruler, when traveling, would leave the management of his other holdings to either family members (often brothers or adult sons, but also possibly wives), or to Castellans (trusted servants, sometimes elder and respected knights, who would rule in the Lord's absence with his full authority).
The Lord would also have a secretary and sometimes an accountant or treasurer. Most powerful lords would have a cleric assigned to their household, while lesser lords might only have a learned priest; these would often be highly trusted advisers (except on those occasions where the morality of the church proved too inconvenient), and then a circle of trusted knights or other retainers who would be able to exert great influence in the degree to which their skill at rhetoric would allow. Some (but not all) Lords could also have a magister, whom they would trust in more esoteric matters. Most Lords would also have a Knight or common soldier, almost never "officially" in their inner circle, that would be of that ruthless sort they could trust to do truly dirty business when it needs to be done. At a lower level, any of the major household's servants could be significant sources of information, as they were always in the background as (usually unnoticed) witnesses of important events and intrigues.



The Royal Court is largely similar, but more stratified. There are obviously far more bureaucrats, secretaries at all levels. There's also a greater division of powers below the King, so that (at least in theory) no single counselor can have too much power (in practice, this doesn't always work). There are separate offices (usually given to minor nobility, but occasionally to priests or clerics, knights, or sometimes even remarkably talented commoners) in charge of the treasury, possession of the royal seal (without which no decree can be official), the taking of audiences, the arranging of appointments, military affairs (with different offices governing the seas, Eire Land, Calais, and the North), and other important issues. The King will also have a personal cleric (usually a high-ranking cleric but not the Commander or second-in-command of the order in Albion), and a royal magister; and the King, Queen, and any adult princes or princesses will have their own main steward or lady-in-waiting as well as a horde of lesser personal servants. Royals who are still children will have caretakers, tutors and governesses (and they will often live in separate households, far away from their parents who they will only rarely see; kept under the care of an royal uncle or cousin). In Albion, great influence is held by the council of the Star Chamber, who are the inner circle of the royal household; this council practically runs the country and the question of which nobles are on this council (and which are excluded) are major political issues. Indeed, the Lancastrians' exclusion of Richard of York and his future allies from the Star Chamber council (and accusations that Queen Margaret was, in her husband's absence due to his insanity, filling the council with her corrupt favorites and cronies) was a major cause for the start of the Rose War. Parliament is another major political force, that somewhat restricts the power of the King; it does not meet constantly (in-

deed, it may not meet for years at a time), but when the King issues a writ of parliament he effectively puts himself into the hands of the parliament for the confirmation of certain laws, particularly the raising of taxes, military expeditions, and bills of attainder against his enemies. At this time, it is the upper house of the Parliament (the House of All Lords) that has the real power in this legislative body; the House of the Commons will largely follow the Lords' lead.



POTENTIAL ADVENTURE SEEDS AT THE COURT (D12)

1) Affairs:

The lord has taken a new mistress. The Lord's wife, or his current lover, may be frantically seeking to get rid of the newcomer, while the new beau or her family or patrons may be wanting to use her to change the court's political scene, as the Lord's lover will potentially have unprecedented influence in improving or destroying the favor of many existing or potential courtiers. The PCs may be engaged in trying to assist the mistress or those who will gain from her influence; or to try to find a way to turn the Lord away from her, and either toward some new dalliance or back to his wife or former beau.

2) Ailing Power:

Either the Lord or a very significant official in the court has fallen gravely ill. This may be unexpected, or a natural consequence of advanced age or poor lifestyle. The power-vacuum this creates leaves different lesser officials and courtiers competing to advance and take advantage of the instability. Characters may vie for offices, be called on to try to influence those in authority to grant their allies favors, or get involved in dirty conflicts to make political, financial, or social profit of a weakened government. Visiting ambassadors may try to inform the state of things to their homeland, and agents may be dispatched to try to secretly prevent the facts from getting out.

3) Church vs. State:

The church's interests may conflict with the Lord's, or with officials of the court. The conflict may involve the granting of favorable charters for markets, whether a dying noble or merchant with no heirs leaves his significant holdings to the state or to the church, a conflict involving overzealous priests or clerics engaging in a search for heresies, or a personal quarrel between the ranking priest or cleric of the court and some official who they feel has insulted or annoyed them. Characters may be called to serve either side in trying to increase or reduce the influence of the church in the court.



4) Corruption:

A courtier or secretary of the court is taking bribes, siphoning monies into their own purse, giving out nepotistic favors to family or friends, or even engaging in deals with criminal elements. Its not exactly treason, but it can cause tremendous unrest; both among the other courtiers and (if the financial or social damage is bad enough) among the local commoners. The corrupt official(s) may be working in secret (and needing to be exposed) or may be such a favorite of the Lord that he will hear nothing of their supposed mismanagement. The PCs might want to get in on the corruption or might be recruited to try to discredit the criminal, or find some way to make him lose the Lord's favor and protection. Or to prevent, oppose, or maybe even cause a peasant revolt.



5) Debauchery:

One of the younger members of the ruling family is a worthless gadabout, known to go out on the town gambling, whoring, and drinking himself into a stupor. This is embarrassing in any case, but especially problematic if it is the house's heir. The young noble may have fallen in with the wrong crowd, or he may be completely irredeemable. The PCs may be called on to keep an eye on the young rogue just to make sure his life isn't at risk, to try to bring him back to the moral path, to try to intimidate or even eliminate those "friends" who are proving to be such a bad influence, or possibly to try to cover up the young lord's scandals from the public (or from his noble parents, who might not be aware of how decadent their own scion is)!

6) Feud:

Two families, of vassal nobles, knights, or of important non-aristocratic courtiers/secretaries, are engaged in a struggle between each other that is on the verge of turning violent. They threaten to destabilize the whole region. Both sides will try to win allies, or employ agents to stir up trouble for the other side; and maybe even damage property or assault their rivals.

7) Financial Crisis:



The court is in dire need of money. This may be due to terrible management, corrupt officials, or because funds are needed for some essential building project or military enterprise. Meanwhile, there are vassal nobles who are hell-bent on not paying another damn penny to the court's coffers.

Bureaucratic machinations and political intimidation will be used on both sides, and characters potentially act as power-brokers or agents, to try to either drum up the funds or prevent the same.

8) Marriage Negotiations:

One of the Lord's children is at the age where they must be wed. Any courtier who arranges a favorable marriage will have a great deal to gain, and others to lose, from this. During the Rose War, marriage can even affect military alliances, so just who the potential husband or bride may be will be enormously important. Negotiations can involve money, land or even armies, and representatives of the Lord or any potential matches will have tremendously important missions (and possibly face great political or even physical opposition). Not to mention that once in a while, some idiot young lord or lady may get crazy ideas in their own heads about romantic love, and try to refuse to wed someone they don't like (or seek to marry someone ridiculously inappropriate out of 'love').

9) Rose War Intrigue:

If a Lord is neutral, agents of either side may be trying to win over the Lord to declare allegiance to their Rose; alternately, if a Lord has already declared allegiance, agents of the opposing side may be trying to move the Lord to switch sides. This might be by directly trying to influence the Lord, or through playing a long game of winning over the court officials, and trying to slowly shift court policy. Obviously, this being a volatile time, secret negotiations might be the norm; and likewise, the competition sometimes turns to violence.

10) Sorcery:

The Lord (or a member of his family) or an important official believes themselves to have been cursed or otherwise affected by witchcraft! This may be paranoia, or it may be true, in which case the black magician (and possibly their employer) must be found and stopped. Alternately, some may feel that the Lord's magister exerts an excessive and troubling influence at the court; jealous officials may believe that the Lord has been enchanted, and want the magister discredited or removed.



11) Theft:

A valuable item from the court has gone missing! The characters may be called on by the official who is ultimately in charge of the object (which may be of social value, monetary value, or even a magical item) to try to find out who took it and recover it. Suspects could include everything from master thieves, to disloyal servants, to enemies of the Lord, or to even to personal enemies of the official looking for him to be discredited and lose favor at the court.

12) Untrustworthy Official:

A significant official at the court is secretly engaged in collusion with the political enemies of the Lord, possibly even with a foreign power. They may be using their influence to weaken the state, to siphon off money, or to provide intelligence on scandals or strategies to the Lord's enemies. If others suspect this treachery, characters may be asked to try to help prove it or catch the official in the act, but if he is aware that he is under suspicion, he may try to use his power against them.

at the fair/tourney

The local fairs and tourneys done in the warmer months throughout the countryside of Albion are important times to engage in trade, obtain work, socialize, practice the skills of romance, and show off ability at the sport of Tourney Jousting (which has been whitewashed from its warlike roots into much more of a professional sport at this point).

Fairs are held usually once in a year per local region, and only in a town that has a permit to hold such a fair. These permits are of great value, issued by the King or by the Local lord. Villages that have permits and are close to each other often engage in tremendous rivalries and conflict to try to steal success off each other, while other villages that suffer with the poverty of being unable to hold their own fairs seek any means to obtain a permit.

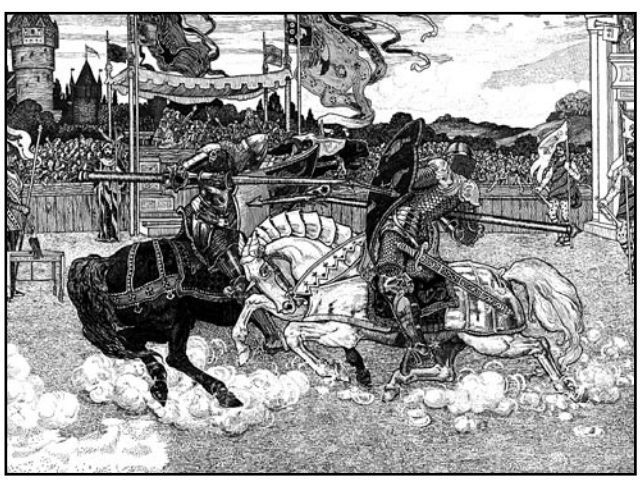
For much of the year, in smaller towns and villages, only the barest of essentials may be

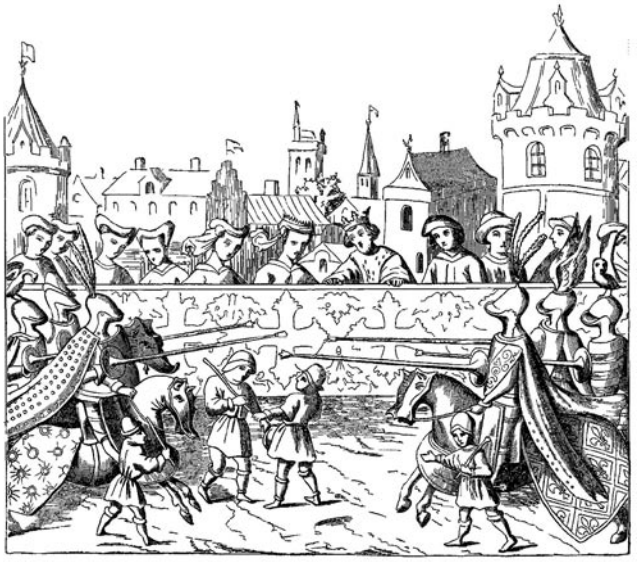
found for purchase, and even then usually only in a barter economy. But during a village fair, the produce, products, and services of all the local countryside as well as the caravans of itinerant merchants will come to town, and suddenly for a few days a wide range of products can be bought and sold in significant quantities. Fairs also inevitably attract entertainers: acrobats, troubadours, dancers, actors in some cases, as well as Cymri showmen or fortune-tellers. In some fairs there are also games of chance, archery contests, animal fights, wrestling matches or other tests of fighting strength among the peasantry; many of these latter affairs are illegal but go on illicitly anyways. There's much ale-drinking, of course, and frequently there will also be prostitution. And naturally, wherever there are actors or Cymri, there will also be thieves and pickpockets.

Some of the more important fairs, those sponsored by a local noble, will also have a Tourney. These are the closest thing Albion has to Professional Sports, and in times of peace, jousting champions are superstars. By this time, Jousts are done with heavy armor and strict rules, meaning that there is relative safety for the participants. Even so, in just about every tourney, at least one or two jousters will be seriously injured or even killed.

To participate in Jousting, a contestant must either be a noble (that is, at the very least the son of a knight) or be sponsored by a lord or royal. They must provide their own armor, horse, jousting lance, etc. (or have a patron provide it for them). By this time, Jousting armor was plate mail but was specially made for the Tourney. It was reinforced in certain parts most likely to be struck by the opponent's lance, and was not designed for long-term wear (since it could be repaired between jousts). This means that any tourney participant would need to specially buy this armor, and could not simply use the armor they wore for war or adventuring. Likewise, Jousting Lances were designed to shatter on contact (rather than pierce an opponent, it was intended to knock them down). Thus, a large number of these lances would need to be bought, and they would break on any solid hit. They would do only 1d3 damage per hit (modified by the wielder's strength, but not doubled by the effect of a cavalry charge as a regular lance might); and an opponent hit by one who was still conscious would need to make a saving throw to avoid falling off his horse (taking 1d6 damage from the fall).

Jousts were done at a charging distance, the two participants charging at each other across a field divided by a wooden fence called a "tilt", striking once, and then (if the pass failed to resolve the winner) repeated. Passes continued until one participant was thrown or until one of the two participants lost three lances. At that point, the presiding lord would either judge a winner, or the Joust would move to a swordfight





on foot. The latter was the more common practice in older times, but has fallen out of favor as it is more likely to end in serious bloodshed; the sword-fight would be resolved when one opponent was knocked to the ground, or cried surrender. What tourneys still do sword-fighting now have a referee which strictly moderates the potential violence level; and the sword-fight is restricted to five exchanges of blows (in essence, a five-round melee). Note that in northern areas, a contestant may use a battle-axe instead of a sword, and in Wales a contestant may use a dagger.

In olden times, the main event of a tourney was not the jousting but the "bohort", which saw all the knights present divided into two teams in charge of all the able-bodied peasants present. These would then stage a mock battle in an open field. The bohort has long since been abandoned as it had a tendency to cause enormous bloodshed and to spill out into the surrounding village. In the present time, tourneys are far more high-class affairs. Ladies play a major role and chivalric romance a significant theme, as knights joust to win a token (a ribbon or handkerchief) from a lady. The nobility will often go to tourneys dressed in incredibly extravagant costumes (sometimes even in fancy dress, as historic characters, Arcadian emperors, or even elves), as these events are a place to be seen. Naturally, the jousts are heavily bet upon, and the winner of the joust stands to gain riches and valuable prizes.

With the advent of the Rose War, both fairs and tourneys have been disrupted. In periods of open warfare, attendance to fairs diminish and this causes enormous harm to the local economy; additionally, at times toughs from rival sides in the war will end

up brawling and harassing people known to share the opposite loyalties. Tourneys suffer from serious loss of popularity for the same reasons as above, but with the additional detail that most knights who are well-known as jousting champions are not usually particularly great warriors on the battlefield; and when the actual war starts, any knight who still spends his time jousting is more likely to be treated like a dandy than a hero (unless he can also prove his mettle with serious heroics on the field of war). Even so, areas less touched by the war try to keep up business as usual, and whenever conflicts in the Rose War simmer down to dull heat tourneys start to rise in

POTENTIAL ADVENTURE SEEDS: FAIR/TOURNEY (D10)

1) Bad Actor:

An actor in an itinerant troupe had seduced a wealthy merchant's daughter when he was in Bristol. The merchant has hired some toughs (the PCs?) to find the scoundrel and bring him back to the city (where no doubt nothing good will be waiting for him). An Anglish acting troupe during the Rose War is hardly a group of weaklings, however, and will be quite willing to put up a fight to get their leading man back.

2) Evil in the Market:

On morning after the first night of the fair, a merchant turns up dead under mysterious circumstances; the next night, another body is found. Both corpses have strange markings, and witchcraft is suspected. The Cymri present at the fair become immediate suspects, as would any adventurers that seem disreputable. A reward may be offered to whoever can stop the killings.

3) Highly Dubious Relics:

A charismatic monk and his retinue of "pilgrims" has been raising money for a trip to the Lands of the Sun by selling what he claims to be sacred relics of the faith. But two dozen finger-bones of St. Dionysus seem a bit too many. Furthermore, the previously pious purchasers of these allegedly sacred objects have started acting strangely. Could the mysterious monk be an agent of Chaos in disguise? Or just a con man? Either way, the local Church authorities want him investigated; but the local peasants may resent anyone trying to strong-hand someone they believe to be a holy man.

4) Missing Knight:

The day before the jousts are due to begin, the jousting champion of the local lord disappears. He suspects that one of the other local nobles has kidnapped him (or worse), to try to eliminate the local favorite from the competition. But this knight may also have a reputation for liking drinks and wenches a bit too much; and of course, his disappearance might conversely be due to something much more sinister.

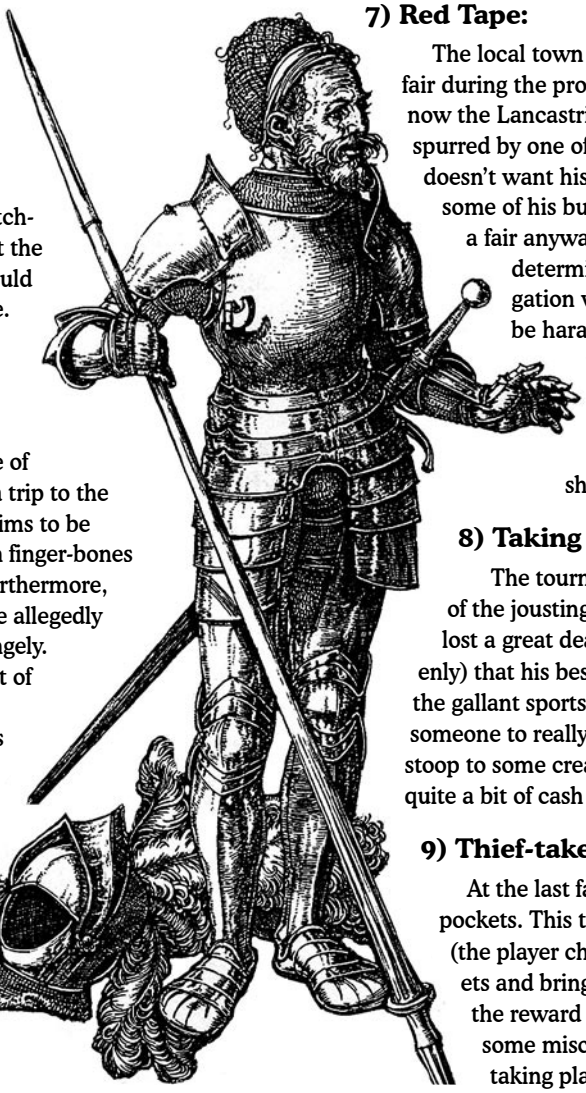
5) Old-fashioned Bohort:

Without official permission of any kind, the rowdy peasants of the market town and the next town over, have decided to hold an impromptu bohort, possibly to settle some old scores. This will inevitably spill over into general mayhem and lead to a brawl that ends up engulfing the entire town! The PCs might participate in the chaos, try to stop it, have to make a quick exit, or take advantage of the disruption for their own ends.



6) Price War:

The cloth merchants of two rival towns are desperate to get the competition out of business. When undercutting the competition doesn't work, sabotage and violence ensue.



7) Red Tape:

The local town was granted a permit to hold a fair during the protectorate of Richard of York; but now the Lancastrians have rescinded this permit, spurred by one of the local Red-Rose nobles who doesn't want his Yorkist neighbor to take away some of his business. The town plans to hold a fair anyways, while the Lancastrians are determined that any such illegal congregation will be disrupted. Merchants may be harassed on the way to town, the fairgrounds set fire to, and the whole region may take sides, threatening to put aside jousting weapons for real lances and shields in a local battle.

8) Taking Down the Champ:

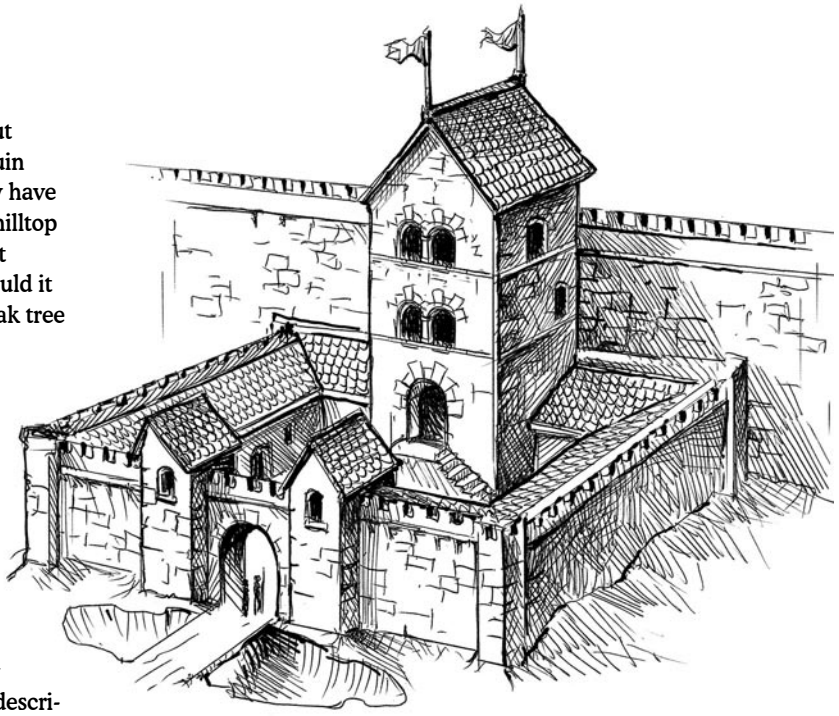
The tourney features one of the superstars of the jousting circuit. Last year, the local lord lost a great deal of money thinking (mistakenly) that his best knight would be able to beat the gallant sportsman. This year, he wants to hire someone to really take him down. He might even stoop to some creative sabotage to do it, and make quite a bit of cash from bets at the same time.

9) Thief-takers:

At the last fair, there was a plague of pickpockets. This time, the town has hired security (the player characters?) to catch any pickpockets and bring them to justice. Of course, with the reward being offered per thief caught, some miscarriages of justice may end up taking place.

10) Unnatural Weather:

Rain is not uncommon in Albion, by any means. But when downpours and bitterly cold winds threaten to ruin the fair and/or tourney, and some of the local peasantry have reported odd lights coming from the ruins of a nearby hilltop castle, the local authorities have to wonder if there isn't something darker trying to ruin the town's fortunes. Could it be some revenge for those Cymri they hung from the oak tree last winter?



North Wall's typical watchtower

North of Northumberland, the great Hadrian Wall protects Albion from the Scots raiders and other nasty monsters. It is approximately 80 miles long (ranging from 10-15ft thick and 40-60ft tall along its length), and features a series of forts and stations every mile. Most of them are small forts identical to the one described below, able to hold a couple of dozen men or so, to act as an alarm should invaders try to pass. The wall was built more than 12 centuries ago, and thus is in a typical Arcadian (i.e. Roman) style, rather than medieval.

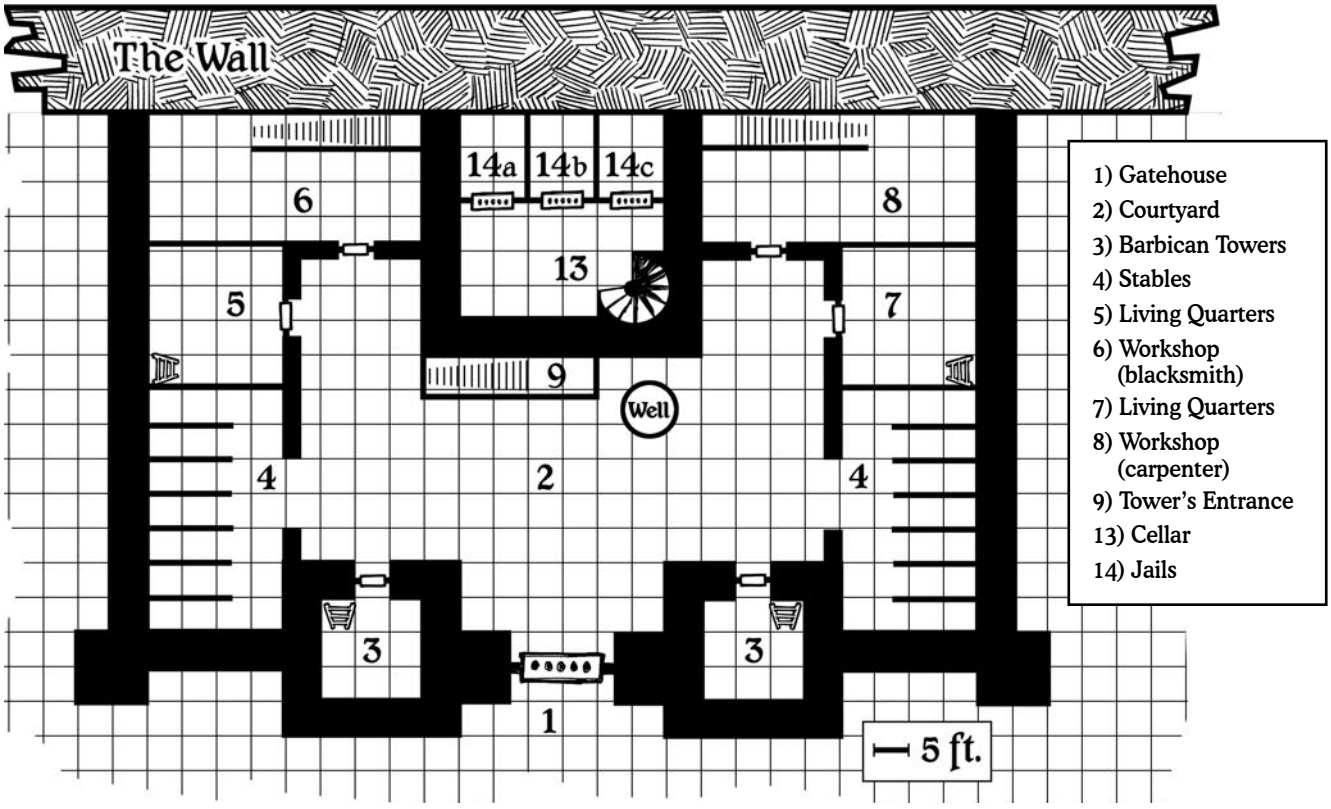
While many of the forts are manned with a small garison, some of them are instead inhabited by a local petty lord, others might be abandoned and/or in disrepair, or worse: haunted by some undead (which might repel invaders as well as any living soldier). Therefore, these forts may be used for one adventure or two (help the guards against an attack; investigate an abandoned fort; etc.).

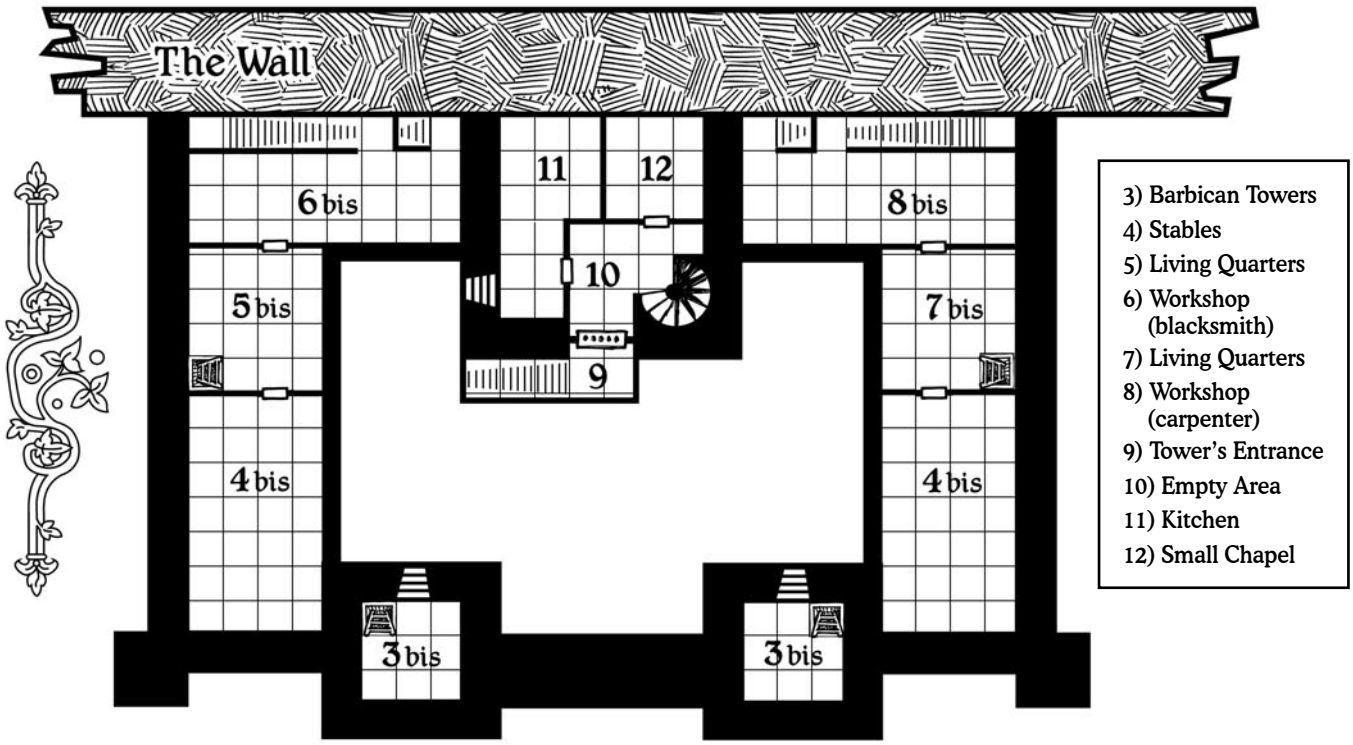
1) Gatehouse

Unlike medieval castles, the fort's entrance has no porticullis nor drawbridge, only a sturdy double door (made of wood and reinforced with iron) that can be shut with braces. In case of attack, the small wooden bridge in front of the gate is generally simply destroyed to prevent attackers to batter the door.

2) Courtyard

There is a 5% chance per inhabitant of the fort, to encounter someone here during the day (most probably working, or





training with weapons). If the fort has some watchdogs (35% chance; 1d4 of them), they will almost always be found here and bark loudly whenever an intruder enters the place (unless succeeding a Stealth skill checks with a heavy penalty). There is often a water well in the courtyard (60% chance), and 1d3 carts or carriages may be stationed there (70% chance).

3) Barbican Towers

These two towers serve as living quarters for some of the men-at-arms, in the ground floor and the one above (i.e., room #3 and #3bis). They are rather cramped, and mostly contain bunk-beds for the guards (usually four in each room).

4) Stables

Each fort has a small cavalry of a dozen mounted soldiers, whose horses are kept there at night. During the day these horses will either graze in a nearby field, or be sent (with their riders) on patrols in the surrounding lands. Above the stable there is a room (i.e., #4bis) in which the horse's fodder is stored. There are traps in the floor, to directly feed the horses from above.

5) Living Quarters

This room and the one above are the living quarters of the blacksmith, his assistant, but also of the stablehand and one or two guards when there is no other space available. Note that they could also use armors and weapons when necessary, though they remain poor (i.e., zero-level) combatants.

6) Workshop (blacksmith)

In this workshop the blacksmith repairs the military equipment, as well as making horseshoes, etc. There is also a small cistern in this room. The level above (i.e., #6bis) is for storing material, items, etc. Note there is a stairway leading from room #6bis outside above on the walkway.

7) Living Quarters

This room and the one above are the living quarters of the carpenter, his assistant, but also of the stablehand and one or two guards when there is no other space available. Note that they could also don some armors and weapons when necessary, though they remain poor (i.e., zero-level) combatants.

8) Workshop (carpenter + mason)

The fort and the wall need constant repairs and maintenance, hence there is also a workshop for the mason and carpenter. At ground level (i.e., #8) wood and stones are stored; the workshop itself is in the level above (i.e. #8bis). Note there is a stairway leading from room #8bis outside above on the curtain wall's walkway.

9) Tower's Entrance

The tower's door are not at ground level, but upstairs, for defense purposes. As such, fighting on the stairway and battering the door becomes much more difficult. The door themselves are of sturdy oak reinforced with metal plates.

10) Empty Area

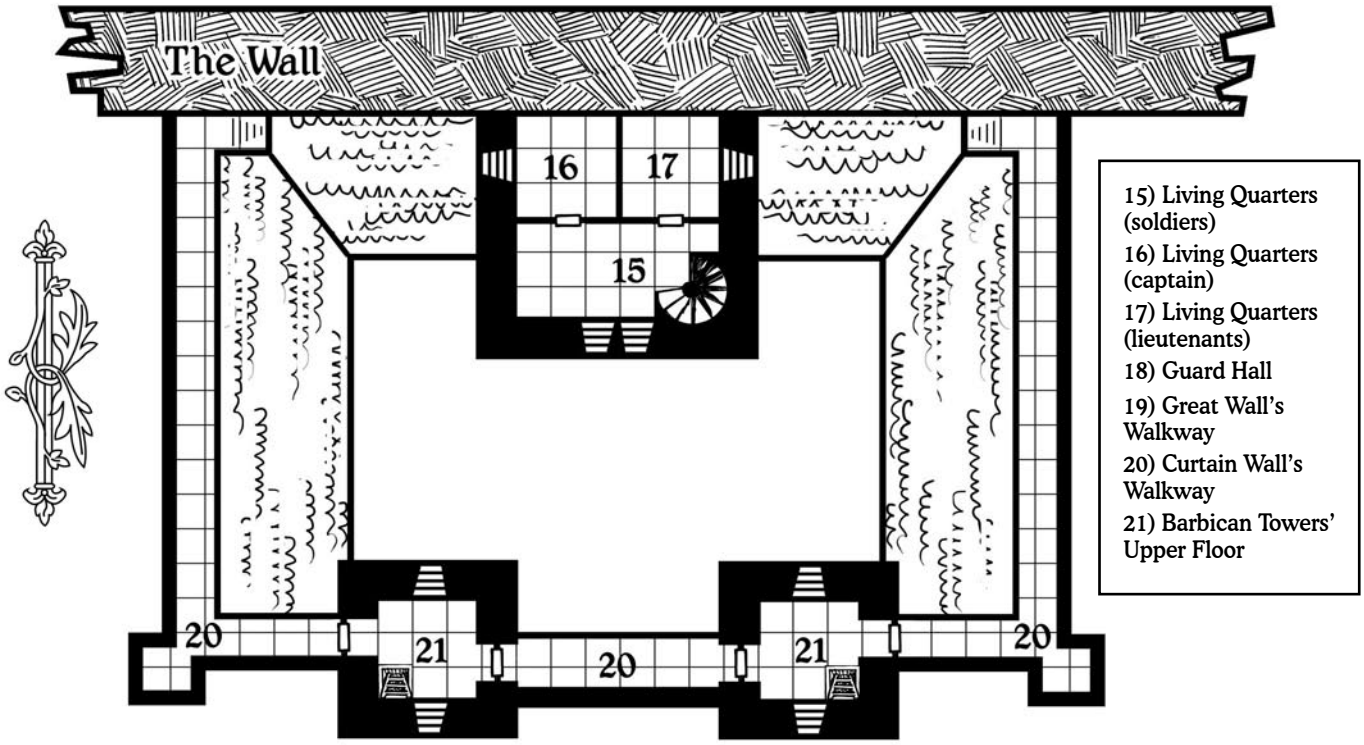
This room contains strong bars and braces to firmly close the entrance in case attackers would have invaded the fort and would want to batter the tower's door. Any attempt at breaking the door would suffer heavy penalty to the roll.

11) Kitchen

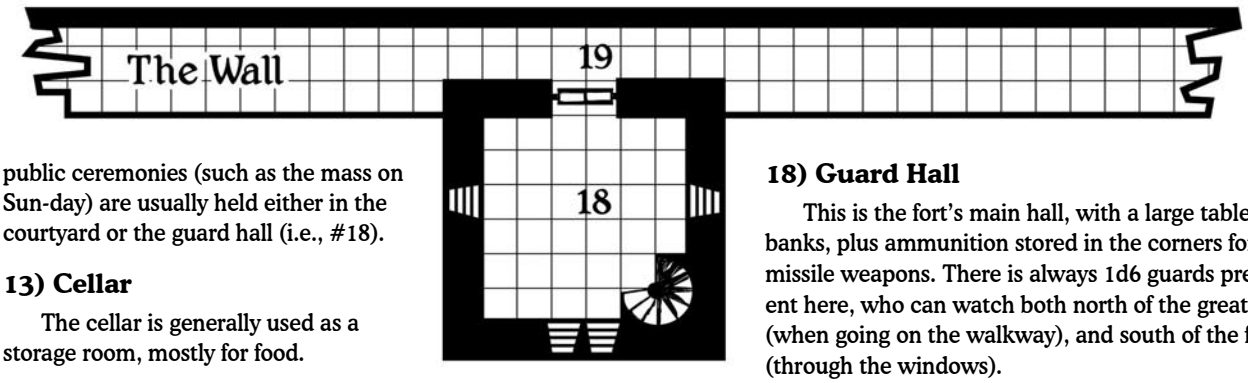
There is a large fireplace in the back of the kitchen (against the great wall), that is efficient at warming the living quarters above, especially the captain's room (see #16).

12) Small Chapel

This is a small chapel to the Unconquered Sun, that the priest (or cleric) also uses as his living quarters. As such, most



15) Living Quarters (soldiers)
16) Living Quarters (captain)
17) Living Quarters (lieutenants)
18) Guard Hall
19) Great Wall's Walkway
20) Curtain Wall's Walkway
21) Barbican Towers' Upper Floor



public ceremonies (such as the mass on Sun-day) are usually held either in the courtyard or the guard hall (i.e., #18).

13) Cellar

The cellar is generally used as a storage room, mostly for food.

14) Jails

Breaking the jails' doors without tools is very difficult and imposes a penalty (typically –4). It's up to the GM to fill the jails according to circumstances (e.g.: empty, used as storage, captured raider, punished guard, kidnapped girl, dead prisoner, or even some kind of lesser undead).

15) Living Quarters (Soldiers)

This room is a (cramped) dormitory for 1d4+4 guards (usually 1st level warriors). Their presence between the stairway and the rooms #16 and #17, is supposed to prevent surprise attacks at night, against their leaders who sleep in these rooms.

16) Living Quarters (Captain)

This the personal quarter of the captain of the fort, who is often a minor noble and knight (generally a 3rd to 6th level warrior). His door is reinforced and has a lock.

17) Living Quarters (Lieutenants)

This the personal quarter of the usually two lieutenants of the captain (generally a 3rd level warriors).

18) Guard Hall

This is the fort's main hall, with a large table and banks, plus ammunition stored in the corners for the missile weapons. There is always 1d6 guards present here, who can watch both north of the great wall (when going on the walkway), and south of the fort (through the windows).

19) Hadrian Wall's Walkway

The wall is crenellated on the north side. The battlements are 6 feet tall, with 3 feet wide openings. There is a 20% chance for a ballista being present (i.e., a huge mounted crossbow: 3d6 of dmg; 150 ft. range increment; ignores AC bonus due to armor within the first 150 ft; but is at a –4 penalty to hit against targets running laterally).

There is always a couple of guards, sometimes (20% chance) with a watchdog. They are generally not especially alert, and thus the chances to surprise them are normal.

20) Curtain Walls' Walkways

The battlements are 4 feet tall, with 2 feet wide openings. There is generally only one guard present, patrolling the walkway (generally once every two hours).

21) Barbican Tower's Upper Floor

There is a table, benches, as well as weapons and armors on the upper floor of the barbican towers. There is always a couple of guards sitting there between their patrols on the walkway.

Appendices

Three appendices are proposed in this chapter. The second and third appendices are about gaming rules, similar in spirit (i.e., they are mostly about character classes) but aimed at different OSR games. That is: the appendix #2 is a set of optional rules for simpler/lighter games such as *Swords & Wizardry* or *Lamentation of the Flame Princess*; while the appendix #3 is a set of optional rules for *Fantastic Heroes & Witchery*.

appendix 1

The knights of the star & secrets of the clerical order

The Order of the Royal Star is the foremost order of knights in the land of Albion. It was founded by the Mad King's Great-great-grandfather King Edward III, who ruled Albion for over 50 years and was generally considered a good king. The legend of the order goes that Edward conceived of the order after visiting the Holy City of Heliopolis in a crusade. The order consists of men chosen by the King to serve in defense of the King and the Realm, all of whom must be among the greatest warriors of the land, all men of chivalry, and all sworn to brotherhood. They meet under usual circumstances at least once a year as an order, though typically the men of the order of the Knights of the Star will be the King's army commanders and advisers, so they are often together more frequently than that. The «Star Chamber», the room in the royal palace after which the king's council of advisers is now named, was first built as the meeting place for the Order of the Knights of the Royal Star, and it is still there that they gather (the room is so named also because it features an impressive ceiling made to look like the night sky). It is a known fact that the «royal star» is the planet Venus, which emerges in the morning heralding the coming of the Sun.

What is less known are the secret teachings given to the Knights of the Royal Star, to which all inductees are sworn to secrecy. There can never be more than 26 Knights of the Royal Star; that is, 25 plus the King himself. There are ritualistic reasons for this, revolving around the numbers 1, 25, 2, and 13. Much of the ritual's significance is largely lost today, because the interpretation of the ritual was meant to be secret, and from King Edward's time its depth has been partially lost. Knights of the Star today are taught is that the Morning Star is a symbolic feminine «consort» of the Unconquered Sun, and that her true name is Wisdom. They are taught to treat opponents who are not servants of Chaos with chivalry and honor, and that Wisdom marks the Sun and Moon alike, as both are reflections of a higher Light and Fire, which are the true nature of the spiritual Sun. These thoughts are nearly heretical, and most Knights today would be shocked if they knew that most of Edward's ideas about the order were in fact inspired by his encounters with the Tariqat, also known as the Sufis or «wise ones», the miracle-working mystics of the religion of the Crescent Moon, who are the Saracen culture's equivalent of the Clerics of Albion and the Continent.



The High Commander of Clerics in Albion is always an honorary member of the Knights of the Royal Star, and has reported to the Pontifex that the order is faithful to Law and in compliance with the faith of the Unconquered Sun. This may be due to the fact that in truth, the secret rites of the Knights of the Star and the truths that they reveal are not unlike those of the secret rites of the Clerical Order itself.

In the Clerical order, a cleric of the 2nd Circle (that is, who receives miracles/cleric-spells of level 2 and above) is taught mysteries that deal with the nature of Wisdom and the

union of masculine and feminine in the spiritual realm. In the 3rd Circle it is implied that the Sun in the sky is but a pale reflection of the «true» Unconquered Sun. In 4th Circle it is revealed to the cleric-initiate that the Unconquered Sun and the Crescent Moon are in no way enemies as they share the same light, and by the 5th Circle it is revealed that the true nature of Law is an ineffable Light.



Furthermore, there is spiritual proof of the orthodoxy of the Knights of the Star, in that its initiates gain spiritual power. Any who goes through the initiation as a Knight of the Star gains the divine gifts of being able to *Detect Evil* at will, and *Protection From Evil* once a day. This power is kept a secret, Knights being told to use it only with great care and in circumstances that demand it.

Sadly, the Knights of the Star are, at present, an order divided. The Mad King was initiated to the order only upon reaching the age of majority, and it may be he was unready for the revelations and esoteric power of the initiation, as it was shortly after that he began his descent into madness. As such, selections for new candidates for the Order of the Royal Star were made by Thomas De Scales, the current Commander of the Order. Many of those so chosen were of Yorkist inclination, including Richard of York himself, as the order is not meant to be a political organization. Indeed, all those chosen to be Knights of the Star may be rich or poor, as low in rank as a humble knight, but must all be proven warriors (usually of at least 9th level, excepting the King himself or honorary/provisional members, who do not benefit from the special powers above), and known as leaders of men. Today, the order threatens to split into Yorkist and Lancastrian sides; if a war begins, Knights of the Star may find themselves fighting on opposite sides.

Of the current roster of the Order, the following knights are favorable to the Lancastrian camp:

- King Henry VI («the Mad King»)
- Sir Thomas de Scales (a humble knight but current Commander of the order)
- Humphrey Stafford, Duke of Buckingham
- Edmund Beaufort, Duke of Somerset
- Sir Ralph Boteler, a Captain of Calais
- John Viscount Beaumont
- Sir Richard Wydeville

The following knights would be favorable to the Yorkist Camp:

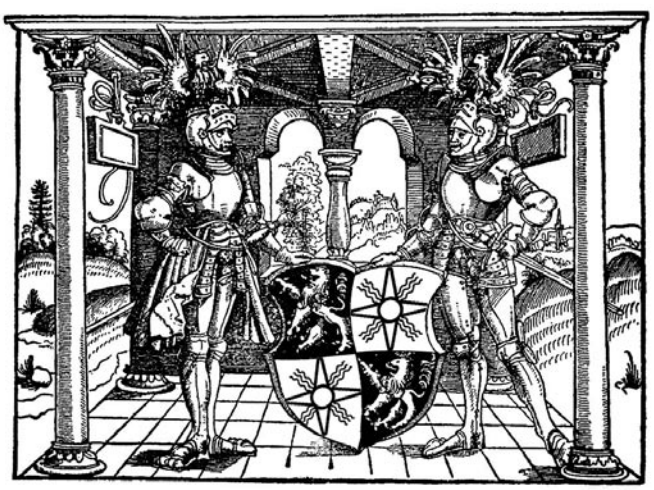
- Sir John Falstaff (friend and fighting companion to King Henry the Great)
- Richard of York, Duke of York
- Richard Neville, Earl of Salisbury
- William Neville, Lord Falconberg
- John Mowbray, Duke of Norfolk
- Sir Henry Bourchier

The following knights are neutral and would be expected to remain neutral:

- Sir John Beauchamp
- Thomas Stanley, Sovereign King of the Impenetrable Isle of Mann (who has been invited to join but has not yet had the opportunity to be initiated into the order)

In addition, the current high commander of the Clerical Order, Thomas Beckynton, is an honorary member of the order. He wants peace above all but will favor the King should there be war.

Also, foreign kings have sometimes been given honorary membership in the Knights of the Star, but these do not receive initiation, or the spiritual benefits that confers, nor are they counted against the total number of knights allowed in the order. Current Honorary Members include Prince Henry «the Navigator», of Iberia, King Afonso V of Portugao in Iberia,



King Alfonso V of Aragon and Neapolis, and King Casimir IV "the Great" Jagiello of the Commonwealth. All of these Kings, in exchange for the honor of membership, have promised to «all-ways receive well any Knight of the Star who should visit their lands».

FUTURE KNIGHTS OF THE STAR (WITH DEATH DATES)

- Thomas de Scales (commander) (L); d.1460
- Duke Buckingham (L); d.1460
- Ralph Boteler, Baron Sudeley (commander of Lancastrian Knights after 1460); d.1473
- John Beaumont, Viscount Beaumont (L); d.1460
- Richard Wydeville, lord Rivers (L, later Y); d.1469
- John Beauchamp (Neutral); d.1475
- John Falstaff (Y); d.1459
- Richard of York (commander for Yorkist knights); d.1460
- Earl of Salisbury (Y); d.1460
- William Neville, Lord Falconberg (later Earl of Kent) (Y) (commander yorkist knights after 1460); d.1463
- John Mowbray, Duke Norfolk (Y, later L, later Y); d.1461
- Henry Bourchier (Commander Yorkist knights after 1464); d.1483

Inducted 1457:

- John Talbot (L); d.1460
- Lionel De Welles (L); d.1461
- Thomas Stanley, King of Mann (Neutral); d.1458

Inducted 1459:

- James Butler ("the Eireman") (L); d.1461
- John Sutton, Baron Dudley (L, later Y) (Commander of Yorkist Knights after 1483); d.1487
- Jasper Tudur (Commander of Lancastrian knights after 1473); d.1495
- Sir Thomas Kyriell (L, later Y); d.1461
- John Bourchier (Y); d.1474
- Richard Neville; Earl Warwick (Y); d.1471

Inducted 1461:

- Sir John Wenlock (L, later Y, later L); d. 1471
- George Duke of Clarence (1461-provisional, in full 1468) (Y, later L, later Y); d.1478
- William Hastings, Lord Hastings (Y); d. 1483

Inducted 1462:

- John Neville, Baron Montague (Y, later L); d.1471
- William Herbert (William ap William) Baron Herbert (Y); d.1469
- Sir John Astley (Y); d.1488

Inducted 1463:

(NOTE: All Knights inducted after this date were Yorkist)

- Sir John Scrope, Baron Scrope; d.1498
- Sir Robert Harcourt; d.1470

Inducted 1466:

- Richard Crookback Duke of Gloucester (later Richard III) (1466-provisional, full in 1470); d.1485
- Richard Woodville Earl Rivers; d.1469

Inducted 1472:

- William Fitzalan, Earl Arundel; d.1488
- John Mowbray, Duke Norfolk; d.1476
- John Stafford, Earl Wiltshire; d.1473
- Walter Devereux, Baron Ferrers; d.1485
- Walter Blount, Baron Mountjoy; d.1474
- Sir John Howard, Baron Howard (later Duke Norfolk); d.1485



Inducted 1473:

- John De La Pole, Duke Suffolk; d.1491

Inducted 1474:

- Thomas Fitzalan, Baron Maltravers; d.1524
- William Parr, Baron Parr; d.1483
- Henry Stafford, Duke Buckingham; d.1483
- Henry Percy, Earl Northumberland; d.1489

Inducted 1475:

- Prince Edward, Prince of Wales (1475-provisional); d.1483
- Prince Richard (1475-provisional); d.1483

Inducted 1476:

- Thomas Grey, Marquess Dorset; d.1501
- Sir Thomas Montgomery; d.1495

Inducted 1483:

- Francis Lovell, Viscount Lovell; d.1487
- Thomas Howard, Earl Surrey; d.1524
- Sir Richard Ratcliffe; d.1485
- King Thomas Stanley, King of Mann; d.1504
- Sir Thomas Burgh; d.1496

Inducted 1484:

- Sir Edward Brampton; d.1508
- Sir Richard Tunstall; d.1491
- Sir John Conyers; d.1490

appendix p

RPGpundit's quick & dirty house-rule notes

These houserules are intended for use with the lighter OSR games, typically *Swords & Wizardry* or *Lamentations of the Flame Princess*, or even *Basic-Fantasy-RPG*. That is, games with but three or four iconic character classes (i.e. fighting-man, cleric, magic-user, and sometimes thief), that are straight and simple (i.e., without a plethora of special abilities gained with levels), and also use ascending attack bonuses and AC. These houserules propose options for customizing the base character classes (at least the PCs, as a GM might find simpler to use standard classes for NPCs), and some rules for a grittier combat.

character creation

1. ABILITY SCORES

Roll each stat (STR, DEX, CON, INT, WIS, CHA), 3d6 in order. Modifiers are then as follows:

Ability Scores Modifiers			
3	–3	13-15	+1
4-5	–2	16-17	+2
6-8	–1	18	+3
9-12	none	19	you cheated!

2. LEVELS

Every character begins as a level 0 character. Roll their social class background and prior events (see the "character creation" section p.121). They begin the game with 1d6 hit-points, modified by CON (Scots Men get a further +1 bonus hit-point). The GM can automatically move them to level 1, or play one adventure as level 0; yet, if level 0 the players should already have a clear idea of what class they want their character to become at level 1, particularly if they plan for the character to become a magister or cleric (who will be apprentices or acolytes).

Characters begin speaking Anglish (Cymri speak old cymric if they have INT 9+; Scots only speak Scot, which sounds vaguely similar to Anglish at times). Characters speak one extra language for every +1 to their INT modifier.

3. COMBAT BONUSES

"Combat bonus" refers to bonus to-hit only. For a beginning 0-level character this is:

—Melee +0, modified by STR; missile +0, modified by DEX.

4. SAVING THROWS:

Base Save DC = 16, modified by CHA (which represents whether the Unconquered Sun likes the character).

—STR modifies saves against movement restriction (nets, shackles, glue, magic barriers, etc); DEX modifies saves for area effects and reflexes; CON modifies saves versus poison, disease and instant-death; WIS modifies saves versus magic of any kind not listed elsewhere; and INT versus any forms of mind-control.

—Cymri get a +1 bonus to all saves.

—Level may grant some bonus to saving throws (see classes), but at level 0 there is no bonus.

5. SKILLS

Roll a D20 plus relevant attribute plus any relevant skill bonuses, plus any miscellaneous bonus at the GM's discretion (for things like social class, past career, etc).

—Skill DC is 10 for simple common tasks, 15 for more difficult or less-known materials, 20 for extremely difficult.

6. EXPERIENCE POINTS

Every session completed counts as 1xp. Every adventure/quest completed as an extra 1xp. Each session the group votes for the best roleplayer, who gets an extra 1xp. The GM may also give more XP at his leisure, and he defines what is or is not a "session" or "adventure".



Experience Points Requirements			
Level	XP needed	lvl. 6	11 pts
		lvl. 7	16 pts
lvl. 0	0 pt	lvl. 8	22 pts
lvl. 1	0 pt*	lvl. 9	29 pts
lvl. 2	1 pt	lvl. 10	37 pts
lvl. 3	2 pts	lvl. 11	46 pts
lvl. 4	4 pts	lvl. 12	55 pts
lvl. 5	7 pts	lvl. 13+	+10 pts

(*: 0 level characters must complete one adventure to reach level 1, at GM's discretion.)

classes

Each class has a starting hit-point value (granted in addition to 0 level hp; plus additional hit-points thereafter); a starting combat bonus (bonus to-hit), and starting saving throw bonuses. After that, at each level **including level 1**, characters roll on the benefits table. They can roll twice, or choose one single result.

Bonuses to skills, attacks with specific weapons, or spellcasting checks, etc. can all be applied to the same skill/weapon/spell more than once if rolled multiple times.

Characters who gain spells can choose spells from any level equal to or less than their character level divided by 2, rounded up (so level 1 spells at levels 1-2, level 2 spells at levels 3-4, etc). See the alternate magic rules to understand the meaning of "available spells", as well as bonuses to spellcasting checks.

1. CLERICS



Clerics are the holy defenders of the Unconquered Sun. They are not part of the clergy, but the members of their own militant and religious order.

—Starting HP: 1d8 (modified by CON); +1 per level thereafter (not modified)

—Starting Combat Bonus: +1

—Starting Saving Throw Bonuses: +2 vs. magic (any)

—Special: start with one available level 1 cleric spell

—Turn Undead: Clerics can try to turn undead, by concentrating a full round and rolling a D20 + WIS + Level; versus a DC of 12+ the Hit Die of the most powerful undead present in the area. If they roll over the DC they turn 2d6 hit dice of undead, minimum 1 monster, within the 60' area, who will flee at full speed from the cleric for 10 minutes. If they roll a natural 20, they turn 1d6 extra hit dice. If they succeed by more than 10 they will instead destroy 2d6 HD of undead (+1d6 extra on a natural 20). Some very powerful undead may have bonuses to resist being turned, and some truly iconic undead may be immune to turning.

D12 roll	Cleric Benefits Table
1-2	+1d6 hit-points, modified by CON
3	+1 bonus to all saving throws
4-5	+1 available spell (player choice), see p.184
6-7	+1 available spell (random roll), see p.184
8	Choose: +1 bonus to spellcasting checks for a single spell; or +1 to Turn Undead checks
9	Choose: +1 to theology skill; or +1 to demonology skill; or +1 additional language*
10	+1 combat bonus with one type of weapon (e.g., long sword, light mace)
11	Choose: +1 combat bonus with one type of weapon; or +1 bonus to spellcasting checks for a single spell
12	Choose: +2 saving throws bonus versus magic; or +1 to any other type of save (area-effects, poison, etc., as per one of the five categories of saves)

(*: There must be some in-game time and opportunity of learning this new language)

2. FIGHTERS

Fighters are the most common of class in this troubled age of violence. They may be knights clad in plate armor and riding great mounts, as they could be simple soldiers, or just peasants used to defending their homes with a bow and spear.

—Starting HP: 1d10 (modified by CON); +2 per level thereafter (not modified)

—Starting Combat bonus: +2

—Starting Saving Throw Bonus: none.

D12 roll	Fighter Benefits Table
1-2	+1d8 hit points, modified by CON
3	+1 bonus to all saving throws
4-5	+1 combat bonus (with all weapons)
6	+1 combat bonus with one type of weapon (e.g., long sword, long bow)
7	Horsemanship: +1 to maneuvers on horseback
8	+1 AC bonus when fighting defensively (partial or total defense)
9	+1 bonus initiative
10	+1 bonus to damage with one type of weapon (e.g., long sword, long bow)
11	+2 saving throws bonus to one type of save (area-effects, poison, etc., as per one of the five categories of saves)
12	+1 extra attack with one type of weapon (must be used for melee or missile attacks, not movement or other actions)



3. MAGISTERS

Magisters are scholars and arcane spellcasters who learned their trade and occult abilities at the academies of Cambridge and Oxford. They record their precious spells in their spell-books, to cast later when the need arises.

—Starting HP: 1d4 (modified by CON); +1 per level thereafter (not modified).

—Starting Combat Bonus: none.

—Starting Saving Throw Bonus: +2 vs. magic (any)

—Special: magisters begin with *Read Magic* and *Detect Magic*, plus one other available level 1 magic-user spell (see p.183)

D10 roll	Magister Benefits Table
1	+1d4 hit-points, modified by CON
2	+1 bonus to all saving throws
3-4	+1 available spell (player choice), see p.183
5-6	+1 available spell (random roll), see p.183
7	Choose: +1 to natural philosophy (i.e., medieval maths and science) skill; or +1 to occultism skill
8	+1 additional language*
9	+2 saving throws bonus to one type of save (area-effects, poison, etc., as per one of the five categories of saves)
10	+2 to spellcasting checks with one favored spell

(*: There must be some in-game time and opportunity of learning this new language)



4. THIEVES

Thieves, as a class, are all manners of people who steal from others discreetly rather than through the force of arms. They are rare among nobles, and come generally from the lower social classes. In rural areas they would probably begin their career as poachers and the like.

—Starting HP: 1d4 (modified by CON); +1 per level thereafter (not modified)

—Starting Combat Bonus: +1

—Starting Saving Throws Bonus: +1 to all saving throws

—Special: Thieves begin with a +1 bonus to all of the following "thief skills": pick pockets, open locks, Find and remove traps, Sneak/Stealth, Listen, and Climb.

—Special: Thieves get a +4 bonus to hit in surprise attacks, rather than +2. On a successful hit, it is a backstab, they do double damage.

D12 roll	Thief Benefits Table
1	+1d6 hit-points, modified by CON
2	+1 bonus to all saving throws
3-4	+1 bonus to any 2 chosen thief skills
5	Choose: +2 to urban lore skill (surviving on /knowledge of the streets); or +2 to wilderness lore skill (bandit life); or +2 to court lore skill (in noble courts); or +1 additional language*
6	Choose: +2 to appraising goods; or +2 to forging documents; or +2 to disguise
7	+2 bonus to artifact lore (knowledge of unusual objects, historical or magical)
8	+1 combat bonus with one type of weapon (e.g., long bow, dagger)
9	+2 saving throws bonus to one type of save (area-effects, poison, etc., as per one of the five categories of saves)
10	+1 bonus to hit when doing a surprise attack
11	+2 bonus to backstab damage (applied to total, not multiplied)
12	+1 to multiplier of backstab damage (i.e. "double damage" becomes "triple damage", "triple damage" becomes quadruple damage, etc.). The maximum is sextuple damage, after that this result adds +1 to hit when doing a surprise attack

(*: There must be some in-game time and opportunity of learning this new language)





5. CYMRI

Cymri with fae ancestry encountered outside of their Welsh villages, are often wanderers practiced both in weapons and ancestral magic. Their fae blood even allows them to cast spells in armor (although with some difficulty), something magisters are totally unable to do.

—Starting HP: 1d6 (modified by CON); +1 per level thereafter (not modified)

—Starting Combat Bonus: +1

—Starting Saving Throws Bonus: +1 to all saving throws

—Special: cymri have a +2 bonus to checks involving noticing things (including hidden doors, ambushes, etc.) due to their "sixth sense".

—Special: cymri begin with *Read Magic*, plus one other available level 1 magic-user spell (see p.183).

D12 roll	Cymri Benefits Table
1-2	+1d6 hit-points, modified by CON
3-4	+1 bonus to all saving throws
5	+1 available spell (player choice), see p.183
6	+1 available spell (random roll), see p.183
7-8	+1 combat bonus with one type of weapon (e.g., short bow, staff)
9	Choose: +2 bonus to any thief skill (see above); or +2 to any knowledge/lore skill (occultism, history, religion, law, medicine, court/nobility, disguise, etc.); or +1 additional language*
10	Choose: +2 bonus to any thief skill (see above); or +1 available spell (random roll), see p.183
11	+1 to spellcasting checks with one favored spell
12	Choose any one of results 1-10, above

(*: There must be some in-game time and opportunity of learning this new language)

6. SCOTS MEN

Scots Men are rough and tough clansmen used to the harsh and dangerous life of the highlands, where they must routinely contend with the members of enemy clans, and all sorts of weird monsters.

—Starting HP: 1d12 (modified by CON); +2 per level thereafter (not modified)

—Starting Combat Bonus: +1

—Starting Saving throws Bonus: +1 bonus to all saves, plus a further +2 bonus versus poisons

—Special: scots men begin with a +2 bonus to the wilderness lore skill.

—Special: scots men have a berserker attack; they can subtract 2 point of AC for the next round to either get a +1 bonus to hit, or to damage if they hit.

D10 roll	Scot-Man Benefits Table
1-3	+1d10 hit-points, modified by CON
4	+1 bonus to all saving throws
5	+1 bonus to wilderness lore skill
6	+1 combat bonus with one type of weapon (e.g., battle-axe, claymore)
7	+1 bonus to-hit when charging
8	Choose: +2 save bonus against poison; or +1 to any other type of save (area-effects, magic, etc., as per one of the five categories of saves)
9	+1 bonus to berserker attack (i.e., can subtract another –1 from AC to add to hit or to damage)
10	+1 bonus to damage with one type of weapon (e.g., battle-axe, claymore)



7. SAGE

Sages are intellectuals specialized in some knowledge or communication skill, and who are primarily found at court or in urban environments, universities, etc. As characters they make poor adventurers, so should be a NPC class, unless a player would really want it.

—Starting HP: 1d4 (modified by CON); +1 per level thereafter (not modified)

—Starting Combat Bonus: none.

—Starting Saving Throw Bonus: +1 vs. magic (any)

—Special: Sages (usually called by their profession, be it doctor, lawyer, priest,

courtier, etc.) get a +4 bonus to any one knowledge skill (be it medicine, law, theology, history, court life, military lore, occultism, mythology, or more pragmatic crafts like carpentry, masonry, goldsmithing, bow-making, herbalism, alchemy etc), and +2 to any two related skills.

D10 roll	Sage Benefits Table
1	+1d4 hit-points, modified by CON
2	+1 bonus to all saving throws
3-5	+2 bonus to any skill
6-7	+1 bonus to two skills
8	+1 additional language*
9	+2 saving throws bonus to one type of save (area-effects, poison, etc., as per one of the five categories of saves)
10	+2 bonus to major professional skill, and +1 bonus to their two related skills (see Special above)

(*: There must be some in-game time and opportunity of learning this new language)



Weapons and Armors

1. ARMOR CLASS

With this option, everybody can don an armor (though it prevents magisters from cast spells, and imposes a penalty to DEX-based skills such as climb or sneak/stealth). However, fighters and clerics are trained to better move in combat (with or without armor), so use the first column to determine their AC, while everyone-else (including zero-level men-at-arms) use the second column. Then, scots-men use the first column when unarmored or wearing a leather armor, but the second column when wearing chain or plate armor.

Characters add their DEX modifier to armor class, whether unarmored or wearing armor, and whether they are trained or untrained in wearing armors.

Armor Type	Fighters Clerics	Other Characters	Penalties (everybody)
Unarmored	12	10	—
Leather	14	12	–1 to DEX skills
Chain	16	14	–1 init, –2 DEX skills
Plate	18	16	–2 init, –4 DEX skills
Full Plate	19	17	–3 init, –5 DEX skills
Shield	+1	+1	As leather if held

2. WEAPONS

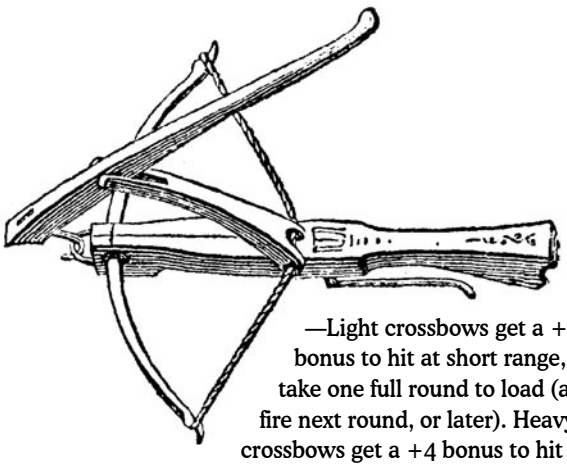
The larger a weapon, the more damage it deals. The STR modifier adds to both melee attack and damage rolls, but the DEX modifier only adds to range/missile attack rolls (i.e., neither STR nor DEX adds to missile damage).

Melee Weapons	Dmg	Special
Unarmed	1d2*	—
Tiny (e.g., dagger, metal gauntlet)	1d4	+2 initiative
Small (e.g., hand axe, short-sword)	1d6	+1 initiative
Medium (e.g., longsword)	1d8	—
Large (e.g., claymore)	1d10	–1 initiative
Spears and staff	1d6**	—
Pole Arms (e.g., halberd)	1d8**	–1 initiative

(*: Fighters and scots-men deal 1d3 of dmg instead.)
(**: This weapon enables to attack from the second row.)

Missile Weapons	Dmg	Range
Thrown dagger/dart	1d4	10 : 20 : 30
Sling	1d4	50 : 100 : 150
Short-bow	1d6	50 : 250 : 500
Light crossbow	1d6	50 : 200 : 400
Long-bow	1d8	50 : 400 : 800
Heavy crossbow	1d8	50 : 350 : 700
Hand pistol	1d6	30 : 60 : 90
Long rifle	1d8	50 : 100 : 500

—Except for firearms, missile range penalties are –2 to hit between short and medium, and –4 to hit between medium and long. Then, firearms instead suffer a –4 and –6 penalty respectively.



—Light crossbows get a +2 bonus to hit at short range, but take one full round to load (and fire next round, or later). Heavy crossbows get a +4 bonus to hit at short range, but take two full rounds to load. This bonus to hit only reduces the AC bonus due to armor however, and cannot apply against unarmored AC + DEX modifier.

—Firearms get the same bonus to hit against armors as heavy crossbows. A firearm takes no less than six rounds to load for someone with basic training in fireams; only three rounds for a fighter or thief with a couple of months of training with firearms (or at least a full level using them).

—Firearms deal "exploding damage". That is, when the damage die results in the maximum number, just roll again (and still again if you again rolled the maximum number, etc.).

COMBAT

1. INITIATIVE

Roll 1d6, modified by DEX and by armor initiative modifiers (or others GM chooses). PCs win any ties on initiative; if two PCs act on the same initiative, the one with higher DEX goes first. Characters may choose on their turn to "hold" their action to act first on a lower initiative number.

Characters who plan to do nothing but movement may announce so beforehand, they will be obliged to only move but get a +2 bonus to initiative. Characters who only move but did not declare it first do not get the bonus. Characters who take no action at all that round get a +2 bonus to initiative as of next round.

Weapon modifiers to initiative apply to any character attempting a melee attack.

Characters casting a spell only begin to cast on their initiative turn; the spell check itself happens after the PC's initiative turn minus the level of the spell.

e.g.: Thomas acts on initiative 5; he says he's casting *Web* (level 2 spell); his spell will only be ready to go off on initiative 3 of that round (5 – 2). If anyone attacks or otherwise disrupts his casting on initiative turns 5, 4, or 3, he may fail to cast the spell.

2. IMPORTANT COMBAT MODIFIERS

• **Aim:** Spending the whole round aiming a missile weapon (no movement or other actions) grants a +4 to hit opponent on the next round, and +1 to initiative.

• **Charge:** If at least 20 feet away and no more than 60, a melee charge is possible. Charge grants +1 to hit but –2 to AC for entire round. An opponent of a charge if armed with a spear or pole arm can get a free attack against the charge, and do double damage if they hit.

• **Cover:** +2 to AC if behind cover.

• **Critical/Fumble:** A natural 1 always misses, natural 20 always hits. If the 20 also beats the opponent's AC, then the PC gets a free second attack if it is possible for them to do so. Otherwise, see thereafter table of critical hits effects.

• **Defensive Combat, Partial:** +2 to AC, –4 to hit; character cannot move more than 30' in a round

• **Defensive Combat, Total:** +4 to AC, character cannot hit or move

• **Drawing and attacking:** Drawing a weapon into the hand and attacking on the same round, –2 to hit.

• **Melee, Withdrawing:** Characters who do a withdraw action move 15 feet away from opponent and cannot fight that round, but avoid opportunity attacks.

• **Mounted Charge:** A character with a medium weapon or greater can charge from 20 to 80 feet away. They get +2 to hit, and do double damage on a hit. Opponents with spears or pole arms can get a free attack against the charge, and do double damage if they hit.

• **Mounted Combat:** On horseback, rider gets a +1 to hit opponents on foot, and +1 to AC against any opponents on foot. A horse who is not a trained warhorse must make a morale check every round they are in combat.

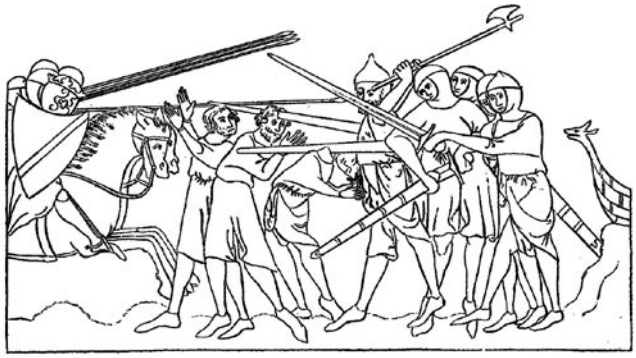
• **Opportunity Attack:** If a character is in melee and doesn't do a 'withdraw' to disengage from melee, then any character currently in melee combat with that character gets a free attack against him.

• **Prone:** A character on the floor gets a –4 to AC, and requires a round to get up.

• **Shooting in melee:**The shooter must take a –4 penalty to hit. If he fails to do so, and misses his target by a margin of 4, he will hit a random person in the melee instead.

• **Shooting in motion:** If firing a missile weapon on horseback, on a carriage, or while moving at faster than walking speed, you have a –4 penalty to hit.

• **Surprise attack:** +2 to hit (more if thief, and thieves do double damage).



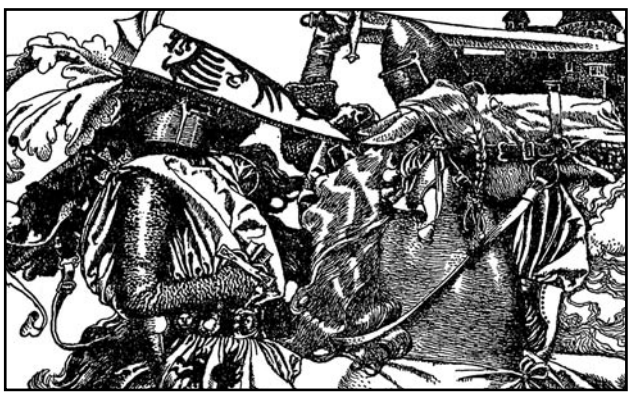
3. OPTIONAL CRITICAL RULES (FOR ULTRA-GRITTY PLAY)

Given that Dark Albion is inspired by the very bloody War of the Roses, and gamers may also be inspired by the bloodiness of certain fantasy novels and TV shows that are inspired by and have the same style as the Rose War, it may be desirable to have some rules for those types of critical hits that leave characters with terrible and often permanent disfigurement, or even instant death to even the greatest of warriors.

Whenever a natural 20 is scored on an attack roll it is a critical hit. In that case, roll 1d20, modified by Charisma. Fighters also add their level to the result. Modify the details of the results according to what is sensible for the kind of strike made.



- **1-3:** A serious cut or bash that does an extra +1d4 damage!
- **4-6:** A severe cut that will leave a bad scar on the body, but can be hid by clothing. +1d4 damage!
- **7-9:** A severe strike that in some way leaves a scar or disfigurement on the face (a gash, burn, etc.); +1d4 damage AND a –1 to reaction rolls in any situation where physical beauty would matter.
- **10-11:** A very bad wound that bleeds profusely! +1d6 damage, and the character loses a further –1 hp per round from bleeding until he receives some form of first aid from a qualified person.
- **12:** Character loses a finger on one hand (roll randomly). The character must make a saving throw to avoid dropping anything held in that hand. If it is a dominant hand, the victim will have a –1 to hit in combat until the next time they gain a level.
- **13:** A bad injury (+1d4 damage), make a saving throw to avoid falling to the ground. The wound leaves the victim in constant pain. They only heal half as much from regular methods, and suffer insomnia. May turn to drugs for pain-free sleep.
- **14:** A bad injury (+1d4 damage) to a leg; the victim falls to the ground and cannot get up without aid until healed. The victim will suffer from a permanent limp, only able to run at half-speed from then on.
- **15:** A bad injury (+1d4 damage) to an arm (roll randomly to determine which); the victim drops anything held with that arm. If it is the dominant arm, the PC will have a –2 penalty to all to-hit rolls until they gain a level, at which point it will be reduced to a permanent –1 penalty.
- **16:** A severe strike (+2d6 damage) to a muscle of the torso; the victim must make a saving throw to avoid collapsing in shock. The character from that point on can only carry half as many objects without penalty, and can only march for half as long in a day without suffering exhaustion.
- **17:** A brutal strike to the groin (+1d6 damage, plus losing –1 hp per round until receiving first aid); the victim must make a saving throw to avoid collapsing in shock. Any male who survives is left permanently impotent; which will have enormous (negative) social consequences if it is known!
- **18:** A brutal strike to the throat (+1d6 damage)! The victim must make a saving throw versus paralysis or begin to asphyxiate (they will pass out in 1d6 rounds and die in a number of rounds equal to their CON if they do not receive aid from a trained surgeon!). If the victim survives he must make a saving throw; failure means the character can no longer speak (success still leaves the voice changed).
- **19:** A strike to the spine (+2d6 damage!); the victim falls to the ground and cannot get up, and must make a saving throw to avoid passing out from shock. If they survive the battle, a second saving throw is required; failure means the victim will never walk again (barring magical intervention).
- **20:** A brutal strike to the head (+1d8 damage); requiring an immediate saving throw, failure means the head was sliced open or bashed in, and the victim is instantly killed. If the first saving throw succeeds, the victim falls to the ground unconscious. A second saving throw is required if the victim survives the battle; failure means they have lost the use of one eye (with penalties to perception, to hit in melee, and severe penalties to ranged attacks).
- **21+:** An extreme and vicious blow! The victim must make a saving throw, if they fail the roll they are instantly slain (decapitated, cut in half, snapped like a twig, etc.). Even if they succeed the save they take triple the usual damage.



alternate spellcasting rule

Wizards and Clerics don't memorize spells. Instead, they select a number of spells, from their available spells, equal to their Level +3 (note that if they have less available spells than this, they are stuck with what they have, no spell can be selected more than once per day).

Every time they wish to cast a selected spell they must roll a D20, add their attribute modifier (INT for magisters/cymri, WIS for clerics) and their level, against a DC of 12+ spell level. If they equal or beat the DC the spell succeeds. If they roll lower than the DC, the spell fails and they cannot cast it again that day.

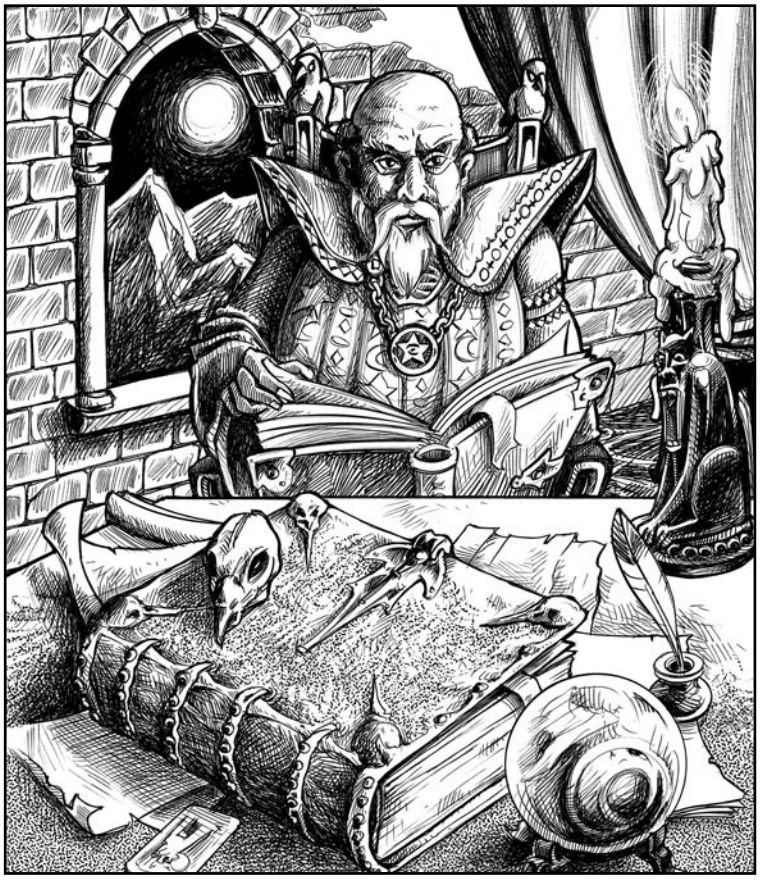
Note that Magisters cannot cast spells while wearing any kind of metal armor. Cymri can cast spells normally when using chain mail or any armor made out of a magical metal (e.g., mitrhil) but have a –4 penalty to spellcasting checks if using Plate Mail or other very heavy metal armor.

appendix 3 -
- Fantastic Heroes & Witchery

Dark Albion: The Rose War is a campaign setting that was designed for being used with any clone or simulacrum RPG of the OSR genre (see publisher's note p.121). Nonetheless, since Dark Albion is distributed by the publisher of *Fantastic Heroes & Witchery*, an appendix is provided for those who want to run Dark Albion with this rule-set. Note that while Dark Albion's author, RPGPundit, suggests a simple and even minimalist approach (thus using a rule-light game as proposed in the precedent appendix), *Fantastic Heroes & Witchery* caters to GMs and players who prefer a wider range of options (i.e. many races and classes, lot of spells, etc.). This appendix is intended for such a style of higher-fantasy play.

Fantastic Heroes & Witchery is one of the many OSR games that derive from the original editions of the "most popular fantasy RPG." If you are used to the earlier versions of this popular game or its clones, you already know how to play *Fantastic Heroes & Witchery* without having to relearn everything. Its main characteristic is to combine various aspects of the different editions, and to propose streamlined rules, though with a lot of choices and options. As such, there are many character races and classes, rules to cover most aspects of adventuring, 666 spells, optional skills and talents, and more. *Fantastic Heroes & Witchery* is available as a **bookmarked PDF** on RPGnow.com; as a **hardcover book** on lulu.com; and as a **softcover book** on amazon.com.





CONTENT OF THIS APPENDIX:

- **Character Races**
- **Character Classes**
  - Cleric of the Unconquered Sun
  - Cymric Bard
  - Demonurgist
  - Hedge Witch
  - Magister
  - Noble Knight
  - Warrior
  - Yeoman
- **More character Classes**
- **Albion as a Low-Magic Campaign Setting**
  - Option 1: Chance for Spell Failure
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- **A Simple Cosmology**
  - Underworld
  - Celestial Realm
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  - Astral
- **New Spells**
- **Summoning Magic**

Character Races

Where the choice of player characters is considered, Dark Albion is a human only setting. Elves, dwarves, and other humanoids are extremely rare, and exist only as "monsters." Even if they wouldn't be threatening, such humanoids would be feared and reviled by the common population. There is no "melting-pot" in Dark Albion; when people tend to shun and distrust those who come from another village, there is no way an elf or dwarf could be accepted as is generally the case in vanilla campaign settings.

Nonetheless, players and GMs generally prefer the option of being able to choose between different races. As such, three sub-human breeds might fit in Dark Albion: Changeling, Cursed One, and Fey Touched. They are not different races, but human half-breeds born and raised in a human community.

• **Changeling:** Sometimes the fey steal a human baby, and leave in its place another baby who seems to be identical but was probably created through sorcerous means. In most cases the parents have no way to tell the difference, and then the child grows in his or her new family without anybody being aware of his or her non-human origin. Unfortunately, a changeling never becomes a nice person. Instead, he or she will be a difficult child, and as an adult will become an ugly and belligerent individual.

Use the *Half-Orc* race (see FH&W p.14) with the following difference: the changeling is not related to orcs; and as such is subject to things that adversely affect evil fey rather than orcs.

• **Cursed One:** A character born from parents who delved into the occult and dealt with the forces of Chaos, has a great chance of being afflicted by it. Often such offspring will be short-lived, but those who grow to adulthood appear to be cursed humans, forever tainted by the foul interests of their parents.

Use the *Tainted Human* race (see FH&W p.17).



• **Fey Touched:** In a distant past some elves and humans interbred. Then, as their offspring generally only mated with humans, after a few generations all of their descendants would be humans, though some minor physical trait might suggest a kinship with the fey. Nonetheless, at times and for unknown reasons, this antique and forgotten lineage resurfaces in a lucky (?) individual.

Use the *Half-Elf* race (see FH&W p.13).

Other races such as elves, dwarves, gnomes, halflings, and tieflings should not be allowed. Yet, there are players and GMs who will want to have such races in Dark Albion. If it is the case they should preferably be outsiders coming from remote places, and be extremely rare. For instance, a player character dwarf should not routinely encounter other dwarves in the campaign. Then, all of these non-humans characters will suffer prejudices from all other humans (i.e. apply a –4 penalty to all reaction rolls).

Character Classes

Although several of the classes proposed in FH&W would be perfectly appropriate, eight variant FH&W classes are nonetheless proposed, that are a better fit for Dark Albion. They are:

- Cleric of the Unconquered Sun
- Cymric Bard
- Demonurgist
- Hedge Witch
- Magister
- Noble Knight
- Warrior (Bandit, Gallowglach, or Knight Errant)
- Yeoman

The CLERIC (of the UNCONQUERED SUN)

Clerics are divine champions of the Unconquered Sun who defend the religion against the forces of Chaos. Although they are the most holy men and women of the faith, chosen by God, they aren't priests per se. Despite clerics could certainly perform religious ceremonies if they deemed so, it's not their role. They do not run the Church nor attend to the flock's spiritual needs, all of which is left to the regular clergy. Instead, clerics belong to a religious, militant order devoted to the protection of Law and civilization against Chaos and Darkness. They are an order of church-knights who combat all supernatural threats of an evil nature in the name of the Unconquered Sun.

REQUIREMENTS: Wisdom 11+, Strength 9+, allegiance to Law. Note otherwise that nobody can choose to become a cleric of the Unconquered Sun on his or her own, but instead must be chosen by the deity. It's the role of the clerical order to find the blessed individuals destined to become clerics and convince them to join the order.

ARMORS: All armors up to plate-mail and shield. (Note that a cleric's prayers are not hindered by the wearing of armor.)

WEAPONS: Any two bludgeoning weapons (e.g. club, mace, staff, etc.), plus the long sword and spear (that is the Sun god's favored weapon). Non-proficiency penalty: –3 to hit.

SAVING THROWS: +2 bonus to all saving throws against attacks from enemies of the deity, faith and religion (i.e. fiends, undead, and other creatures and servants of the forces of Chaos).

CLASS FEATURES: Authority, Holy light, Scriptures, Prayers; Dispel chaos (9th level); and Sun rays (13th level).



• **Authority:** Clerics are afforded the same social status and respect as minor nobles. As such they add their level to any Charisma-based skill checks (i.e. bluff, diplomacy, persuasion, etc.) when dealing with natives of Albion; and half their level (rounded down) when dealing with people from the Scots Lands or from Eire. Conversely, they suffer a –2 penalty to all such checks when dealing with servants and creatures of Chaos (demons, cultists, etc.).

• **Holy Light:** Clerics gain a +4 bonus to their d20 Turn Undead rolls when they are outdoors during the day (and the sun is visible). In darkness, such as during the night or in enclosed environments, this bonus is of +2, but only if they can hold a burning torch (or some magical item producing light) in their hand.

• **Scriptures:** Clerics are competent in theological matters and knowledge pertaining to the forces of Chaos. They add their level to any relevant skill checks.

• **Prayers:** Clerics may pray to gain divine help. This is considered a full round action, the player must roll 1d6 + Wis modifier. Any roll over a 1 succeeds, but each subsequent prayer during the same day adds a cumulative +1 penalty to the roll. For example, if a cleric is praying for the third time that day, the player must roll a 4+ in order to continue receiving aid. A failure indicates that the prayer is unanswered, and that no more aid will be granted for 1d6 hours. At GM's discretion, praying for unjust causes or creatures will incur a penalty to the roll (maximum: –4), but praying for a just and urgent cause may grant a bonus to the roll (maximum: +4). Other than that, prayer rolls use a d6 at 1st and 2nd level, then a d8 at 3rd and 4th level, a d12 at 5th and 6th level, etc., as indicated on the Cleric's progression table. The various prayers at the clerics' disposal (chosen as they need them) are:

—***Blessings.*** Beneficiary is granted a +4 bonus for a single task (one die roll), or the next saving throw against a particular threat or creature, within one day.

—***Bless Weapons.*** One melee weapon is treated as if it were magical +1 for purposes of bypassing immunities to non-magical weapons. At 4th level treat as +2; then as +3 at 7th level; +4 at 10th level; and +5 at 13th level. Duration is of 3 rounds per level.

—***Exorcism.*** Expels a malignant spirit from an unwilling host (use a Turn Undead roll + 30 min.).

—***Guidance.*** Answers a question with a short vision, a few words, a coincidental sign, etc.

—***Healing Touch.*** Cures 2 hp/level, or grants a new Constitution save (+ cleric's level) to cure a disease, etc.

—***Resistance to Fire.*** Grants immunity to mundane, non-magical fires; and a +4 bonus to saving throws as well as half-damage against magical fires. Duration is of 3 rounds per level.

—***Sense Sorcery.*** Senses the presence of a magical effect (spell, magic items, etc.) within 30 feet, so long as concentrates for a maximum of 3 rounds per level.

—***Sense Evil.*** Senses the presence of Chaos and/or corruption (creature, location, item, etc.) within 60 feet, so long as concentrates for a maximum of 3 rounds per level.

—***Sun Light:*** An Unconquered Sun holy symbol glows brightly like a torch, shedding daylight in a 30 foot radius, and then dimmer light for an additional 30 feet. It may overcome magical darkness as per a *Dispel Magic* spell (see FH&W p.143) once. Duration is of 5 rounds per level.

—***Turn Undead.*** Repels or even utterly destroys undead and sometimes demonic creatures (see Turn Undead ability, FH&W p.95).

• **Dispel Chaos:** At 9th level, clerics receive an additional prayer. Its effects are identical to that of the *Dispel Evil* spell (see FH&W p.243).

• **Sun Rays:** At 13th level, clerics receive an additional prayer. Its effects are identical to that of the *Sunbeam* spell (see FH&W p.339).

Cleric of the Unconquered Sun Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d8	+0	15	Prayers (roll 1d6), Authority, Holy Light, Scriptures
2nd	2d8	+1	15	—
3rd	3d8	+1	14	Prayers (roll 1d8)
4th	4d8	+2	13	—
5th	5d8	+3	13	Prayers (roll 1d12)
6th	6d8	+3	12	—
7th	7d8	+4	11	Prayers (roll 2d8)
8th	8d8	+5	11	—
9th	9d8	+5	10	Prayers (roll 2d12), Dispel Chaos
10th	9d8 +3	+6	9	—
11th	9d8 +6	+7	9	—
12th	9d8 +9	+7	8	—
13th	9d8 +12	+8	7	Prayers (roll 3d12), Sun Rays

• **Clerical Hierarchy:** As they become more experienced and served well, clerics may climb the hierarchy of their order. There is, however, no direct relationship between experience level and hierarchical position. Although the character's level determines when a cleric becomes eligible to the position, there still must be a vacant position to fill, and the order must induct the cleric into that position.

—***Acolyte (lvl. 1):*** A basic member of the Clerical Order, who helps in any relevant capacity.

—***Brother at Arms (lvl. 2):*** An experienced member of the Clerical Order who accompany higher ranking clerics on their missions.

—***Church Knight (lvl. 3):*** A trusted cleric who has proved his worth after years of service, and is assigned various missions.

—***Holy Knight (lvl. 5):*** An exceptional and renown cleric who is generally assigned to the more difficult missions.

—***Commander (lvl. 7):*** Chief of one of the Clerical Order's fortresses or chapter-houses.

—***High Commander (lvl. 9):*** Leader of the Clerical Order in a given nation, such as Albion or the Principalities.

—***Supreme Commander (lvl. 9)***: Head of the Clerical Order, who comes only second to the Pontifex.

CLASS HINDRANCES: Faithful Behavior, Servant of the Unc Sun.

• **Faithful Behavior:** Clerics are expected to act and behave in a way that is compatible with their religious ethics and the principles of Law. This includes to only employ henchmen who act in an honest manner, and possibly have an allegiance to Law. When clerics grossly violate this code of conduct, they lose all spells and divine powers and cannot gain levels in the cleric class until they atone.

• **Servant of the Unconquered Sun:** Clerics serve their god and religion, not their own personal interests. They must obey their hierarchy and promote and defend the faith. They must also take wows of poverty and chastity. Poverty means that they can only keep enough treasure to modestly support themselves and pay servitors a reasonable rate. They should also limit themselves to a maximum of 10 magical items, being restricted to one suit of armor, one shield, four weapons (ammunition does not count), and four miscellaneous items. All excess wealth must be donated to the Clerical Order. Then, upon their death all their personal possessions must also go to the Clerical Order,.



The CYMRIC BARD

Cymric bards are the last heirs of ancient Cymric traditions. In former times they belonged to the druidic priesthood, and were taught various mysteries, including magic. In the present ages however, they have become some kind of wandering minstrels and rogues. Often recognizable by their colorful dress, Cymric bards travel from place to place selling dubious magical amulets, performing as troubadours, or living as thieves. They lost the religious function and duties which were theirs when they still were druids. Nonetheless, as a reminiscence of those times Cymric bards gain spells, as they still belong to bardic colleges of their own, and often practice (in secret) the old religion.

REQUIREMENTS: Charisma 13+, Dexterity 9+; Must be a Cymric with some fae ancestry (i.e. the GM may restrict this class to fey-touched/half-elf characters).

ARMORS: All types of armors up to chain-mail, but no shields. Cymric bards and all other spellcasters normally cannot cast spells while wea-

Cymric Bard Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day				
					1st	2nd	3rd	4th	5th
1st	1d6	+0	15	Class skills, Countersong, Inspire allies (courage and competence), Legend lore	—	—	—	—	—
2nd	2d6	+1	15	Magic-use (caster level = class level –1)	1	—	—	—	—
3rd	3d6	+1	14	—	2	—	—	—	—
4th	4d6	+2	13	—	2	1	—	—	—
5th	5d6	+3	13	—	3	1	—	—	—
6th	6d6	+3	12	—	3	2	—	—	—
7th	7d6	+4	11	—	3	2	1	—	—
8th	8d6	+5	11	—	3	3	1	—	—
9th	9d6	+5	10	Inspire allies (greatness)	3	3	2	—	—
10th	9d6 +2	+6	9	—	3	3	2	1	—
11th	9d6 +4	+7	9	—	3	3	3	1	—
12th	9d6 +6	+7	8	—	3	3	3	2	—
13th	9d6 +8	+8	7	—	3	3	3	2	1

ring armor (whatever may be the cause). However, as an option the GM may allow them to cast spells in armor, but only with the following hindrances: casting time is doubled, and spellcasters are subject to a spell failure chance roll (i.e.: see FH&W p.64; when the spell is cast, roll for the percentage chance indicated for the armor worn; if the result is equal or lower than this percentage value, the spell is wasted and nothing happens).

WEAPONS: Any three weapons, except two handed weapons (such as polearms, great sword, etc.). Non-proficiency penalty: –4 to hit.

SAVING THROWS: +2 bonus to all Dexterity and Charisma saving throws.

CLASS FEATURES: Class skills, Countersong, Inspire allies, Legend-Lore; Magic-use (2nd level).

• **Class Skills:** Artistic ability (music), Knowledge known-world, Legerdemain, and Persuasion, plus two other skills of their choice (e.g. Climb and Stealth). Cymric bards add their level to these skill checks.

• **Countersong:** Bards can negate magic or abilities that rely on sound or vocal effects (such as a harpy's song). If they succeed a Charisma saving throw, these sound/vocal effects do not operate in a 30 feet radius area all around them. Bards must sing or play their music while using countersong, being unable to do anything else but walk at half their base speed. The countersong is interrupted when bards take damage or fail a saving throw. This ability can be used once per encounter and lasts as long as bards continue to sing. Countersong does not interrupt verbal components or command words but does negate verbal aspects of a spell's description such as speaking a person's name or giving orders to a charmed monster.

• **Inspire Allies:** Once per day per level, bards can use their music, singing and exhortations to bolster those around them. This requires bards to perform for a full round, then succeed a Persuasion skill check (default DC 15, but may vary according to circumstances). Note that a deaf bard suffers a +5 increase to the Persuasion DC, and any failed attempt still counts against the daily limit. The persons to be encouraged must be within 60 feet and able to hear the bard. Inspiring allies is a primary action, and lasts as long as the bard sings plus 1d6 rounds after the bard stops singing (or after the allies can no longer hear the bard). It can have the following effects:

1. ***Inspire Courage:*** Affected allies get a +2 bonus to saving throws against fear, and a +1 bonus to their attack and damage rolls.

2. ***Inspire Competence:*** Affected allies get a +2 bonus to skill checks regarding a particular action (such as climbing a wall or moving a heavy object). In some cases the GM may rule that using this ability is infeasible.

3. ***Inspire Greatness:*** At 9th level, bards can inspire their allies in combat. This operates normally, except it affects only one (chosen) ally at 9th level, two at 11th level, and three at 13th level, granting them a +2 bonus to their attack rolls, and 2d10 temporary bonus hit-points.

• **Legend-Lore:** Bards can make an Intelligence check (adding their level) to know the general history surrounding a magical item, legendary place, or important individual (a mighty hero from the past, a king, etc.). This ability never gives the details (specific enchantment, special abilities, etc.) of a magical item, but its background can give clues to its function. If the check is failed, bards must wait the next level to try again about the same subject. Examples of Legend Lore checks' DCs: Legendary item, place or hero known to all, even if vaguely = DC 10; Great king or champion from the past, powerful magical item, location where important events happened = DC 15; Any lesser magical item, minor hero, little known supernatural place = DC 20. Add +5 if this belongs to another culture, race, etc., and another +5 if it pertains to a distant land or antique epoch.

• **Magic-Use:** At 2nd level, Cymric bards become able to cast spells (with a casting level equal to their class level minus one). The class progression table details the number of spells they can cast each day, as relevant to their level. However, Cymric bards don't need to prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their spells per day for that spell level. Cymric bards do not have to decide ahead of time which spells they will cast. That is: Cymric bards know a certain number of spell formulas, and for each level of spell they can cast, it is equal to the number of spells they can cast each day plus one (e.g. a 2nd level bard knows two 1st level spells; then, a 6th level bard knows four 1st level spells and three 2nd level spells). These spells must be chosen from the Nature and Delusion magic spell lists (i.e. druidic and illusionist spells); Cymric bards are limited to the few spells they know, and cannot benefit from a spellbook.

(Note: when a Cymric bard character reaches a new level, the player simply chooses which spells he/she wants his/her character to know. These spells are supposed to have been learned from encounters with other bards, or from the fey, etc. This aspect is left at player and GM discretion.)



The DEMONURGIST

Demonurgists are foolish individuals who associate with demons to gain occult powers. They typically are too lazy or too incompetent to learn magic the hard way. Instead, demonurgists make pacts with dark entities from the lower planes, and thus get a fiendish familiar that will provide them with the magic they want. Then, at higher levels, they gain the ability to summon more powerful demons, and eventually become much dreaded. In fact, the typical demonurgist is a megalomaniac bent on conquering the world, then let know its fearful populations about his might. However, despite their ability to eventually wreak havoc on a grand scale, demonurgists remain pathetic individuals whose souls are irremediably promised to eternal damnation.

REQUIREMENTS: Charisma 15+, Intelligence 9+, Wisdom 9+; must have an allegiance to Chaos.

ARMORS: None. Same limitation on casting spells in armor as Cymric bards (i.e. default rule = no spellcasting in armor; but GM may allow it with steep hindrances).

WEAPONS: Dagger and staff. Non-proficiency penalty: –4.

SAVING THROWS: +4 bonus to all saving throws against spells and magical effects.

CLASS FEATURES: Class skills, Fiendish familiar, Spells; Detect the mark of Chaos (3rd); Call upon fiends (5th); Protection against Chaos (7th); Summon fiend (9th); Bind fiendish creature (11th); Entrap a demon (13th).

• **Class Skills:** Knowledge-occult (Int) and Persuasion (Cha). Demonurgists add their level to these skill checks.

• **Fiendish Familiar:** Low level demonurgists are actually powerless without their familiar. The first thing they learn is the method to summon a familiar from the lower planes, that will serve them and grant them spells. Demonurgists must be pledged to Chaos and to some demonic lord, and then perform a foul ritual for a full night. Then, they get a small magical servant that is bound to them, but will nonetheless suggest them to act in wicked and evil ways.

The fiendish familiar may have any form, as determined by the player with the GM's accord: it might look like an imp, red toad, black cat, crow with malevolent gleaming eyes, hideous small dog, etc. It has the following abilities and statistics: Size from 8 to 12 inches; 1 HD with 1d4 + 1 hp / master level; AC 15; Mvt 12" / 30 feet (fly); Saves as master; Magic Resistance of 15% + 5% per master level (SR = 15 + 1/master level); BtH = as master; Att = magical missiles at will, that do 1d4+1 pts of damage if a Constitution save is failed, otherwise do but 1 pt of damage; Special = *Invisibility* at will, *Dimension Door* 1/day, planar travel to the lower planes and back at will, ability to grant spells to their master (see below).

When a familiar is killed, it generally reforms and comes back 1d6 days later. However, the demonurgist's demonic lord might want to punish the demonurgist; as such the familiar might take a longer time to come back, or not come back at all, so the demonurgist will have to summon a new one. On the other hand, if the demonurgist dies, the familiar disappears forever.





• **Spells:** Demonurgists can cast spells, but only the spells that have been brought back from the lower planes, and given to them by their familiar. At any time, a demonurgist can request his familiar to bring him a spell. This can only be a spell of black magic (see FH&W p.190), and of a spell level that doesn't exceed half the demonurgist's level (rounded up). Getting a spell takes a number of rounds equal to 1d6 + 1/ level of the spell, during which the familiar disappears from the prime material plane (and roams the hellish realms in search of the spell). Then, upon the familiar's return, the player must succeed a special check of 1d20 + demonurgist's level + Cha modifier at DC = 12 + 2 per spell level. (For example: a 5th level demonurgist with Cha 15 requesting a 3rd level spell, must successfully roll 1d20 + 5 +1 at DC = 18, to obtain that spell.)

If the check is failed, the familiar returns without spell. Add a cumulative +2 to the check's DC if the same spell is requested again the same day, after a failure. Requesting a spell in a place aligned to Chaos might grant a +1 to +4 bonus to the check; or increase the DC by +1 to +4 in a place aligned to Law. In any case, a natural roll of 1 on the die is always a failure, and 20 always a success.

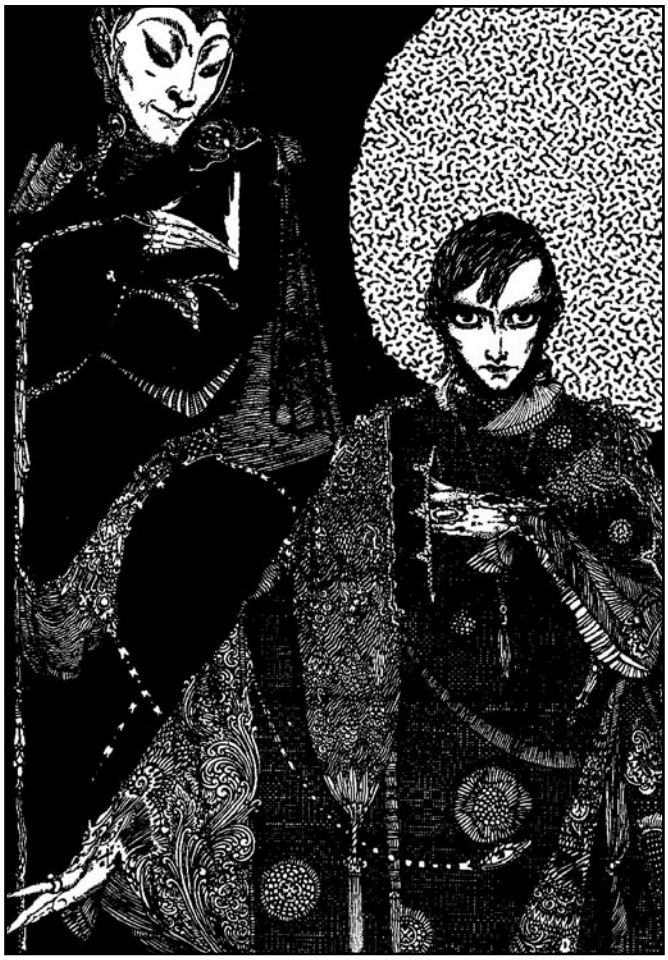
If the check is successful, the familiar imparts the spell to the demonurgist, who then has a maximum of one hour per class level to cast it. This spell is cast at the demonurgist's level, and in the usual fashion. If it isn't cast before this limit, it fades from the character's memory. Demonurgists can only have one such spell ready at any time. On the other hand, there is no limit to the number of times a demonurgist could request and gain spells during a single day.

Note that if demonurgists get another spellcasting class, their casting level (for either character class) will be the total levels of both classes.

• **Detect the Mark of Chaos:** At 3rd level, demonurgists can discern whether an item has been created in Hell, whether a place or dwelling is tainted by Chaos, whether a spell was cast by a demon, whether a creature is actually a fiend even if magically disguised, etc. This takes a full round action, observing and concentrating on the target to determine if it has a Chaos taint or origin. Then, the demonurgist must succeed a Knowledge-occult skill check at a DC determined by the GM (e.g. an obvious or important origin/influence/etc. might be at DC 10, while a slight or subtle taint might be at DC 20, though by default DC = 15).

Demonurgist Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d4	+0	16	Class skills, Fiendish familiar, Spells
2nd	2d4	+0	16	—
3rd	3d4	+1	15	Detect the mark of Chaos
4th	4d4	+1	14	—
5th	5d4	+1	14	Call upon fiends
6th	6d4	+2	13	—
7th	7d4	+2	12	Protection against diabolism
8th	8d4	+2	12	—
9th	9d4	+3	11	Summon fiend
10th	9d4 +1	+3	10	—
11th	9d4 +2	+3	10	Bind fiendish creature
12th	9d4 +3	+4	9	—
13th	9d4 +4	+4	8	Entrap a demon



• **Call Upon Fiends:** At 5th level, demonurgists can once per day call upon a nearby fiend or undead for aid and protection, provided there is one within ten miles. There is a base 5% chance per level that there is one, and that it will answer the call. Circumstances will augment or reduce this base chance: +10% at night; and otherwise +5% to +20% in a place aligned to Chaos, or –5% to –20% in a place aligned to Law.

On a successful check, the creature comes in 1d6 turns (10-60 minutes). If it fails, the demonurgist cannot try to use this ability again until the next day. The creature is determined by the GM, based on those that might be found in the region, dungeon, etc., but generally it is a lesser fiend (e.g. hell hound or imp) or lesser undead (e.g. ghoul or wight). This creature is willing to help the demonurgist, but only if it is about attacking some designated target, and it doesn't look like an obvious suicide. In such cases the demonurgist only needs to designate the target and tell to attack. For other tasks, including asking questions, the creature must be intelligent enough and share a common language with the demonurgist, to merely understand what is requested. Then, the GM may require that the demonurgist makes a successful Persuasion skill check for the creature to comply. The creature will remain and help the demonurgist for up to 1d6 hours, and does not attack the demonurgist and his party, unless they attacked the creature first.

• **Protection Against Diabolism:** At 7th level, demonurgists gain a +2 bonus to all saving throws against supernatural abilities and spells of an evil nature (i.e. aligned to Chaos), and/or from Chaos-aligned creatures. In addition, Chaos-aligned creatures that attack the demonurgist, do so at a –2 penalty to their attack and damage rolls.

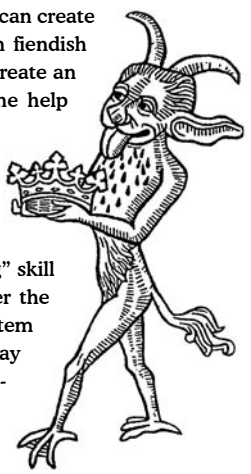
• **Summon Fiendish Creature:** At 9th level, demonurgists can once per day summon one or more fiendish creatures from the lower planes, and entice them into service. This takes a 1d6 turns duration ritual, and is resolved with the same mechanic as for requesting a spell, except for treating the creature's number of HD as a spell's level (plus adding a +1 to +4 bonus to the roll if making an appropriately foul sacrifice). If it fails, the demonurgist cannot try again until the next day. On a successful roll, one or several fiends (of the same type, chosen by the demonurgist) whose total HD do not exceed the demonurgist's level, appear in front of him 1d6 rounds later.

The demonurgist then asks the summoned creatures to perform a service on his behalf. The creature selected must be appropriate to the task it will be given, or will refuse it (and immediately return to Hell). Hence, a demonurgist could summon a nightmare for aerial travel, or a hell-hound for combat, but not the reverse. Summoned fiends will always agree to a single, simple task (including combat) that could be completed in less than one hour. For longer tasks, the demonurgist will have to negotiate and promise some sort of payment (magical items, service rendered, etc.) in exchange for the service. Note that if the demonurgist and the fiend agree to a long-term service of several days, the demonurgist won't be able to use his Summon Fiendish Ability so long as the creature is serving him.

• **Bind Fiendish Creature:** At 11th level, demonurgists can once per month summon a fiendish creature from the lower planes, and bind it into permanent service. This operates as per the Summon Fiendish Creature ability, except that the character can summon only one creature, and that it is willing to serve him for any length of time, provided the character treats it well (e.g. gives it plenty of foul sacrifices). At any time, the character can dismiss the creature, and summon another for a different service.

The maximum number of such creatures a demonurgist can have at his service at any given time, is equal to his Charisma bonus. If the demonurgist's Charisma drops below 13, he cannot use this ability anymore.

• **Entrap a Demon:** At 13th level, demonurgists can create items in which to entrap demons and other such fiendish supernatural creatures of Chaos. They must first create an appropriate receptacle item (if necessary with the help of a competent artisan), such as a ring, sword, gem, statue, etc., in which will be imprisoned the creature. This takes 3d10 days of work, at least 20L worth of raw material, plus a fair amount of strange material components, and to succeed a craft skill check (for the artisan) and a "magicking" skill check for the demonurgist (base chance = as per the Summon Fiendish Creature ability). Then, if the item is successfully created, the demonurgist has a delay of 3d10 days to use it to entrap a demon (the demonurgist intuitively knows that duration limit) in it; after that, if no demon has been imprisoned in the item, it loses its magic.



Entrapping a demon in the item requires a full-round action, facing the target (i.e. in line of sight) within 60 feet, and pronouncing some words of power. The target must be an extra-planar creature of Chaos (i.e. fiend or demon), and must fail both its magic-resistance (if any) and a Charisma saving-throw. (Note that knowing and using the creature's true name would incur a –4 and –20% penalty to the creature's save and MR.) If these requirements are met, the creature disappears into the item; otherwise the creature is unaffected and the item is irremediably ruined (it cannot be repaired).

Once the creature is imprisoned in the item, the demonurgist sets the conditions of its release (this is determined once, and cannot be changed thereafter). Options include:

—Physical destruction of the item, or a successful Dispel Magic, immediately releases the creature.

—Creature is imprisoned for a period set by the demonurgist, of a maximum of 100 years.

—Creature is imprisoned until some predetermined condition is fulfilled, that will trigger the creature's release. The condition must however be possible and plausible, even if unlikely; an impossible condition will cancel the magic. (The demonurgist will know whether a condition is valid or not; i.e. the GM tells the player). Conditions can otherwise be anything such as a virgin maiden saying the creature's name three times in a row, or a beggar becomes ruler of the castle in which the item is kept. (See the Magic Mouth spell, FH&W p.293, for guidelines on triggering conditions.

—The creature agrees (and becomes bound) to serve the person who will free it, for a maximum of 100 days, or the completion of a single arduous task.

CLASS HINDRANCES: Lost soul.

• **Lost Soul:** Demonurgists must pledge themselves to Chaos and forfeit their soul to the lower planes. As such, when a demonurgist dies, his soul is claimed by the hellish realms and rulers, and can never come back. In other words, demonurgists cannot be raised form the dead, resurrected, reincarnated, etc.

The HEDGE WITCH

Hedge witches are typically rural spellcasters who brew elixirs of love, sell protective amulets, hex people, and supposedly consort with the fey or other supernatural beings of suspicious origin. Most witches are female, though male witches also exist. They generally congregate in small families called coven, whose members are all connected together through their magic. The common people often fear witches, and are quick to blame them for whatever goes wrong in their lives. In fact, most people tend to think of witches as being evil servants of Chaos; however, hedge witches are not evil sorceresses, but specific magic-users who follow their own path, that of witchcraft.



REQUIREMENTS: Intelligence 9+, Wisdom 11+, Charisma 13+; allegiance and belonging to a witches' coven.

ARMORS: None. Same limitation on casting spells in armor as Cymric bards (i.e. default rule = no spellcasting in armor; but GM may allow it with steep hindrances).

WEAPONS: Either the staff or the dagger. Non-proficiency penalty: –4 to hit.

SAVING THROWS: +4 bonus to all saving throws against spells and other magic.

CLASS FEATURES: Arcane lore, Awe and seduction, Coven's eggregore, Magic-use; Witch's familiar (3rd lvl); Witch's elixirs (5th lvl); Witch's curses (7th lvl); Bewitch (9th lvl); A thousands faces (11th lvl); and Timeless body (13th lvl).

• **Arcane Lore:** Witches add their level to all knowledge checks pertaining to occult matters, magic, supernatural creatures and events, etc. It also applies to checks made to determine if a mage is (apparently) another witch, a warlock, wise-man, or wizard.

• **Awe and Seduction:** Witches add their level to all Persuasion skill checks made to either awe/impress others (i.e. in making them fear their supposed magical powers), or to seduce persons who would be normally attracted to their gender. Note however, that when trying to

Hedge Witch Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day						
					1st	2nd	3rd	4th	5th	6th	7th
1st	1d4	+0	17	Arcane lore, Awe and seduction, Coven's eggregore, Magic-use	1	—	—	—	—	—	—
2nd	2d4	+0	17	—	2	—	—	—	—	—	—
3rd	3d4	+1	16	Witch's familiar	2	1	—	—	—	—	—
4th	4d4	+1	15	—	3	2	—	—	—	—	—
5th	5d4	+1	15	Witch's elixirs	3	2	1	—	—	—	—
6th	6d4	+2	14	—	3	3	2	—	—	—	—
7th	7d4	+2	13	Witch's curses	4	3	2	1	—	—	—
8th	8d4	+2	13	—	4	3	3	2	—	—	—
9th	9d4	+3	12	Bewitch	4	4	3	2	1	—	—
10th	9d4 +1	+3	11	—	4	4	3	3	2	—	—
11th	9d4 +2	+3	11	A thousands faces	4	4	4	3	2	1	—
12th	9d4 +3	+4	10	—	4	4	4	3	3	2	—
13th	9d4 +4	+4	9	Timeless body	4	4	4	4	3	2	1

persuade people in this way, a successful skill check against a religious zealot who abhors witches, would only result in enraging rather than impressing or seducing the zealot.

• **Coven's Eggregore:** Witches are mystically linked to the eggregore of their coven, an immaterial repository of their coven's lineage where witches can access to the wisdom and experience of all the coven's former deceased and current living witches.

1. Before all, this Eggregore is the coven's (and thus the witch's) spell repertoire (see Book of Shadows below).

2. Then, all the coven's members are linked through the coven's eggregore, and when one of them is in grave danger, is attacked, much suffers, etc., all the others will be dimly aware of it. Provided they succeed a Wisdom saving throw, they will get hints of what's going on, and with a natural 20 on the roll, will get precise information about what's happening and where.

3. Finally, once per month (or per gaming session at GM's discretion), witches attend the "sabbath." It takes place in the Spirit World, where the coven's eggregore is "located." To get there, witches must enter into a trance that is a sort of limited *Astral Projection* ability, and remain in this state for one night (normally the night of the full moon). During the sabbath witches meet with the spirits of their coven's sisters (and few brothers), and might exchange information and ask services (or may be asked for help at GM's discretion). In addition, communing with their coven's lineage enables witches to learn interesting information as if they had cast *Legend Lore*.

• **Magic-Use:** Witches cast spells from their own list (see below). They may prepare and cast any spell they know (i.e.: that is recorded on their coven's Book of Shadows), provided they can cast spells of that level. The class progression table details the number of spells witches can cast each day, as relevant to their level in the class. All witches must prepare their spells ahead of time after getting a good night's sleep (when their mind is fresh), by spending an hour in a trance, connecting to their coven's Book of Shadows. While in the trance, the witch decides which spells to prepare.

—***Book of Shadows:*** Witches do not use a physical spell-book to prepare their spells. Instead, whenever they prepare their spells, witches access the "Book of Shadows" of their coven through meditation. This is an immaterial and spiritual repertoire of spells that contains 1d10+5 spells for each level of spells, selected (by the GM) from the Witch spell list. Every time she gains a level, a witch can add one new spell into her coven's Book of Shadows. As such, witches do not run the risk of losing their spell-book, although in some rare special cases they could be prevented from connecting with their coven's Book of Shadows. Note otherwise that a witch cannot access to another coven's Book of Shadows.

—***Witch Spell List:*** Witches gain their spells from the Nature spell list (see FH&W p.192), plus all Gray Magic spells that belong to the Enchantment/Cham and Transmutation/Alteration schools.

• **Witch Familiar:** At 3rd level, witches can get a familiar without need for knowing and casting the Find Familiar spell. Their familiar is granted by the goddess or the supernatural entity they serve. It is a magical creature as per the one granted by the Find Familiar spell, but with the following additional characteristics:

—***Share Spells:*** At the witch's option, she may have any spell she casts on herself also affect her familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the witch before the duration expires. Additionally, the witch may cast a spell with a target of "personal" on her familiar (as a touch range spell) instead of on herself. A witch and her familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

—***Deliver Touch Spells:*** If the witch is 5th level or higher, a familiar can deliver touch spells for her. If the witch and the familiar are in contact at the time the witch casts a touch spell, she can designate her familiar as the "toucher." The familiar can then deliver the touch spell just as the witch could. As usual, if the witch casts another spell before the touch is delivered, the touch spell dissipates.

—***Speak with Animals of Its Kind:*** If the witch is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures however.

• **Witch Elixirs:** At 5th level, witches can brew short-lived magical potions. This takes one full day of work, gathering the appropriate ingredients in some nearby forest, herbalist shops, etc., then brewing them and infusing the resulting liquid with a 1st, 2nd or 3rd level spell prepared by the witch. Obviously, not all spells may be turned into a magical elixir; this ability works best with healing or charm spells (the latter for love potions), or even a *Fly* spell. Unlike magical potions, witches' elixirs remain effective for but only 1d4 days, after which the magic disappears.



• **Witch Curse:** At 7th level, witches are often noted for the potency of their curses, which are more difficult to resist (i.e. impose a –2 penalty to the save). In addition, if the witch possesses a personal belonging (a lock of hair, an item of jewelry, an article of clothing, etc.) of the target of the Bestow Curse, and this item is used as a special material component (even if the spell requires no such component), the target does not receive a saving throw. This effect is also conferred if the belonging is used in the creation of a cursed magical item (such as a cursed scroll), with the caveat that the curse could then affect nobody else but the intended target.

• **Bewitch:** At 9th level, the mind-affecting, charm spells (Charm Person, Charm Monster, Mass Charm, Domination, etc.) cast by witches are more difficult to resist (i.e. impose a –2 penalty to the save). In addition, at any time witches can have one victim of such spells under their total domination. This must be a creature with less HD or levels than the witch. Once the creature fails its saving throw against the witch's charm spell, the witch, if she so chooses, can keep the victim under control as long as she wants instead of normal spell duration. Furthermore, the creature becomes an absolute thrall who will obey any order the witch gives it, even to the point of doing things totally opposite to its ethics or obviously suicidal.

• **A Thousand Faces:** At 11th level, witches gain the supernatural ability to change their appearance at will, as if using the spell Alter Self. Note however that the change is (super)natural, not a spell-like effect.

• **Timeless Body:** At 13th level, witches no longer suffer ability penalties for aging and cannot be magically aged. Any penalties they may have already suffered, however, remain in place. Bonuses still accrue, and witches still die of old age when their time is up.



The MAGISTER

Magisters are those scholar magicians trained in the universities of Cambridge or Oxford. They almost always come from the upper social classes, since the study of magic requires a high level of education and a lot of money that is unavailable to most people. Hence, magisters are not just spell-casters —which in itself is already an extraordinary achievement—, but members of the intellectual and ruling elite. They are not only knowledgeable in the occult, but are also often authorities regarding law, history, and sciences, which puts them in important positions within society.

REQUIREMENTS: Intelligence 11+; must have an appropriate background (i.e. typically aristocrat or scholar).

ARMORS: None. Same limitation on casting spells in armor as Cymric bards (i.e. default rule = no spellcasting in armor; but GM may allow it with steep hindrances).

WEAPONS: Either the staff or the dagger. Non-proficiency penalty: –4 to hit.

SAVING THROWS: +4 bonus to all saving throws against spells and other magic.

CLASS FEATURES: Class skills, Magic-use (gray or white magic), Ritual magic; Magus (9th level).

• **Class skills:** Arcane Lore, plus three skills (one of which must be a Knowledge skill) chosen among the following: Alchemy, Astronomy/Astrology, Healing, Knowledge (any), or Linguistics. Magisters add their level to these skill checks.

• **Magic-Use:** Magisters cast spells from either the white or gray magic type (and list); this is chosen at character creation and cannot be changed thereafter. They may prepare and cast any spell they know (i.e.: that is recorded on their spell-book), provided they can cast spells of that level. The class progression table details the number of spells magisters can cast each day, as relevant to their level in the class. All magisters must prepare their spells ahead of time after getting a good night's sleep (when their mind is fresh), by spending an hour studying their spell-book. While studying, they decide which spells to prepare.

Magisters are dependant on their spell-book to prepare their spells. Usually, a base spell-book may contain 6d6 spells and costs 1d4L, plus 1d4 sh (worth of special inks, etc.) to write a single spell. First-level ma-

Magister Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d4	+0	17	Class skills, Magic-use, Ritual magic	1	—	—	—	—	—
2nd	2d4	+0	17	—	2	—	—	—	—	—
3rd	3d4	+1	16	—	2	1	—	—	—	—
4th	4d4	+1	15	—	3	2	—	—	—	—
5th	5d4	+1	15	—	4	2	1	—	—	—
6th	6d4	+2	14	—	4	2	2	—	—	—
7th	7d4	+2	13	—	4	3	2	1	—	—
8th	8d4	+2	13	—	4	3	3	2	—	—
9th	9d4	+3	12	Magus	4	3	3	2	1	—
10th	9d4 +1	+3	11	—	4	4	3	2	2	—
11th	9d4 +2	+3	11	—	4	4	4	3	3	—
12th	9d4 +3	+4	10	—	4	4	4	4	4	1
13th	9d4 +4	+4	9	—	5	5	5	4	4	2



gisters start with a spellbook that contains *Read Magic* plus three first-level spells (player's choice) and also one second level spell (player's choice). All other spells will have to be found (during adventures), learned from a tutor, or purchased (usually for a steep fee).

Deciphering a newly found spell requires a *Read Magic* spell. Learning and recording a spell in the spell-book takes one day per spell level and requires to succeed an Arcane Lore check to which is subtracted the spell's level. If this check is failed, it can be tried again next level.

• **Ritual Magic:** Magisters gain a +2 bonus to all checks made to draw magical diagrams and pentacles, create magical items, or research new spells. (That is, since it generally calls for an Arcane Lore skill check, magisters add their level +2 when making such rolls.)

Then, if the optional rule on incantations (see FH&W p.176) is also used, magisters get a +2 bonus to their rolls to learn, develop, and/or successfully cast them. But there is more: in making a successful Astrology skill check, magisters will learn at what exact time (e.g. on Monday at dawn) and which location (i.e. relative to the moon, stars and such), casting the incantation would be easier, granting them a bonus to all relevant rolls determined in rolling 1d4. Note that in failing the astrology skill check magisters won't get any bonus, but this failure won't hinder the casting of the incantation apart from wasting time and doing it in improbable places.

• **Magus:** At 9th level, magisters can prepare spells with a higher level spell slot* (e.g. casting a *Hold Person* with a 4th or 5th level spell slot), in order to let them change some of the spell's parameters. They must choose one (and only one) modification when preparing the laden spell to be cast with a higher level spell slot:

—***Double Range:*** Spells with a range of "personal, unlimited, or zero" are not affected by this choice.

—***Double Duration:*** Spells with a duration of Concentration, Instantaneous, or Permanent are not affected by this choice.

—***Double Area or Number of Targets:*** The magister can make the spell's area larger or double the number of targets it affects. (When range is a number of square feet, double them. However, if it is indicated as a radius, only add 50% to the radius.) Touch spells are not affected by this choice.

—***No Verbal Components:*** The magister can cast the spell silently (i.e. without saying a word).

—***No Somatic Components:*** The magister can cast the spell without gestures or movements.

(* Note: magisters of any level can prepare a spell with a spell-slot of a higher level spell, but without gaining any special benefit in doing so.)

SPECIAL: Level titles, Vile magic & corruption.

• **Level Titles:** Magisters rank themselves according to their magical achievements (i.e. that is determined by the level of spell they can cast). As such, a 1st or 2nd level magister is considered an *Initiate*, though higher ranking magisters tend to derisively call them "dabblers". Then, at 3rd level a magister becomes a *Mage of the Minor Order* (or "minor mage"); at 5th level a *Mage of the Major Order* (or "major mage"); at 7th level a *Mage of the Greater Order* (or "greater mage"); and at 9th level a *Magus*. A magister of ultimate spell-casting mastery (i.e. one who can cast 9th level spells) is called an *Arch Magus*.

• **Vile Magic & Corruption:** When they begin their magical studies magisters choose to be proficient either in gray or white magic, and this choice cannot be changed thereafter. Yet, this doesn't preclude them to learn spells of black magic later. This is made possible by the corrupting nature of Chaos and black magic. The problem is, that every time a magister learns a spell of black magic, he also forever forgets one of his white/gray magic spells (the GM decides if this is at player's choice or randomly determined). That is, although the spell remains recorded in the spell book, the magister will never be able to prepare and cast it again, nor succeed in learning it again.

When a magister reads a black magic spell formula somewhere, he is free to try learning it or not. However, once he has learned his first one, every time the magister will find other spells of black magic thereafter, he will have to make a Charisma save. If it is failed, the magister is compelled to try learning it. When the magister eventually knows only black magic spells, he has lost any former alignment/allegiance to join Chaos. His soul is now forfeited to Hell as per the Demonurgist class, and the character may also become tainted in some way (e.g. foul body alteration, madness, etc.) at GM's discretion.

(Note #1: Some spells of black magic actually belong to several spell lists. As such, if a magister finds in a warlock's spellbook, a spell of black magic that would also exist in the gray magic list, treat it as a corrupting spell of black magic for purpose of this rule. Conversely, if she finds in a wizard's spellbook, a spell of gray magic that would also exist in the black magic list, treat it as a non-corrupting spell of gray magic.)

(Note #2: The corrupting nature of Chaos enables magisters to learn spells of black magic, but not to research and develop them.)

(Note #3: Magisters normally become able to use magical items and spell-scrolls of black magic as soon as they have learned and recorded their first spell of black magic. However, sometimes special magical items of evil might be used without this requirement, and wield some corrupting effects as determined by the GM.)



The NOBLE KNIGHT

Noble knights are those warriors born to the aristocracy who run into battle clad in shining armors and riding great stallions, but who are also used to exert their authority upon the lowly populace. Noble knights are supposedly better and braver than anyone else, but unlike true chevaliers are not bound by a code of honor and chivalry. Although they are the privileged few that the common people idolize, most noble knights are only interested in upholding the privileges of their class, and as such, regularly use their wealth, standing, and power to take what they want from those weaker than themselves.

REQUIREMENTS: Strength 11+, Charisma 12+, Intelligence 9+, must have the Aristocrat background (see FH&W p.22).

ARMORS: All types of armors and shields. Nonetheless, noble knights should wear fine plate-armor (for reasons of prestige) in preference to any other, even a lesser type of armor that would offer better protection because of a magical enchantment.

WEAPONS: Dagger, horseman's mace, lance (all types), and longsword. Non-proficiency penalty: –2 to hit. Note also that noble knights should never use weapons normally associated with the peasantry, such as the bow, club, sling or staff (for fear of a loss of honor).

SAVING THROWS: +2 bonus to all Strength and Constitution saves.

CLASS FEATURES: Class skills, Mounted Combat; Long sword specialization (3rd level); Squire & followers (4th level); How dare you scum! (6th level); Peer of the Realms (9th level).

Noble Knight Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d10	+1	16	Class skills, Mounted combat, Noblesse oblige
2nd	2d10	+2	15	—
3rd	3d10	+3	14	Longsword specialization
4th	4d10	+4	13	Squire & followers
5th	5d10	+5	12	—
6th	6d10	+6	11	How dare you scum!
7th	7d10	+7	10	—
8th	8d10	+8	9	—
9th	9d10	+9	8	Peer of the Realms
10th	9d10 +4	+10	7	—
11th	9d10 +8	+11	6	—
12th	9d10 +12	+12	6	—
13th	9d10 +16	+13	6	—

• **Class Skills:** Riding and Knowledge-feudality. Noble knights add their level to these skill checks.

• **Mounted Combat:** When attacking from their mount (using a weapon with which they are proficient), knights gain a +1 bonus to their attack rolls. This bonus increases to +2 at 7th level and +3 at 13th level.

• **Noblesse Oblige:** Noble knights get special social benefits for belonging to the aristocracy, though these are only of use in the feudal society.

—Noble knights can add their level to any Persuasion skill check, when their social status of noble would be relevant and significant. For example, if they are about to lose in a fight to death, they could invoke that they are noble, and thus could be held for ransom rather than being killed; in this case they can add their level to the Persuasion check if the opponent is human and understands them. On the other hand, against a ravenous troll who doesn't care about ransoms and nobility they could not add their level to the check. Another example would be the noble knight having to defend his case in court against a claimant. If the claimant is a commoner, the noble knight would add his level to the check to successfully persuade the magistrate against the claimant, but not if the claimant is also an aristocrat. Likewise, when trying to bluff, coerce, convince or impress commoners, noble knights can add their level to the Persuasion skill check, but not if their interlocutors also belong to the nobility.



—In Albion and allied countries, noble knights have the right to wear their armor and weapons, and ride their horses in most circumstances, even if the law otherwise precludes the common people to do it.

—Noble knights can settle accusations against them and defend their reputation through duels of honor.

—Noble knights can obtain hospitality (food, lodging and minor help) from allied nobles, for themselves and up to one ally per level, for up to one day per level. Note that abusing someone's hospitality may lead to the noble knight being asked a service or favor, and refusing to do it might induce unpleasant consequences at a later time, at GM's discretion.

—Noble knights can dispense justice on their own domain (though with GM accord) as they see fit.

—Noble knights are subjects to a (much) more lenient justice than commoners.

—Noble knights don't pay taxes (but they can levy taxes for their own benefit on their own domains).

• **Long Sword Specialization:** At 3rd level noble knights gain weapon specialization in the long sword (i.e. granting a +1 bonus to hit and +2 bonus to damage). The long sword is the badge of station of any self-respecting noble knight, and so they extensively train in its use.

• **Squire & Followers:** At 4th level, noble knights begin to get followers, as described FH&W p.133 (they don't have to wait the 6th level as all other classes do). Their cohort is a squire of the fighting-man class, but uses d10s for hit-points (instead of d8s).

• **How Dare You Scum!:** At 6th level, noble knights can impress and awe others enough with their noble status, so as to make them hesitate attack them. This ability only works against human commoners and lesser nobles (i.e. of a lower nobility rank and class level than the character). Noble knights must make a Persuasion skill check (to which they add their level) at a DC = the target's Charisma score (or default DC = 11). A successful check imposes a –2 penalty on a single enemy's attack rolls and morale checks against the noble knight. This penalty persists until the end of the combat or until the enemy hits the noble. The noble can use this ability three times per day and against any creature he can clearly see. As the noble gains levels, the effects of his intimidating presence intensify so that it affects multiple opponents. The number of creatures is equal to three less than the noble knight's level. Thus, a 5th-level noble knight can affect two persons.

• **Peer of the Realms:** At 9th level, noble knights who have been at least reasonably loyal to the king, will be awarded some important and official title and position, with relevant prestige and revenue. This is left at GM's discretion; examples include: getting a nobility title, land, and castle (that could be added to an already existing one); position of Sheriff; etc.



The WARRIOR

Warriors are all manners of rugged soldiers, be they heroes or bullies, who make their way in life with their weapons. They are not men-at-arms patrolling a city street or campaigning under the command of some noble knight, though. Instead, warriors are typically solitary champions or sell-swords for hire, who wander Albion in search of adventure or military employment, never staying long in the same place. Warriors come in various shapes, resulting in different skills and abilities; three types are described here (though the GM might add more): the Bandit, Gallowglach, and Knight Errant.

Warrior Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d10	+1	16	Class skills, Combat specialty
2nd	2d10	+2	15	—
3rd	3d10	+3	14	Combat specialty
4th	4d10	+4	13	—
5th	5d10	+5	12	Combat specialty
6th	6d10	+6	11	—
7th	7d10	+7	10	Combat specialty
8th	8d10	+8	9	—
9th	9d10	+9	8	Combat specialty
10th	9d10 +4	+10	7	—
11th	9d10 +8	+11	6	Combat specialty
12th	9d10 +12	+12	6	—
13th	9d10 +16	+13	6	Combat specialty

REQUIREMENTS: Strength 11+

ARMORS: All types of armors and shields.

WEAPONS: Any six weapons of the character's choice. Non-proficiency penalty: none (note however, that being non-proficient in a weapon still precludes taking weapon specialization, performing special maneuvers, etc.).

SAVING THROWS: +2 bonus to all Strength and Constitution saving throws.

CLASS FEATURES: Class skills, Combat specialties (1st/3rd/5th/etc. levels).

• **Class Skills:** Warriors get two skills, as determined by their type (see Bandit, Gallowglach, or Knight Errant below). Warriors add their level to these skill checks.

• **Combat Specialties:** At 1st, 3rd, 5th, 7th, 9th, 11th, and 13th level, warriors gain a combat specialty chosen from their own list (i.e. as pertaining to their type), or from the following list. Each of them can be taken only once unless otherwise noted. The combat specialties that are available to all warriors are: Bonus Skill, Brawler, Inspiring Leader, Mow the Rabble, Second Wind, Weapon Proficiency, and Weapon Specialization.

1. The BANDIT

Bandits (including the Scottish Reivers) are the antithesis of chivalry; they are robbers who prey on their kin to make a living. Yet, they aren't thieves operating through stealth and guile, but violent footpads waylaying travelers or raiding helpless peasants to make a living. Bandits are often vicious, cunning and cruel; and they are prone to fight or even

betray each other. Such characters rarely have pleasant reasons for pursuing their lifestyles. Most have a history better left behind, and many have a price on their head in some place or another. Most bandits die young, and those who acquire wealth and renown always end up as outlaws wanted by the authorities.

- **Class Skills:** Stealth, Survival.
- **Special Abilities:** Ambush, Escape Pursuers, Furtive and Alert, Raider's Greed, and Tough Survivor.

2. The GALLOWGLACH

The Gallowglach (plural: Galloglaigh) is a rugged mercenary from the Scots Lands, who generally makes a living as a bodyguard for some clan leader. The name mostly translates as "foreign warrior", as the gallowglaigh descend from Norse invaders who settled in the Scots Land centuries ago. This foreign ancestry generally sets them apart from the complex alliances and enmities of the Scots clans, so the gallowglaigh aren't involved in local feuds and influences, which is important for their employers. These foot soldiers are normally equipped with mail armors, and are noted for their use of large weapons (usually the claymore and lochaber axe) with which they can be particularly effective against cavaliers.

- **Class Skills:** Athletics, Climb.
- **Special Abilities:** Armor Optimization, Defensive Roll, Dueling, Harm's Way, and Unhorse Rider.

3. The KNIGHT-ERRANT

The Knight Errant is a character who decided to become a knight on but his own terms, and follows his own code of Chivalry —or merely pretends to— as he sees fit. Such a warrior might be born to the nobility (which would require to have the Aristocrat background; see FH&W p.22), or may have stolen the identity of some unknown knight, or may even use forged nobility titles for credentials. In any case, the Knight Errant is a self-styled knight who operates on the fringes of the feudal society, be it with good or nasty intents. A Knight Errant could abide by high moral standards, but in all cases only remains a man-at-arms, not a truly dubbed knight bound by the code of chivalry.

- **Class Skills:** Riding, Knowledge-feudality.
- **Special Abilities:** Fearless, Mounted Combat, Parrying, Subject Foe, and Well Traveled.



DESCRIPTION OF THE SPECIAL ABILITIES:

Armor Optimization, Ambush, Bonus Skill, Brawler, Defensive Roll, Dueling, Escape Pursuers, Fearless, Furtive and Alert, Harm's Way, Inspiring Leader, Mounted Combat, Mow the Rabble, Parrying, Raider's Greed, Second Wind, Subject Foe, Tough Survivor, Unhorse Rider, Weapon Proficiency, Weapon Specialization, Well Traveled.

—Armor Optimization: The character gets a +2 bonus to AC when wearing one type of light or medium armor (i.e. from leather armor up to chainmail). If for some reason, circumstances would direly impede the character's movement, or deny his Dexterity bonus to AC, this bonus cannot apply. This ability can be taken more than once, but each time applying to a different type of armor.

—Ambush: When successfully surprising a creature with a missile weapon (e.g. bow or crossbow), and attacking within 60 feet, the character gains a +2 bonus to hit, and deals double base missile damage (before adding bonuses, if any).

—Bonus Skill: The character gets a new class skill chosen from the following list: Acrobatics, Animal Handling, Athletics, Climb, Detection, Gaining info, Gambling, Healing, Riding, Stealth, Survival, or Traps. The character adds +1 per level beginning at the level when he got this skill, to his skill checks (e.g. if the character gets Healing at 5th level, he adds +1 at 5th level, +2 at 6th level, +3 at 7th level, etc.).

—Brawler: The character is considered armed (opponent doesn't get a +2 bonus to hit) and does 1d4 points of (lethal) damage when fighting unarmed. This ability can be taken a second time for 1d6 of damage.

—Defensive Roll: Once per day, when the character would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. The character makes a Constitution saving throw and, if successful, takes only half damage from the attack. The character must be aware of the attack and able to react to it in order to execute the defensive roll.

—Dueling: The character can designate a single opponent on which he will focus all of his attention and efforts, thus gaining a +1 bonus to attack and damage rolls against it. However, while doing so the character suffers a –1 penalty to his rolls for being surprised, and –4 penalty to skill checks or saving throws made notice things in the vicinity.

—Escape Pursuers: The character gets a +4 bonus to all skill checks and saving throws made to elude pursuers. If only the pursuer makes a skill check or save, it suffers a –4 penalty to the roll. This penalty also applies to attacks of opportunity made against the fleeing character.

—Fearless: The character gains a +3 bonus to all Charisma saves to resist fear effects. This ability can be taken a second time to get a +6 bonus.

—Furtive and Alert: The character is less likely to be surprised, and more likely to surprise opponents. He gets a +1 bonus to surprise rolls (to both surprise others, and avoid being surprised).

—Harm's Way: The character can use a secondary action to protect an adjacent object or creature (which cannot be larger than the character) from melee or ranged attacks. As such, all attacks against the protected object or creature, can only hit or miss the character instead.

—Inspiring Leader: Once per combat, the character can inspire all allies within a 30-foot radius so they gain a +1 bonus to attack rolls and a +3 bonus on saves against fear and morale checks. However, the character must fight on the front and succeed his own saves for this ability to operate, with a duration of 1 round per level.

—Mounted Combat: The character gets a +1 bonus to attack and damage rolls when hitting a small or medium creature from his mount (but not against another rider).

—Mow the Rabble: Against creatures with only one hit die, the character makes one attack per level each round. Creatures must be within reach, and using this ability requires a full round action, and is not cumulative with the Multiple Attacks ability.

—Parrying: When the character wears plate-mail (or better) armor and uses a shield, he gain a +1 bonus to AC. In addition, when performing parrying maneuvers, he also gains a +1 bonus (applied as most appropriate).

—Raider's Greed: The character gets a +1 bonus to his attack and damage rolls when there is some obvious financial gain to obtain from defeating a foe.

—Second Wind: The character can tap an inner reserve of stamina in times of distress. Whenever the character is brought under 10 hit-points (i.e. vitality hit-points), against superior or outnumbering foes, or other overwhelming circumstances, he may immediately gain 2 additional hit-points per level (e.g. a 3rd level warrior would gain 3x2= 6 hit-points). Damage inflicted after the character activates the ability is first absorbed by the hit-points granted by Second Wind. The additional hit-points last only for the duration of the combat. When the effects of the ability wear off, the character must remove any hit-points remaining from these bonus hp. Second Wind can be used only once per day.

—Subject Foe: The character can compel a service or a debt of honor from an opponent he defeated in duel, then spared his life. If the service requested is reasonable (left at GM's determination), there is no saving throw, the opponent will do as requested; otherwise the opponent is allowed a Charisma save to resist the demand (possibly with a modifier to the save). Insulting or humiliating demands are never performed.

—Tough Survivor: The character is used to survive outdoor in difficult conditions. He gains a +3 bonus to all his Constitution saves against natural, non-magical effects, such as poison, disease, resistance to harsh weather, starvation, etc. For example, the character would gain the save against a snake's poison, but not that of a snake-demon or any monster that isn't natural.

—Unhorse Rider: The character can use a large weapon (in which he is proficient) such as the halberd, lochaber axe or claymore, to not only attack, but also unhorse, a rider. That is, if the character makes a successful attack roll, the rider suffers normal weapon damage, and must succeed a Riding skill check (DC = attack roll) or fall on the ground (with an additional 1d4 points of damage if failing a Constitution save). On a natural attack roll of 20, the rider automatically falls on the ground.

—Weapon Proficiency: The character gets proficiency in a new weapon of his choice. This is usually taken only if the character wants to later acquire weapon specialization or perform special maneuvers with this weapon, as otherwise he won't suffer any non-proficiency penalty to attack rolls when using it.

—Weapon Specialization: The character gets a +1 bonus to hit, and a +2 bonus to damage rolls with a specific type of weapon (e.g. claymore, battle-axe, crossbow, etc.). This ability can be taken more than once, but each time applying to a different type of weapon. The character can attempt special maneuvers while benefiting from weapon specialization.

—Well Traveled: The character gets a +2 bonus to all his Knowledge-geography, Knowledge-local, Orienteering, and Survival skill checks.





The YEOMAN

Yeomen are rural characters, often landowning farmers, who serve as conscripted archers in the royal armies in times of war. A century ago King Edward III issued an edict requiring all men in good health to practice the bow; the most gifted of them generally become such yeomen. Then, when a yeoman acquires experience and renown, he is often chosen for a position of constable, bailiff, warden, or even sheriff in his own community. Hence yeomen are not mere commoners of lowly status, but are socially considered to be just one step down from the landed gentry.

REQUIREMENTS: Strength 9+, Dexterity 13+; Must have an appropriate background (i.e. forester and peasant are perfect; highlander, nomad, and outlaw might also fit).

ARMORS: All types of armors up to mail armor, plus shields.

WEAPONS: Bow (long and short), plus two other weapons of the yeoman's choice. Non-proficiency penalty: –3 to hit.

SAVING THROWS: +2 bonus to all Strength and Dexterity saving throws.

CLASS FEATURES: Class skills, Bow mastery, Bowyer-fletcher.

• **Class skills:** Animal handling, Climb, Knowledge-nature, Stealth, Survival, and Tracking. Yeomen add their level to these skill checks.

• **Bow Mastery:** Yeomen are true experts with a bow, and when they use their own bow (i.e. the one they take care of every day) or use a magical bow, they gain several benefits as they acquire levels. However, yeomen don't get these benefits if using a mundane bow they found on an enemy, or just bought in a shop, etc.

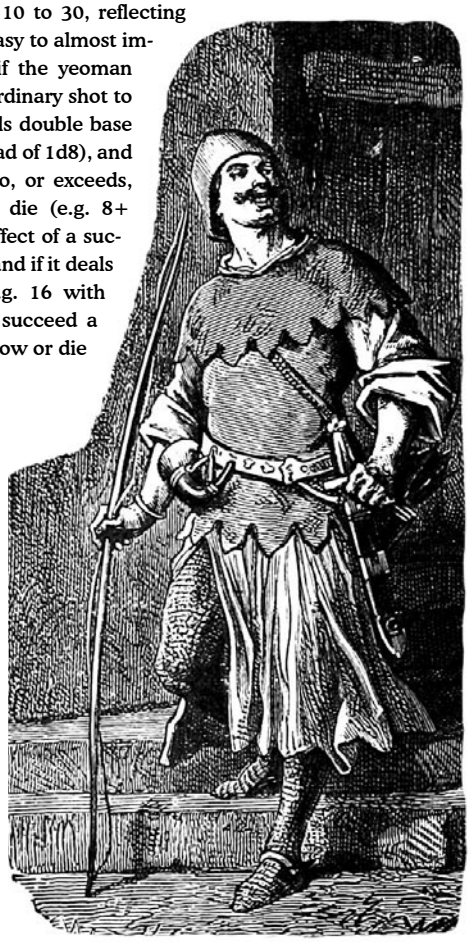
—Yeomen suffer only half the penalties to missile attack rolls for every range increment beyond the first (i.e. –1 per increment instead of –2).

—At first level yeomen get a +1 (non-magical) bonus to their attack an damage rolls, that increases to +2 at 5th level, +3 at 9th level, and +4 at 13th level.

—Rapid Shot: beginning at 3rd level, when yeomen take a full round action, they can shot their bow twice per round without any penalty (i.e. instead of getting a primary action and a secondary action as normal, they can make two attacks with their bow as if they were allowed two primary actions, but cannot do anything else during that round).

—Crippling Shot: beginning at 7th level, whenever an arrow shot by the yeoman deals maximum damage on the die (e.g. roll a 8 on a d8), it means that this arrow is deeply stuck in the target's flesh. The target then suffers a –1 penalty to all physical skill checks and saving throws, as well as attack rolls, until the arrow is removed. However, removing this arrow causes a further 1d4 points of damage to the victim.

—Extraordinary Shot: beginning at 11th level, yeomen can do things with their bow that are nigh impossible to anyone else. This requires them to concentrate and aim for two full rounds, immobile and doing nothing else, then shoot on the third (with a normal attack roll with relevant bonuses). This can be used for such deeds as cutting a thin rope at a distance, pinning a small flying creature on a nearby tree or wooden door, shoot an arrow across a loophole, hit a tiny weak spot on a huge dragon, etc. In such cases, when the target's AC is irrelevant to the deed's difficulty, the GM should set a DC instead (ranging from 10 to 30, reflecting something from very easy to almost impossible). Otherwise, if the yeoman wants to use an extraordinary shot to make an attack, it deals double base damage (e.g. 2d8 instead of 1d8), and if the result is equal to, or exceeds, the maximum of one die (e.g. 8+ with 2d8), it has the effect of a successful crippling shot; and if it deals maximum damage (e.g. 16 with 2d8), the target must succeed a Constitution saving throw or die instantaneously.



Yeoman Progression Table

Level	HD	BtH	Saves	Abilities
1st	1d8	+0	16	Class skills, Bow mastery (+1), Bowyer-fletcher
2nd	2d8	+1	15	—
3rd	3d8	+2	14	Bow mastery (Rapid shot)
4th	4d8	+3	13	—
5th	5d8	+3	12	Bow mastery (+2)
6th	6d8	+4	11	—
7th	7d8	+5	10	Bow mastery (Crippling shot)
8th	8d8	+6	9	—
9th	9d8	+6	8	Bow mastery (+3)
10th	9d8 +3	+7	7	—
11th	9d8 +6	+8	6	Bow mastery (Extraordinary shot)
12th	9d8 +9	+9	6	—
13th	9d8 +12	+9	6	Bow mastery (+4)

• **Bowyer-Fletcher:** Yeomen know how to craft their own bows and arrows, and take care of them. They are likewise competent to gauge the quality of a bow or arrow. If a skill check is called for, they add their level and Dex modifier to it. As a bowyer-fletcher, a yeoman is considered an apprentice at 1st level, a journeyman at 3rd level, an artisan at 5th level, and a master-artisan at 7th level. See FH&W p.135; table 7.15: Manufacturing Item, to see how much time and level of expertise it takes to manufacture bows and arrows.

More Classes

Some GMs and players always want more. Hence, if the classes provided above aren't enough, the GM may also allow some FH&W classes in his campaign. Yet, if one is to stick to the basic premises of Dark Albion, only a few of them will fit. Here is some suggestions:

• **Warrior Classes:** All the four classes are eligible. In fact the Warrior described above, is but a Dark Albion flavored variant of the Fighter, and some of the combat styles (see FH&W p.388 to 392) would also be much appropriate (i.e. mainly Archery, Two Hander, and Weapon & Shield). Then, the Knight would fit fairly well, although as a truly chivalrous knight, such a character would still remain rare (most knights are of much lower ethics so are rather of the noble Knight presented above). On the other hand, Berserkers and Rangers are rare. Berserkers should always come from Eire or from the Scots' Land. Rangers never belong to an order dedicated to goblin eradication or some such. Instead, they typically are appointed by the crown as wardens looking after royal forests and protecting them from monsters and smugglers.

• **Rogue Classes:** All the four classes are eligible. The most common is the Thief (representing roughly two thirds of the rogues), and is found mainly in urban areas. It should be noted that not all robbers, pick-pockets, and brigands are of the Thief class. As NPCs most of them would be zero-level characters, or of the Thug and Professional NPC character classes. In fact the Thief class represents an elite of the trained criminals, who develop refined skills rather than brutalize and steal in a straightforward way. Then, the Acrobat, Assassin and Bard belong to a minority. Acrobats are typically wandering troubadours and performers who entertain the population. Assassins may work in the employ of powerful noble houses, or might be found as highwaymen on Albion's roads. Bards are not so much minstrels than educated people trained in many cultural and communication skills. In fact, bards would more likely be found as courtiers among the gentry and nobility, trying to make their way in life through flattery and manipulation. Noble women in particular, who cannot become knights and cannot attend to the university (to learn magic), are attracted to this character class.

• **Divine Classes:** FH&W proposes divine classes that are much different from those featured in most OSR games (i.e. they don't cast spells but perform miracles). The Friar, Mystic, and Templar could all be used in a Dark Albion campaign, but are not a perfect fit for the clerical order of the Unconquered Sun. The Cleric class described above should be the default Dark albion cleric. The Friar, Mystic, and Templar would only be found outside the order. For example, a Friar might be a divinely gifted character who escaped the order's scrutiny, but subsequently developed divine abilities on his own while serving the faith (e.g. most probably as a hermit, or as a parish priest of a remote community such as found in Eire). Then, Templars may belong to a more militant clerical order that would operate on the continent, being always at wars against the force of Chaos, more so than the clerics of Albion.

• **Priest Classes:** FH&W proposes four religion-oriented classes that don't get any supernatural abilities. They are the Crusader, Inquisitor, Preacher, and Witch-Hunter (see FH&W p.147-149). Since in Dark Albion regular churchmen, unlike clerics, don't get miracles, these classes would be a good fit for the clergy (though most NPC priests would rather be zero-level commoners, or characters of the Professional class with appropriate skills). As such, the most common class would be the Preacher; the other three will be rare, since their role is generally upheld by the clerics.



• **Magic-users Classes:** All the three classes are eligible. Normally, such different magic-users should not have learned their trade at the university of Cambridge or Oxford —that typically produce characters of the Magister class described earlier—, but come from elsewhere. Wise-men/women and wizards are probably strangers who come from the continent, but in any case have learned their trade in some distant university or secretive order of mages. On the other hand, magic-users who learned from a single mentor in some rural area, can only acquire levels in the NPC Magic-user class. Lastly, Warlocks often learned black magic from some demon or evil spirit, and can thus originate from anywhere (even from the depths of an otherwise respected abbey —though not one in which true clerics regularly reside—).

• **Other Classes:** It's up to the GM to decide what other classes might be allowed in the campaign setting. For example, nothing should forbid the Sea-Dog (see FH&W p.394) if the campaign involves a lot of seafaring adventures. Then, the Adventurer (see FH&W p.394) and War-Mage (see FH&W p.182) could be tolerated for more vanilla-fantasy types of campaigns. Lastly, the Animist (see FH&W p.395) could represent obscure cults to ancient nature gods, and as such may be considered too. On the other hand, no racial classes should be allowed if the relevant races are not available, and weird-tales/sci-fi classes have nothing to do in Dark Albion. The Scary Monk is also totally inappropriate in Dark Albion.

Albion as Low-magic

If (as the GM) you want to have Dark Albion be a "low-magic" setting without modifying nor restricting the spellcasting classes, and while allowing all the 666 spells of FH&W, here is some suggestions. They will make sorcery become hazardous in everyday-life circumstances and amidst civilization, but otherwise unrestrained in those dungeons and wilderness locations where adventurers like to go.

OPTION 1: CHANCES FOR SPELL FAILURE

The Unconquered Sun is the ultimate deity of Law, and obviously resides in the sky. Conversely, demons and most things of Chaos are said to come from the Underworld. Then, consider that all arcane magic —but not the miracles of clerics— is a manifestation of Chaos that disturbs the natural order of the world (which is ruled by natural laws of physics, etc.). It means that even magic-users who don't have an allegiance to Chaos, nonetheless tap the raw forces of Chaos to generate magical effects. Note by the way, that magisters pretend to keep the danger of calling upon Chaos in check by controlling it with the forces of Law, which results in a codified sorcery that can only produce certain effects from precise procedures of spellcasting. Whether this is true or not is unknown however, and thus left at GM's discretion. That is, it's the GM who must ultimately decide if magic-users unknowingly spread Chaos in the world, or if magic is (relatively) innocuous. In any case, the principles of Law are opposed to sorcery, and thus all spells cast while the god of Law (i.e. the Unconquered Sun) is present, may be cancelled by it. In other words, casting spells in daylight (i.e. under the sun's light) wields some chance for failure; spells are better cast at night or deep below the surface of the world.

Therefore, when a magic-user casts a spell, the player (or GM for NPCs) must roll a percentage chance for spell failure, that is determined by the table below according to circumstances. If the roll is equal or lower than the % chance, nothing happens (i.e. no magical effect occurs) though the spell is wasted. In addition, the caster must succeed a Charisma saving throw or become unable to cast more spells for 1d6 hours thereafter (however, prepared spells are not lost). Note also that this % chance for spell failure is cumulative with that imparted by other conditions (e.g. trying to cast spells in armor if the GM allows it). As such, magic-users are generally careful to cast spells only when is necessary and prefer to practice sorcery at night or deep underground (where this chance does not occur).

Table: Chances for Spell Failure

Conditions / Circumstances	Category 1	Category 2
At night indoor or outdoor, or deep underground	—	—
Average daylight, indoor	—	1% per spell level
Average daylight, outdoor	2% per spell level	4% per spell level
Bright and sunny daylight, indoor	3% per spell level	5% per spell level
Bright and sunny daylight, outdoor	5% per spell level	7% per spell level
Inside a temple of the Unconquered Sun, always	5% per spell level	10% per spell level
Caster has an allegiance to Law	Chances halved	Chances normal
Caster has an allegiance to Chaos	Chances normal	Chances doubled

Category 1: Abjuration, Divination, Enchantment-Charm, and Illusion.
Category 2: Alteration, Conjuration-Summoning, Evocation, and Necromancy.

OPTION 2: DANGER OF SORCERY

You might also add another reason for magic being rare in Dark Albion. It will be perfectly appropriate with the concept of magic being a manifestation of Chaos. With this option magic remains rare because it is inherently dangerous; that is, learning and preparing spells wields a risk of corruption and possession. Game mechanics: use the *Danger of Preparing Spells* option (see FH&W p.185).

Albion's Cosmology



Most players and GMs are probably familiar with the complex cosmologies of the earlier editions of the game, that feature a multitude of inner and outer-planes. However, a much simpler cosmology might better fit Dark Albion.

In this simple cosmology, there are only the ***Celestial Realm*** and the ***Underworld*** along the normal world. They are not part of the physical dimension however, but one must still go deep underground (or die) to reach the Underworld, and likewise one must go high in the sky (or die) to reach the Celestial Realm. Of course, it's much easier to physically travel to the Underworld than in the sky for obvious reasons, and then any allegiance may enter the Underworld while only creatures aligned to Law can hope to reach the Celestial Realm.

1. UNDERWORLD

All demons and supernatural creatures of Chaos, as well as the souls of the damned, reside deep under the earth, in obscure and damp caverns of various sizes, like a prison world rife with evil. This is where the spirits of those who rebelled against the Unconquered Sun hide, living in eternal torment and craving for revenge. Access to the Underworld requires to first travel deep underground, and then either find

a magical gate to the hellish realms, or use astral or ethereal travel from there. Note also that casting the *Plane Shift* spell deep underground always leads to the Underworld; and that casting a *Teleportation* spell there, has a base 100% chance minus 5% per caster level to also lead into the Underworld rather than the intended location. Similarly, a *Gate* spell always leads into these infernal realms. Then, it is much more difficult to escape the Underworld than entering it. In fact, any fiend, spirit, or creature with an allegiance to Chaos cannot leave the Underworld unless summoned by someone outside of it.

2. CELESTIAL REALM

The Unconquered Sun resides in the Celestial Realm, high above in the sky, and from there blesses the mortal world with its light and warmth. It would obviously require powerful magic just to reach high enough in the sky, and then find a way into the Celestial Realm. There is a legend about a saint having done so, walking a flight of divine stairs in the air. However, most of the time only the souls of virtuous mortals (i.e. aligned to Law) will go to the heavens upon their death.

3. ETHEREAL

There is nothing like an Ethereal Plane, although there might exist some material places or things that are in a perpetual state of etherealness. Hence, etherealness is a magical state of matter that is phased out of the normal continuum of existence. When ethereal, a creature is still there, though displaced on the fringe of the material world, becoming unable to interact with it, while those in the normal world also cannot interact with the ethereal creature. An ethereal creature can see what happens in the material world normally, but sounds and odors are not perceived. Conversely, an ethereal creature is invisible to those still in the material world, although a *Detect Invisibility* or *True Seeing* spell may reveal its presence (i.e. as a ghostly outline). The ethereal creature can still breath, and is at the same temperature as in the normal world, since air and temperature apparently exist in a wider spectrum of existence. On the other hand, solid matter seems to lose much of its density. As a result, the ethereal creature can move across solid matter (e.g. castle walls) easily if she wants to (i.e. it only requires to succeed a Wisdom saving throw at +4). Moving across solid matter while ethereal has no effect on it. However, if returning to a normal state while inside solid matter, either the creature will be expelled forcefully (suffering damage in the process) or will die entombed and fossilized. Damage: the formerly ethereal creature is expelled to the nearest open space, suffering 1d6 points of damage for every 5 feet between its location in solid matter and the open space traveled to.

4. ASTRAL

There is nothing like an Astral Plane. An astral projection occurs when a creature sends its spirit outside of its body to roam the material world in spirit form (which is inaudible, invisible and insubstantial); or to reach into the Underworld or Celestial Realm, in which case it can form a new body there, that is identical to the one left behind on the material world (in a state of coma-like trance). When roaming the material world in spirit form, the creature can go anywhere it wishes at the speed of thought, unhindered by anything but powerful magical wards, and totally undetectable by living creatures. A creature in spirit form can perceive the material world as if it was physically there, but cannot physically interact with it in any way. Nonetheless, a spell-caster in spirit form has the option of casting spells that may affect the physical plane. However, there is a 5% chance per spell level (added to any other chance for spell failure) that the spell will fail; then, if it happens, the caster must succeed a Wisdom saving throw or its spirit will be forced to return to its body immediately.



New Spells



These two new spells may be of use to adventurers foolish enough to want to go into the Underworld. Variants of these two spells (identical except for the destination) also exist to locate entrances to the realm of the Fae, and open them.

LOCATE ENTRANCE INTO THE UNDERWORLD

(Reverse: LOCATE EXIT FROM THE UNDERWORLD)
Divination

Level: Blk 2, Gry 3, Wht 3	**Range:** Personal
Casting Time: 1 full round	**Duration:** up to 5 rounds/level
Save: None	**Spell Resistance:** No

Area: Circle, centered on the caster, with a radius of 60 ft./level

This spell enables the caster to sense the presence of any nearby gate to the Underworld. So long as the caster concentrates on the spell (using a primary action), he can sense the direction of such a gate, if there is any within range. If there are several, the caster will sense them all. Ceasing concentration doesn't end the spell prematurely, and the caster may resume search when concentrating again if the spell is still in effect. Then, when he is within sight of the gate the caster will clearly see it as though he had cast a *Detect Magic* spell.

This spell only reveals the presence of an entrance to the Underworld, not the mean of activating or opening it. Likewise, it doesn't enable to see what's behind it, unless it is normally visible.

Reverse: *Locate Exit from the Underworld* enables to find a way out of the Underworld, but has only a 30% + 5% per caster level chance to work (such is the nature of the Underworld, that it won't easily let creatures escape from it).

OPEN ENTRANCE INTO THE UNDERWORLD

(Reverse: OPEN EXIT FROM THE UNDERWORLD)
Divination

Level: Blk 3, Gry 3, Wht 4	**Range:** Personal
Casting Time: 1 full round	**Duration:** Instantaneous
Save: None	**Spell Resistance:** No

Effect: Learn how to open or close a planar gate.

This spell grants the caster knowledge about how to open / activate a gate or passage to the Underworld. The caster must be within 20 feet of it, and must of course know (or at least strongly suspect) that what he looks at, is such a gate or passage. The spell instantaneously reveals all that must be known and done, including the use of special items, sacrifices, gestures, command words, etc. If the caster has all of it ready, or if he just needs to gesture and say the relevant words, he can then open/activate the gate or passage. Once gained, the knowledge does not disappear from the caster's memory, though at GM's discretion, after a long time an Intelligence saving throw might be required to remember the procedure.

Reverse: *Open Exit from the Underworld* enables to do the same thing but from the Underworld into the normal world. In this case it only has a 30% + 5% per caster level chance to work (such is the nature of the Underworld, that it won't easily let creatures escape from it).

Summoning Magic

The default rule p.186 suggests that demons are summoned either via normal magic-user spells, or via special rituals (in which case summoning spells are excluded from the game).

Yet, as FH&W is a game with a lot of everything (classes, races, spells, etc.), the GM may opt for a third option: both summoning spells and summoning rituals may exist in the campaign world! The idea underlying this option is the following: Spells are a much easier and safer way

to summon extra-planar beings from other dimensions. However, they require to be a high level magic-user, and to also know the relevant spells (that must either be created or discovered). Unfortunately for would-be demonologists, all of this takes much time and effort, and only a very few sorcerers become powerful enough to acquire and cast such spells. On the other hand, many people can attempt to perform incantations (see FH&W p.176), including, of course, low-level magic-users of all sorts who might be tempted to take this shorter route to power. Unfortunately for would-be demonologists however, incantations can be quite unreliable and dangerous…

Two examples of demonology incantations are provided below. Nonetheless, since these incantations are before all intended for evil NPCs, not for being used by PCs, many more could be simply hand-waved by the GM wanting to explain how Chaos cultists summon demons. Those shown below may be seen as guidelines on how such incantations work (though the GM may create them in using the rules outlined in FH&W p.176). In any case, incantations should be subject to the same chances for failure as spells do in daylight.

1. CALL INFERNAL MYRMYDON

[Conjuration/Summoning]

Skill Check: Arcane Lore DC 16, five successes in a row; **Failure:** Three consecutive failed skill checks; **Components:** V, S, M, B; **Casting Time:** 40 minutes (minimum); **Range:** 20 ft.; **Effect:** Summons a demon of war; **Duration:** Until task completed or three creatures killed; **Saving Throw:** Yes (special); **Spell Resistance:** No.

This incantation summons a demon of war, appearing like a tall knight armored from head to toe in a dark and rusted plate armor of odd design. There seems to be a red glowing light behind its closed helmet, and smoke drips from the armor's joints. The demon wields a large axe that is chilling cold to the touch.

The demon will execute a single task which must be simple and involve killing creatures. Examples include: "Stay in this room and kill anyone except me, who would enter; Follow this man at a distance, then catch him and slay him when he reaches the woods." The demon doesn't try to do anything else, though it will fight back if attacked. When the demon has completed its task, or has killed 1d4+2 creatures as part of its mission (typically when operating as a guard), he disappears in a puff of dark smoke. It leaves behind its rusted battle-axe as a kind of awful signature (also make an item save or the weapon is ruined).

Demons stats: 7 HD (d10); AC 20; BAB +10; Dmg 1d8+3/1d8+3; Mvt. 18'' (45 feet); Save 11. Special: continuous *Detect Invisibility*, and Tracking and Detection skill checks at +10 (i.e. the demon normally always find those he must slay); demon is extra-planar with all that entails, plus is at a –2 penalty to all rolls in bright sun light, and at a +2 bonus at night or in dark dungeons.

Material Component: Various alchemical components for at least 5L, and a battle-axe that formerly belonged to a soldier (and who used it as his regular weapon); add that soldier's level to the skill checks if he was aligned to Chaos, or half level otherwise. A magic weapon also adds its "pluses" to the skill checks, and thereafter to the demon's attack and damage rolls.

Saving Throw: When the demon has been summoned, the caster must impose his will upon it, which requires to succeed a Charisma saving throw at a –1 penalty. If it is failed the demon attacks the caster for 1d4+2 rounds then disappears.

Backlash: Caster temporarily loses 1d4 points of Constitution, which come back when the demon leaves the prime material plane.

Failure: The caster only manages to hit himself with the battle-axe, suffering normal weapon damage, and if a Constitution save is failed, also a permanent injury (i.e. resulting in a –1 penalty to physical skill checks and attack rolls).

2. INFUSE DEMONIC TALISMAN

[Conjuration/Summoning]

Skill Check: Dark Lore DC 14, five successes in a row; **Failure:** Three consecutive failed skill checks; **Components:** V, S, M, B; **Casting Time:** 50 minutes (minimum); **Range:** Item touched; **Effect:** Creates a demonic magical item; **Duration:** Permanent; **Saving Throw:** Yes (special); **Spell Resistance:** No.

This incantation summons a swirling wisp of phosphorescent green fume, that is instantaneously absorbed and bound into a talisman created for this sole purpose. The talisman is a small jewelry made of bone and gold, and engraved with occults symbols of evil. So long as the demon is in the talisman, it grants the user with the demon's special ability: one minor special magical power as described p.193 (i.e. the incantation actually summons a demon with the power closest to what the caster wants).

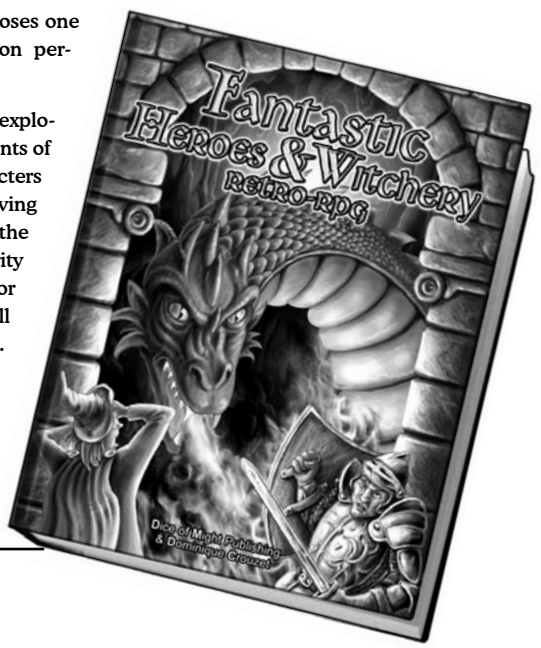
If the talisman is destroyed, the green fume is released and tries to possess the nearest living creature (typically the amulet's wielder); see failed saving throw below.

Material Component: A human bone and 5L of gold that must have been stolen by the caster, not bought (i.e., the caster must defile a tomb to get the bone, and steal the gold from someone else); if the bone is taken from a human that was slain for this sole purpose, it grants a +2 bonus to all these skill checks. If the incantation is attempted in close vicinity to a gate into the underworld, it grants a +4 bonus to the skill checks (but also a –2 penalty to the saving throw below).

Saving Throw: When the demonic green fume is summoned, the caster must succeed a Charisma saving throw, or the demon will possess him instead of being bound into the item. Upon failure the caster is affected as per a ghost's *Magic Jar* attack (see spell FH&W p.292). Thereafter the caster becomes mad and enraged for 1d6 turns (trying to kill people around him), and then the green fume forever leaves his body and the prime material plane.

Backlash: Caster loses one point of Constitution permanently.

Failure: The item explodes, dealing 2d6 points of damage to all characters within 10 feet. No saving throw is allowed to the caster, but a Dexterity save is allowed for half damage to all others within range. (This damage is a combination of missile damage from the shards, and of unholy energies).



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