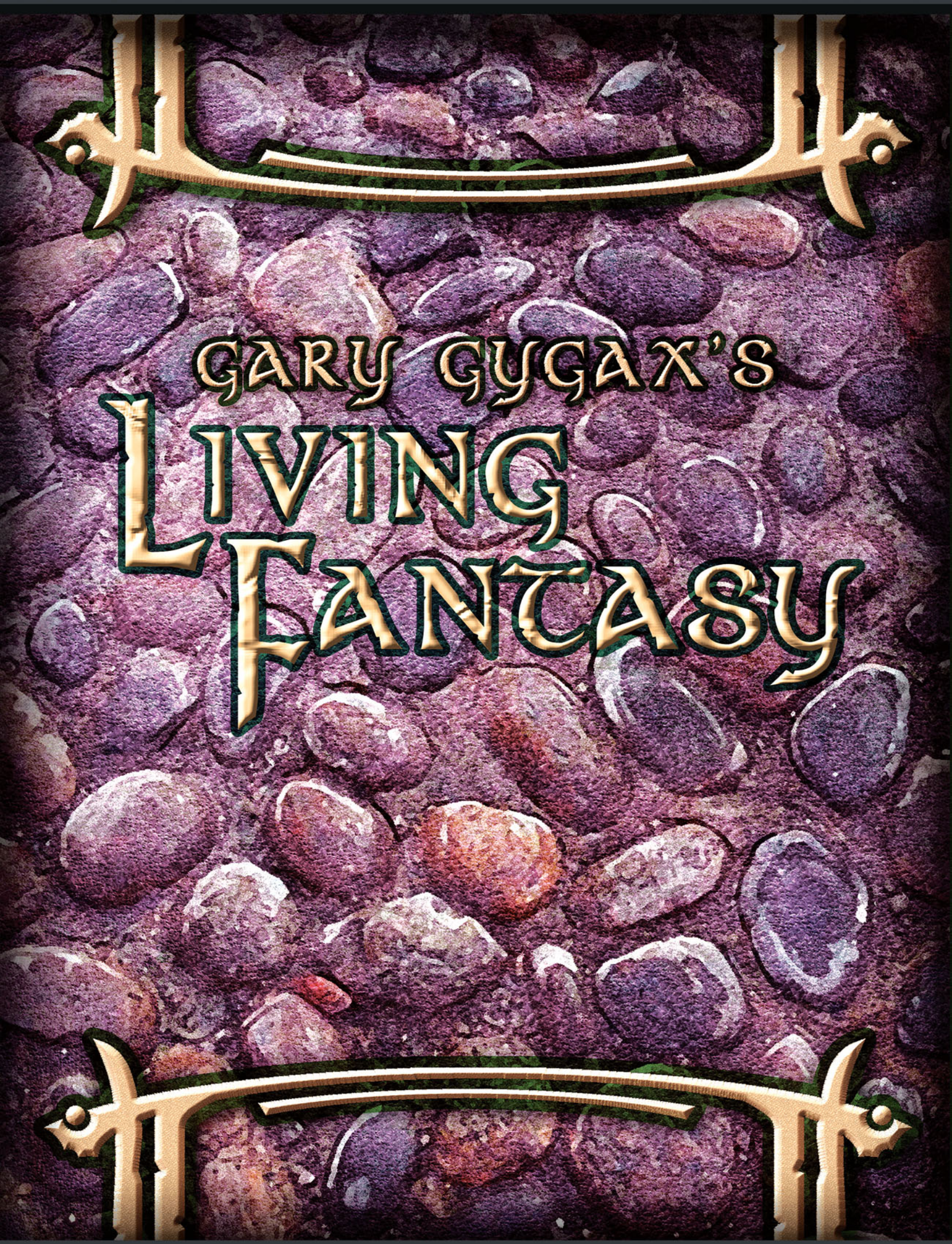

GARY GYGAX'S
LIVING
FANTASY

ACKNOWLEDGEMENTS

Authors: Gary Gygax
Cover Artist: Matt Milberger
Artists: Brian Schwartz, Andy Hopp, Stephen Sheppard, Jason Walton
Titles & Cover Design: Mac Golden, Andy Hopp
Production: Troll Lord Games
Editors: Nita Lewis, Mac Golden & Mark Sandy
Cartography: M.A.T.T.

Special thanks are due to John R. Troy. John has corresponded with me for about a decade now, in the course of which exchange he has provided much useful commentary and criticism for many works in which I have had a hand. Herein John has been kind enough to supply a good many sidebars, mainly dealing with D20 subjects, but also the generic "Exotic Punishments" and other ones.

The author wishes to specifically thank Jon Creffield for his assistance in furnishing historical information regarding canals, canal boats, carriages, coaches, and travel via such means. Thanks also to Alan Kellogg and James Mishler for similar help given when preparing the manuscript for this book.

I also wish to give a tip of the hat to my Wife, Gail Carpenter Gygax, who, beginning some years back, encouraged me to write this work because of the valuable tool it would provide to others developing fantasy worlds. At last I am happy to say to her, here it is.

Small portions of this work in slightly different format have appeared previously in **Lejends Magazine** and on various websites for role-playing games.

Troll Lord Games
PO Box 251171
Little Rock AR,
72225



On on the web at
www.trolllord.com
troll@trolllord.com

This book is published and distributed by Troll Lord Games. All text in this book, other than this title page and page 160 concerning the Open Game License, is Copyright © 2003 Trigee Enterprises Company. All other text, artwork, illustration, maps, and trade dress is Copyright © 2003 Chenault & Gray Publishing, LLC, d/b/a Troll Lord Games. All Rights Reserved. Lejendary Adventure, the Lejendary Adventure logo, and Gary Gygax's World Builder are Trademarks of Trigee Enterprises Company. All Rights Reserved. Troll Lord Games and the Troll Lord Games logo are Trademarks of Troll Lord Games. All Rights Reserved.

Version 4: 'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 4.0. A copy of this License can be found at www.wizards.com/d20. Dungeons and Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission. Please see page 160 for the Open Game License, and designation of Open Game Content and Product Identity. Any questions regarding Open Game Content and Product Identity within this book should be directed to Troll Lord Games at troll@trolllord.com or at P.O. Box 251171, Little Rock, AR, 72225.

For permission to use a portion of this work that is not designated Open Gaming Content, please contact the publisher at troll@trolllord.com or Troll Lord Games, P.O. Box 251171, Little Rock, AR 72225 or Trigee Enterprises at ggygax@genevaonline.com or Trigee Enterprises, 316 Madison Street, Lake Geneva, WI 53147.

This book is protected under international treaties and the copyright laws of the United States of America. This book is a work of fiction; any resemblance to actual people, organizations, places, or events is purely coincidental.

First Printing March, 2003. ISBN 1-931275-34-3. Printed in Canada.

Silver, Gold and Money in a Fantasy World and d20 and the Gygaxian Fantasy World Series

Coins, or any other varying types of mediums of exchange, have been a part of the human experience for many thousands of years. Generally fashioned from small chips of various metals, shells, valuable stones, ceramic beads and even spices, coins and their counterparts took on a wide variety of shapes and sizes, not to mention weight. Earlier societies made coins from gold, silver, copper, bronze and other metals which they deemed valuable. The value of a particular coin and its metal varied wildly from region to region. As history progressed two types of coins rose to dominance, bronze in China and silver in Greece and Rome.* The overwhelming power and influence of these three societies in their regions left an imprint on the the adjacent regions. These metals were chosen for a wide variety of reasons far too numerous to mention, but frequently had as their basis some type of common medium of exchange. In Greece, for example, the Ox served as the universally prized commodity upon which the money system was based. Suffice to say, values ranged from area to area.

What then to do about money. Anyone creating or dealing with a fantasy world is met with the question of how to establish a money market system. Is one to use coins or some of other medium of exchange? What are coins? What metals are used in their making? How is value set? These are questions which, if realistically dealt with, are almost impossible to answer unless you concentrate on one society, one culture, one people and one time. It is doubtful if the Greek stater (silver or gold) would have meant as much to the Chinese merchant as to an Anatolian one. What then to do?

Mr. Gygax chose the simplest approach. By following the modern standard of the dollar, he established a clear value in dollar signs of any given metal. Gold for instance is worth $500. Silver, a less precious item, is worth $10 and bronze is just under $1. His values are based roughly on those that dominated the Renaissance when gold began to establish itself as the common metal, and are set at a 1-10-500 standard.

As concerns the d20 game, there is no correct equation of the standard set by Mr. Gygax. This is largely due to the established rate of exchange in d20 where a gold coin is 10 times more valuable than a silver one.† Seemingly, gold in d20 is undervalued immensely or more plentiful than historically available on earth. However, the Core rule books fail to state how much of a specific metal is in any given coin, only that each coin weighs a third of an ounce. In order to follow the clear and logical guidelines set down in the text we have developed a value of metals chart specifically for the d20 game below. Furthermore, the equations listed below allow for greater cohesion between Mr. Gygax's text and the d20 system. They are developed off of a silver standard:

$1 is roughly equivalent to 5 copper coins
$10 is roughly equivalent to 5 silver coins
$500 is roughly equivalent to 25 gold coins

This assumes that one silver coin possesses .5 ounces of silver in it, and that one gold coin possesses .04 ounces of gold in it. It can be assumed that gold coins are smaller than silver coins, or are simply coated in gold.

* These notes reference the Sung Dynasty and it is recognized that the Chinese also produced iron coins. Greece used gold and electrum, and Rome bronze as well.

† As I write this, gold's value is $240 per ounce and silver's is $4 per ounce.

The Troll Lords
Stephen Chenault

Table i

Values of Metals per Ounce

Metal	Value
Platinum	50gp
Gold	25gp
Electrum	135sp
Silver	5sp
Nickel	1sp
Nickel-silver	25cp
Copper	5cp
Bronze	4-5cp
Adamantine	250gp
Mithril	150gp
Oracalcum	500gp
Tilferium	100gp
Xagium	200gp

Table ii

Values of Metals per Ounce Lejendary Adventures

Metal	Value
Platinum	$1000
Gold	$500
Electrum	$275
Silver	$10
Nickel	$1.88
Nickel-silver	$5
Copper	$1
Bronze	$1
Adamantine	$4,500
Mithril	$3,000
Oracalcum	$10,000
Tilferium	$2,500
Xagium	$5,000

Table of Contents

Foundations 5
Introduction 5
Non-Human Persons in the Fantasy World 7
Assimilation 8
Banking 8

Book One: The Physical Landscape

Urban Landscape 10
Architecture, Civilian 10
Architecture, Military 10
Bridges 12
Tunnels 13
Roads 13
Land Transport 13
Travel 13
Travel by Commercial Wagon 14
City Travel 16
Travel by Coach or Carriage 16
Private Carriages or Coaches 17
Travel by Horseback or Mount 20
Travel by Foot 21
Water Transport 21
Waterways 21
Canals 21
Types of Canals 23
Travel on Canals, Rivers, & Lakes 24
Fast Travel on Canals 24
Travel on Seas and Oceans 26
Unusual Transport 28
Flight 28
Trans-Dimensional Transportation 29
Applying Magic 30
The People 30
Applied Magic 31
Specific Magical Classifications 35
Summoning 35
Practical Spells for the d20 System 36
Pantheons 40
The Concept of Multiple Pantheons 40
The Concept of Deital Cooperation 40
The Concept of Sects and Orders 40
Items of Interest 41
Metallurgy 41
Mills 41
Signal Communications 41
Exotic Substances and Drugs 41
To Gun or not to Gun 42

Book Two: The Cultural Landscape

Fantasy Society 44
Fantasy Feudalism 44
The Upper Class 45
Fantasy Armorial Bearings 55
The Middle Class 55
The Lower Class 62
The Underground 65
The Underclass 65
Criminal Underclass 65
The Civilized World 72
Civilized Communities 72
Definitions 72
Configuring Communities 72
Features of all Hamlets 76
Information Media 76
Entertainment 76
Drinking and Smoking 76
Visitors 77
Manorial Village 78
Manorial Villages and Dwellings 78
Towns and Cities 79
Underground Places 85
Societies 85
The Error of "Peace-Knot" Use 85
Courts of Law 86
Local Jurisdictions and Foreigners under the Law 86
Clerical Courts 87
Exotic Punishments 87
The Incarceration of Arcane and Divine Spellcasters 88
Judicial Officials 89
Aristocrats 90
Town Services 91
Information Media 93
Accomodations: 93
Drinking and Smoking II 94
Entertainment II 96
Recreation Areas 98
Monuments 99
Healthcare: Who Gets It 99
Extraordinary Magical Services 101
Technology 101
Communications 102
Standard Communications 102
Commerce 102
Schools 103
Temple Strongholds 104
A Lord's Castle 105
A Royal Palace 109
Recreational Amenities 108
The Chase 109
Military Command 110
Lords Spiritual, Lords Temporal & Lords Magical 111
Lords Spiritual: Serving Deities and Aiding Man 111
Ecclesiastical Concerns 113
Summation 117
The Typical Abbey 118

Table of Contents continued

The Priory 121
Lords Temporal: Serving Deities and Aiding Man 122
States, Pantheons and Politics 124
Knighthood 126
Lords Magical 128
Secular Magic in Society 128
Magic in Government 128
Magic in Civilian Enterprise 129
On Sovereign Mages 131
The Wizard-Priest and Deity as Sovereign Ruler 131
Primitive Society 135
The Social Class Structure 135
Upper Class 135
Middle Class 135
Lower Class 135
Underclass 135
Shaman Hierarchy 135
The Primitive Communities 136
Villages and Encampments 136
Pirates 139

A Day in the Life... 141
Awakening Through Retiring, Servants, Toilet, Clothing, Food, etc. 141
A Bailiff 141
A Beggar 141
A City Gaoler 142
A Country Squire 142
A Courtesan 143
A Farmer 143
A Foreign Factor 144
A Great Officer 145
A Jungle Hunter 146
A Knightly Warrior 146
A Laborer 147
A Mage 148
A Serving Maid 148
A Typical Shop 149
A Shop Keeper 149
A Soldier 150
A Wealthy Merchant 151
Index 155

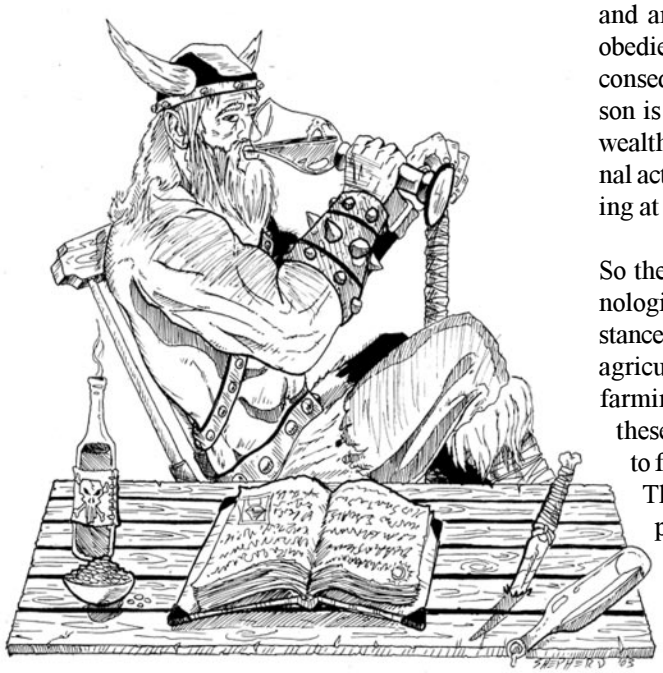
Charts
Encounter Chart 1:1 Perils of Overland Travel 15
Encounter Chart 1:2 Perils of the Waterways 26

Tables
1:1 Land Travel: Rates of Speed for Vehicles 17
1:2 Canal Depth 23
1:3 Water Travel Speed for Inland and Marine Vessels 24
1:4 Transportation, Unusual 28
1:5 Transportation, Trans-Dimensional 29
1:6 Magical Products and Services 32,33,34
2:1 Land Holdings 44
2:2 Materials of the Upper Upper Class 48
2:3 Class and Skill Description: Upper Class 49
2:4 Materials of the Middle Upper Class 50
2:5 Materials of the Lower Upper Class 53
2:6 Manor Holding 54
2:7 Class and Skill Description: Middle Class 56
2:8 Materials of the Upper Middle Class 57
2:9 Materials of the Middle Middle Class 59
2:10 Materials of the Lower Middle Class 60
2:11 Materials of the Upper Lower Class 62
2:12 Typical Work Garments 63
2:13 Materials of the Middle Lower Class 63
2:14 Materials of the Lower Lower Class 64
2:15 Class and Skill Description: Lower Class 64
2:16 Materials of the Underclass 65
2:17 Class and Skill Description: The Underclass 67
2:18 Class and Skill Description: The Criminal Underclass 67
2:19 The Criminal Underclass 70
2:20 Land and Building Costs 78
2:21 Assumed Average Income for Costs 79
2:22 Labor Costs for Fortifications 79
2:23 Cost of Construction 80
2:24 Underclass Dwellings 82
2:25 Worker's Dwellings 82
2:26 Tradesmen's Dwellings 83
2:27 Craftsmen's Dwellings 83
2:28 Merchant's Dwellings 84
2:29 Lodging and Board in Dollars 94
2:30 Lodging and Board in Gold 94
2:31 Healthare, Magical 100
2:32 Royal Officials 106
2:33 Ecclesiastical Hierarchy 114
2:34 Lejendary Adventures - The Priesthood 119, 120
2:35 Title of Nobility and Their Spiritual Equivalents 122
2:36 Emblems of Office 123
2:37 Emblems for the D20 System 125
2:38 The Powers of Emblems for Lejendary Adventures 127
2:39 Magic in Government and Civilian Enterprise 132, 133, 134
2:40 Class and Skill Descriptions: Primitive Society 136
2:41 Materials of the Primitive Society 137, 138
2:42 Materials of the Tropical Island Inhabitants and Pirates 139
2:43 Cooking/Food Menu Items 152, 153

FOUNDATIONS

INTRODUCTION

This is not as strange or dichotomous a book as the title sounds. Because of the immersion in campaigns of Fantasy Role-Playing Games in pseudo medieval to early Renaissance milieu, a work of this sort is not merely apropos, but long needed. That is, those enjoying the entertainment provided by such games will have their appreciation enhanced by this text. Through a combination of historical fact and the magical stuff of the Fantasy Role-Playing Game, all concerned will be better equipped for heroic adventures in the make-believe environment.



Using mainly the English socio-economic class system, based on feudalistic concepts of the high medieval to Renaissance periods and a sure knowledge of both, the reader is treated to a potpourri of details regarding all manner of things. After defining the social structure, so as to place into perspective characters "met" in the fantasy world, this book details how such imaginary persons are garbed, what weapons they might have, how they travel, where they live, what they eat, and so forth. Indeed, in its own way, this is a rather monumental treatise, information-wise, compacted into a small size.

While the information is "Eurocentric," there is sufficient detail to enable the reader knowledgeable in such different culture to apply the work to any comparable society of non-European basis, modify it so as to implement its theses in virtually any civilization of the sort used in Fantasy Role-Playing Games.

There are some assumptions made herein that might not suit every fantasy milieu. The initial one is that while guns and gunpowder are right out, this does not mean that technology is unknown or useless. Indeed, if one is familiar with history, such as the feats of Archimedes during the siege of Syracuse, there is no reason whatsoever to suppose that firearms and technology need go hand in hand. So, this world in which "everyday fantasy living" occurs has quite a number of "advances" and even amenities. These are assumed for any number of reasons.

Initially, the uppermost strata of the population of the "civilized" states needs be well-housed, well-protected, and both autocratic and plutocratic. They need these things to offer a plainly evident goal for which those "beneath" them will have much motivation to achieve. Secondarily, these nobles and aristocrats must have the wherewithal to command obedience and offer rewards for success and unpalatable consequences for disobedience or failure. The tertiary reason is one that might be foremost in many minds. Their wealth presents a marvelous target for all manner of criminal activity - blackmail, burglary, robbery, swindles, cheating at gambling, pick-pocketing, and grab-and-run theft.

So the world in which they live is one where some technologies are a step beyond the medieval, and in some instances beyond the Renaissance. The economy is not purely agricultural, and because of deep plowing and developed farming methods - plus land enclosure to accommodate these methods - more than half the population is needed to feed the remainder and to produce a surplus for trade. There is thriving trade and considerable industry supported by such commerce. To move goods around the world, ships are technologically advanced. Designs are as "recent" as those of our own world in 1650 or thereabouts, sans cannons, but with catapults (even pneumatic ones). River traffic thrives, and canals for transportation by boat and barge link rivers and reach towns otherwise deprived of such commercial benefit. On land, the vehicles to move freight and people are likewise advanced, so that wagons and coaches are closer to models of the 18th century than the 15th. Road networks are not extensive or advanced, so aside from water connections, much of the state is rather isolated, linked by arteries that are mere bridal paths and tracks.











Along with such advances, there are smaller ones that are quite important. Time is kept by mechanical clocks and watches. News and information are conveyed by print, as woodblock printing exists. Engineering is such that bridges, tunnels, and sewers are slightly more advanced in design than they were in the time of the Roman Empire. Indoor plumbing, even hot water, are not uncommon for the wealthier citizens of the more advances states. As there is no gunpowder, the art of fortification and siegecraft has not gone much beyond that of the late middle ages concen-



tric castle. Even though magic works in many ways as explosives might and similar to other modern technologies, they are enabled through the use of fantastic creatures and spells. So too are counter-magics able to answer such threats. High walls of stone are still an effective means of protection when they are properly guarded by warriors and war machines, wizards and wondrous devices.

In such a world, who can really say what other technological experiments are taking place? While there are unlikely to be many, there could be someone working to create a hot-air balloon, a steam engine, a semaphore system for communication, and like innovation.

In all though, the milieu is medieval in many important features while ancient or even savage in others. As is often the case, this world subsumes that language is not a barrier, that most, if not all, places speak a tongue that is understandable to one another. Why? The environment is one to accommodate the adventures of bands of heroes and heroines, of course! To balance the ease of communication, and the ease of role-playing, it is a place of diverse religions. While a party of wandering adventurers might travel to any distant continent, see strange and marvelous things, explore terra incognito, all the while being able to speak with most of the folk met, the "gods" are foreign. There is an assumption that many pantheons of deities exist, demand loyalty from their followers, and have differing aims and who keeps sufficient distance between cultures without need of any language barriers.



This brings up the matter of unseen forces, good and evil, active in the milieu. With active magic this is likely a given, so this is assumed herein. The pantheons of deities and associated entities are indeed active. Thus, there is everywhere evidence of the various "gods" and "goddesses" in religious structures, their clergy, and the works of the latter. As was true in medieval Europe, the clergy is vastly important. Furthermore, as they manage health and welfare of both spiritual and mundane sort, the populace depends on them for much more than was ever the case in this world.





Also of considerable import in the fantasy world environment are different races of humanoid sorts and strange creatures. The former add to the cultural and social differences that make such a milieu interesting and surprising and provide challenges and threats. Naturally, the strange, awful, and bizarre creatures do likewise. Such monsters assure unexplored wildernesses remain, serve as perils of deadly danger, aid in all manner of similar capacities and even furnish pathos.





To summarize, the fantasy world subsumed herein is an amalgam of the English and Western European models, these being historically familiar, with what might logically stem from such an environment of limited but working magic overseen by numerous, and competing pantheons of "gods" and their religious organizations. Into such bases are stirred familiar and strange human-like races and fantastic beasts. There are powerful monarchs and penniless beggars and all that comes between those two extremes, which brings us back nicely to power and wealth, the socio-economic classes mainly determined by those two factors.



Power is paramount. It is inherited, gained by force, granted by office or even acquired through personal exploit. In a fantasy world the imperial, royal, noble, and high priesthood are paramount. Such persons make the laws, command fealty and obedience, pronounce exile or anathema, defend the state, own vast lands, decree taxes and tariffs, direct public works, appoint officials, mint coinage, regulate commerce, set monopolies, make treaties, declare war and peace, and send forth minions to do their bidding. Some are paragons of virtue and valor, others infamous villains. Most are somewhere in between in ethics, morals, and mind….including intellect. Those in power rule, be it a vast state or a small domain of but a few square miles. They direct affairs, sway thinking, and have force to see that their will is carried out.

Wealth enables power, of course. There are other reasons, though, for its great consequence. It is important not merely to the "background" of the environment, for it is a motivator of the adventurers to engage in activity in the milieu, to start and maintain their interaction with the fantasy environment. Idealism, honor, justice, revenge, even so little as a desire to see the unknown, are fine, but in all, wealth is key, for it conveys much status and leads to power and at least makes it possible to keep on adventuring in the fantastic milieu offered. It is the primary tool used by the master of the imaginary world to direct all the major activity therein not bidden by conquest and power.

Power and wealth thus combine to create the socio-economic class structure. The more of each, the higher the status of the individual. In order to convey to others the relative standing in this hierarchy, each individual must display in evident form the extent possessed of each category. Thus there are writs, bulls, and commands. So too, pomp, circumstance, and ceremony. Emblems of power range from the crown and scepter to the lowly whip. Wealth is displayed in the place of residence, servants in attendance, the means of conveyance used, dress and adornment, spending and gifts, leisure and generally profitless activities and even charitable work.

All of this will be dealt with, mainly in precise form, in the main body of the work. To assist the reader in comprehension and modeling of such information for the development of a world environment, I offer the following: the socio-economic class structure used herein follows the triple-tiered system, adding below the "accepted" classes

the "underclass" - pariahs of destitute sort and the criminals. Of course, people being just that, the underclass has its own social class system, and indeed, it is subsumed that those in the criminal element rise, actually parallel to some extent, the "proper" classes, and have intercourse with their relative, if unaccepting, peers.

What of those who reject the social and economic-based class system? Aside from "barbarians," there are such individuals, "nil-class" persons if you will. They are not large in number, for generally those denying class structure are actually desirous of establishing a new sort in which they happen to be paramount, or at least of considerable standing! Who are truly nil-class? In a fantasy milieu these individuals will be mainly from the wizards, philosophers, scholars, artists, inventors, free-spirited, explorers, the intelligentsia, and "Bohemians" of the imaginary world. Many such persons, however, are considered rogues, branded as such, and thus are forced into the criminal underclass. The adventurers that interact in the environment might well fit into such group, be it with the non-criminal or the outlaw factions of the nil-class. As to the accepted social classes structure, here is the form:

Upper class: upper upper, middle upper, lower upper.
Middle class: upper middle, middle middle, lower middle.
Lower class: upper lower, middle lower, lower lower.

The members of each class and each tier within the class will be treated hereafter. This milieu assumes that wealth is relatively abundant in all states and most classes. This means there are many goods and services available. Commerce creates wealth and makes such goods and services available. Commerce and wealth engender criminal activity for, those who want, for whatever reason, are likely to attempt to gain such by dishonest means.

Finally, returning to wealth, the make-believe adventurers in the fantasy world will likely not be motivated by power. Possessing power means obligations, as the list of things power enables clearly demonstrates. Becoming powerful means that adventure flies out the window, and the heretofore footloose and fancy free heroes become staid residents of some palace, weighed down by everyday concerns of kingdom or fief or office. Wealth on the other hand enables freedom, liberty to rove, adventure and explore. To be accepted, the bold adventurers will typically desire to be recognized as heroes, not vile criminal outlaws. Thus, to some extent, they will need to fit into the social norm. Their power will be evidenced by their bold deeds, but their status will demand a display of their wealth.

The need to accumulate riches means that adventurers acting in the fantasy environment need to display their status. Mere fine arms and armor, mighty horses, and such will not suffice. Actually, one of the major reasons for moving beyond the purely medieval historical environment is to emphasize this. Not only is it a motivator for the adventurers, but it is a grand tool for the director of the milieu. Acquisition and *loss* of wealth provide motivators for players and puppets. The former work to attain symbols, while the latter have reason to steal this wealth from them. From a rich estate seized by an avaricious monarch to a sword swiped by a common thief, all manner of adventures spring.

Come along now, and let us explore the mundane workings of the fantasy world, as they are the foundation upon which epic stories are crafted, mighty adventures are played out, and around which comedies, dramas, and tragedies will be enacted.

NON-HUMANS PERSONS IN THE -FANTASY WORLD

Virtually all fantasy world settings feature one or more "humanoid" races. The range is broad, usually including such types as dwarves, elves, gnomes, halflings, and so forth. How such non-human members of the milieu are treated in regards to the society outlined above and detailed below is not a difficult matter to decide.

If your particular world has humans and non-humans living in harmonious fashion, then that is how to deal with them in this regard. Use common sense in placing them in the higher positions, and make allowances for at least some of them to appear in special categories where they do fit into the upper class. If there is some tension between mankind and its racial cousins, then this is how the socio-economic structure will be in regards to non-human members of society. If there is enmity between humans and humanoid races, then that is common in society, with segregation and rancorous dealings between, say, humans in the upper class and elves in the same social stratum.



The incidence of non-humans in the general population is a factor no matter how the different racial kinds get along. If humanoids are rare, then they will be notable and their presence will be unusual, and possibly looked on somewhat askance in "high and polite society" but, accepted without a problem in the lower half of the structure. If non-humans comprise 10% or more of the general population, then they will be accepted with some possible reluctance in the various tiers. Think of them as foreigners more than non-humans in this regard; thus some will be welcomed, some ignored, and some shunned.

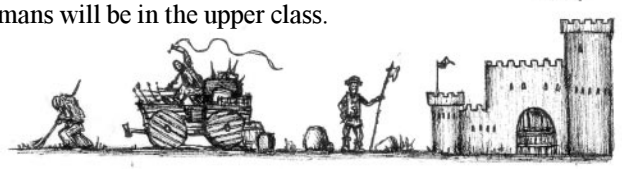






In places where there are concentrations of humanoids, there are two possible occurrences. First, assuming general distribution of non-humans throughout the social strata, then humanoid incidence in the various strata will pretty much mirror society. Second, with non-humans segregated, few non-humans will be in the upper class.





If you are in process of constructing a fantasy world, then the choice of how to build it is open. As non-human races add to the diversity of the milieu, likely they will be included. It seems a good idea to have no less that 10% of the total population be of humanoid racial - more in a large urban community. If non-human races live in relative harmony with humans, then so much the better. Thus, a city can have a human slum, a humanoid one, a human foreign quarter, and one or more "humanoid quarters" too - dwarves and gnomes in one, perhaps brownies and kobolds in another. In such a place, there will be exclusive human gangs, mixed human-humanoid ones, and exclusive non-human groups. Other than the obvious racial differences, though, the contrariety between the lot will be negligible.

ASSIMLIATION

Many campaigns assume that the various non-human racial groups living in human civilizations keep most of their cultural attributes intact. This is not an unreasonable assumption, especially if you consider that, unlike human "races" which are basically defined by genetic traits, different humanoids are actually different genetic types, and one would logically expect for them to keep many of their core personality traits.

Even so, the concept of assimilation is ignored by many campaigns. Basically, if one cultural group becomes a part of or interacts with a larger group, the cultures tend to merge. This isn't universal, of course, but historically it has happened—except when the smaller cultural group has a very strong ethnic identity or uncompromising religious or social trait. Please also note that modern democratic cultures are much more tolerant and accepting of multi-pluralistic subcultures than they were in ancient and feudalistic Middle Ages.



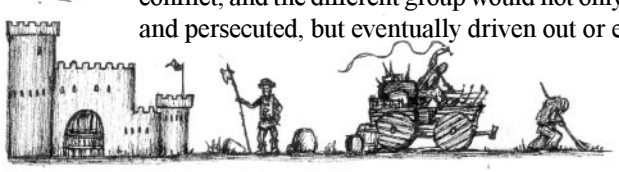








When developing campaign worlds with a well-defined history, one should at least consider the possibilities. You can have your dwarves in the mountain kingdoms and elves in their forest clans, but there will likely be groups who have accepted and melded with humans (or other humanoid kingdoms). If one human city has a huge population of dwarves living in a major city (say refuge from a war 800 years ago—now making up 20% of the population), one should expect at least some assimilation. It would be very likely that such a population would keep their dwarven traits, but likely adapt to the culture of the overall kingdom, worship the regional human pantheon and so forth. It would also depend on the race. Elves usually have very long life spans and an exotic culture and are more resistant to assimilation than, for example, halflings. Of course, to be accepted into the community, some amount of assimilation would be necessary, or else there would be continual conflict, and the different group would not only be shunned and persecuted, but eventually driven out or even killed.



BANKING

There is no question that the advanced societies in the fantasy world will have developed a relatively sophisticated system of banking, including systems for moving money from one bank to another and from state to state.

The main instrument used to accomplish transfer of funds between banks will be documents of some sort, paper or otherwise, that indicate funds from Bank A are due to Bank B. Of course, various banks will be exchanging such documents, so that in actuality, actual money might never need to be moved, as one note of transfer cancels out another. Otherwise, actual transfer of funds, in gold or gems, will be made. Gems are included in the asset transfer because they are used today as a form of money in some places. In the fantasy milieu they would be used extensively because paper currency is not employed. Even at $500 per ounce, gold transfer is bulky, while diamonds at an average of $5,000 per carat is compact. As the assumption is that gold, and collaterally gems, are universally accepted and values fixed in many states, the inter-bank transfers between these institutions in such states will not be difficult.

Banks will be located in larger communities, towns and cities. They will hold money for persons, make loans, pay and collect interest. When a person wishes to have a large sum of money available, but not actually have to carry it, a letter of credit will be issued by the bank holding the individual's money. The sum of money indicated on the letter of credit can be drawn from any other bank or banks, the amount drawn down in whole or in part, and the holding bank will make good the sum or sums to the total value indicated in the letter of credit. Meanwhile, the issuing bank will not pay interest on the sum indicated in the letter of reference. Banks will also change metal coin currency of other states into the coin of the realm, change gold into gems and vice versa, for a relatively small fee—5% or less.

Money changers typically charge a higher fee. Such establishments are smaller, operate in smaller communities, and offer fewer services. A money changer charges a fee higher than that of a bank, likely 6% or more, but such establishments ask few questions.

BOOK ONE

THE PHYSICAL LANDSCAPE

THE WHITE SPIRES AND
MAGNIFICENT BOULEVARDS
OF MY IMAGINATION
WERE NOTHING BUT
MUD HOVELS AND DIRT ROADS

TRAVELS TO TIMBUKTU

URBAN LANDSCAPE

ARCHITECTURE, CIVILIAN

Major Public Structures: The public buildings in a city or large town will be a mix of Greco-Roman styles and European medieval form (mainly Gothic, possibly Byzantine). Construction will be of stone, brick-and-stone, brick only (rarely), and/or concrete (which the ancient Romans used). The older ones will have imposing facades with steps and a portico, pillars supporting the roof thereof. Height will be considerable, with two to four stories, usually with a loft or attic above. Roofs will be of slate, tile, or metal sheeting. Structures in this category include the following: armories, baths, city halls, colleges, courts (legal), government palaces, grand temples, gymnasiums, libraries, museums, natatoriums, prisons, sports arenas, university buildings and work houses.

Other Large Buildings: These structures will be much like the public buildings noted above, although in this area there will be more new construction, so the probability of newer architectural styles will be strong. The height of individual stories will in general be lower than in large civil buildings, but overall height in some non-public structures will be as great, because of an additional third, fourth, or fifth story, added below the loft or attic. Private palaces will possibly demonstrate new architectural forms resembling the Tudor, Elizabethan, and Baroque, as well as neoclassical forms. Indeed, with brick-making being advanced, the "new style" could resemble Georgian architecture. Utilitarian structures will in general be plain, functional and perhaps lacking any grace or beauty. Structures in this category include the following: administration buildings (main), apartment buildings, breweries, carriage makers, hotels, ice houses, indoor markets (bazaars), inns, factories, foundries, fuel depots, gambling casinos, granaries, guild halls, jails (gaols), lumber depots, manufactories, mills, music houses, palaces, piers (covered portions), play houses, record halls, revenue buildings, religious complexes (convents, monasteries, priories), rope walks, schools, ship chandlers, shipwrights, storehouses, temples, town houses and warehouses.



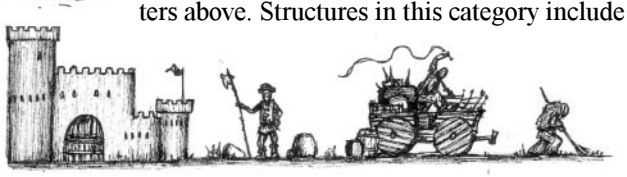








Smaller Urban Buildings: Structures of this sort are the most common in an urban community. Generally speaking, these buildings are of stone, stone-and-brick, or brick. Wood is not used extensively because of fire—a lesson not learned on our own world until late in the Renaissance. These buildings are built with walls abutting, fronts close to traffic routes, usually with second stories overhanging the way in front, and with open space in the rear. Commercial entrances will be on the ground floor with living quarters above. Structures in this category include the following: administration buildings (secondary), ale houses, armorers, bawdy houses, boatwrights, butcher shops, cartwrights, chapels, coffee houses, cook shops, cooperages, dancing schools, eating houses (restaurants), fanes, fencing schools, fire stations, groceries, hostels, money changers, rat-killing arenas, residences, rooming houses, shops (many and various sorts not otherwise listed), smithies, stables, taverns, tea houses, watch stations and wine merchants.



Large Suburban Buildings: Large uburban buildings will be of newer construction than most urban ones. Their construction will follow the urban models, although most will not be of more than two-story height (ground floor, first floor, plus loft/attic), and outside the walls of the larger community wood will be more commonly used in construction in commercial places. Structures in this category include the following: baiting arenas (bear or bull), brick works, chemical plants, cooperages, factories, foundries, fuel depots, freight depots, granaries, inns, lumber yards, manor houses, manufactories, moat houses, mills (cloth, grist, saw), palaces, play houses, religious complexes (convents, monasteries, priories), stables, stock yards, tallow works, tanneries, temples, villas and warehouses.

Small Suburban Buildings: While some construction will be of stone, brick, or a mix thereof, the majority of these buildings will be mainly wooden, even wattle and daub. Roofs will be of all sorts, including thatch. Structures in this category include the following: ale houses, bawdy houses, chapels, coffee houses, cottages, gambling houses, gatehouses, fanes, hostels, residences, sheds, shops, shrines, smithies, taverns and tea houses.

Rural Buildings: See the entry above for Small Suburban Buildings. Structures in this category include the following: barns, cabins, chapels, chateaux, cottages, country houses, cribs, fanes, farm houses, gatehouses, hunting lodges, huts, inns (small), manor houses, mills, moat houses, pens, religious complexes (convents, monasteries, priories), sheds, shrines, smithies, smokehouses, stables, taverns, and villas (large and small).

ARCHITECTURE, MILITARY

Walled Cities and Towns: All such communities will take advantage of whatever terrain features exist to make attack more difficult. Elevation, ravines, waterways and marshes will be used; with or without such natural defenses, moats, ditches and outworks will be constructed for additional protection of the city or town.

Gates into the community will be heavily guarded by towered, turreted, and bartizaned gatehouses. Before the gates there might be a drawbridge and a portcullis. The portcullis is a grate of iron, or wood and iron, through which defenders may discharge missiles and ply pikes and spears

against attackers. The gatehouse entry will be a long and relatively narrow passage whose walls are pierced with loopholes for archers, the ceiling having larger openings (murder holes) for discharging missiles, dropping stones, and pouring boiling water or oil. The gates proper will be made of heavy hardwood timbers reinforced by iron bands and studding, even spikes. They will be held fast by bolts and bars. Cities will likely have four to six or more such entries, while small fortified towns might have but a single such gateway.

Elsewhere, curtain walls set with towers at intervals of perhaps 100 yards will shelter the community. Some few cities and towns will have two parallel wall-and-tower rings surrounding them, the intervening space being used as a green for pasturing animals. Extensive walls will not have machicolated battlements. Towers will be square in older construction, and octagonal, beaked, or round in newer fortifications. As with castles, wall thickness will be 10 or more feet, with inner and outer ashlar courses, and of a height of 25 or more feet—not including the battlement. Towers will generally be set on plinths or have splayed bases, their height being not less than 10 feet above the walls they protect. Augmenting towers will be larger structures built so as to form a part of the wall defenses. If there are wall redoubts in place of towers, these will be V-shaped or semi-circular.

Some communities will have built into their curtain walls an upper gallery, a passageway high up within the wall that is pierced at intervals by loopholes for archery. The community will often have an inner citadel as a last place of refuge and defense against attackers.

The rooftops of wall citadels and large towers, as well as wall bastions and interior spaces adjacent to the walls, will serve as places from which counter-siege engines such as ram-catchers, crows, ballistae, catapults, and trebuchets can operate against attackers.

If aerial attack is a consideration, community fortifications will include wires and ropes strung high from towers. Poles and nets will be placed above in time of attack. There will also be many small scorpions (very large crossbows discharging javelin-like missiles) used to fire at incoming aerial attackers.

The community government will have in place a small, regular defensive force. Its commander will in time of attack usually be the commander of both the militia and the civilian forces that will be called upon to augment the regular defensive force.

Communities of this sort will have stores of food, and the vast majority will have interior wells and/or cisterns, so as to have food and water available to the population for considerable periods of time when besieged. As attackers near, all available foodstuffs—animal and vegetable—will be driven or carried into the community. This deprives the attackers and provides food for the besieged.

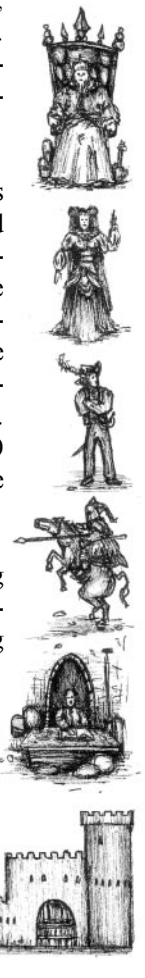
Government Strongholds: Castles and forts are essentially the same, the main difference being that forts will usually house larger garrisons. As with fortified communities, both sorts of strongholds will have heavily protected gates, often with separate outlying works before these entryways. Castle walls will be both thick and high, with battlements usually machicolated. Where the fortifications are concentric in form, the first wall might be only 20 feet high plus its battlement, with 30-foot-tall towers, likewise with machicolated battlements, flanking its curtain walls. The second of the defensive barriers will likely be built on higher ground and also rise higher, with 30-foot curtain walls and 40-foot towers, thus covering the outer works. The innermost ring of fortifications will again be higher than the second. Within the stronghold will be a last place of defense if the walls are breached, this heavily fortified building being its citadel or keep.

The rooftops of buildings forming a part of the walls and large towers, as well as any wall bastions and interior spaces between walls, will serve as places from which counter-siege engines such as ram-catchers, crows, ballistae, catapults, and even trebuchets can operate against attackers.

If aerial attack is a consideration, stronghold fortifications will include wires and ropes strung high from towers, poles, etc., Likewise, nets will be placed above in time of attack. There will also be many small scorpions (very large crossbows discharging javelin-like missiles) used to fire at incoming aerial attackers.

State castles and forts will occupy strategic places such as harbors, waterways, passes, roads and road junctions, and the vicinity of important communities. They will be commanded by a castellan or a military officer. Although castle garrisons will be relatively small, men from the surrounding countryside coming inside for protection during time of attack will serve as defenders. Forts will have less elaborate defenses than castles, as their garrisons are far larger. For example, a large castle might have a garrison of 10 horsemen and 20 men-at-arms, while a small fort will have a garrison of 100 or more men.

As with communities, provision for food and water during sieges will exist in castles and forts. This includes the ingress of farm animals and produce with the surrounding population.



Fortifications of the Aristocracy: These strongholds range from large concentric castles to small moat houses and fortified manor houses. The castles of the aristocracy are essentially no different than government castles, with the noble owner in command of a force of retainers consisting of knights, esquires, and men-at-arms who reside there. In time of attack, vassals from the surrounding land rally to the castle to assist in defense.

Moat houses and fortified manor houses are essentially the same as castle keeps standing alone, the former having an outer defense of water and the latter possibly a dry ditch. A moat house might be a large tower or a towered house, while a fortified manor is more a house with castellation features such as small towers and turrets. The lord of the place and a small number of retainers serve as its garrison, again with folk from the immediate surrounding land coming inside during an attack to aid in its defense.

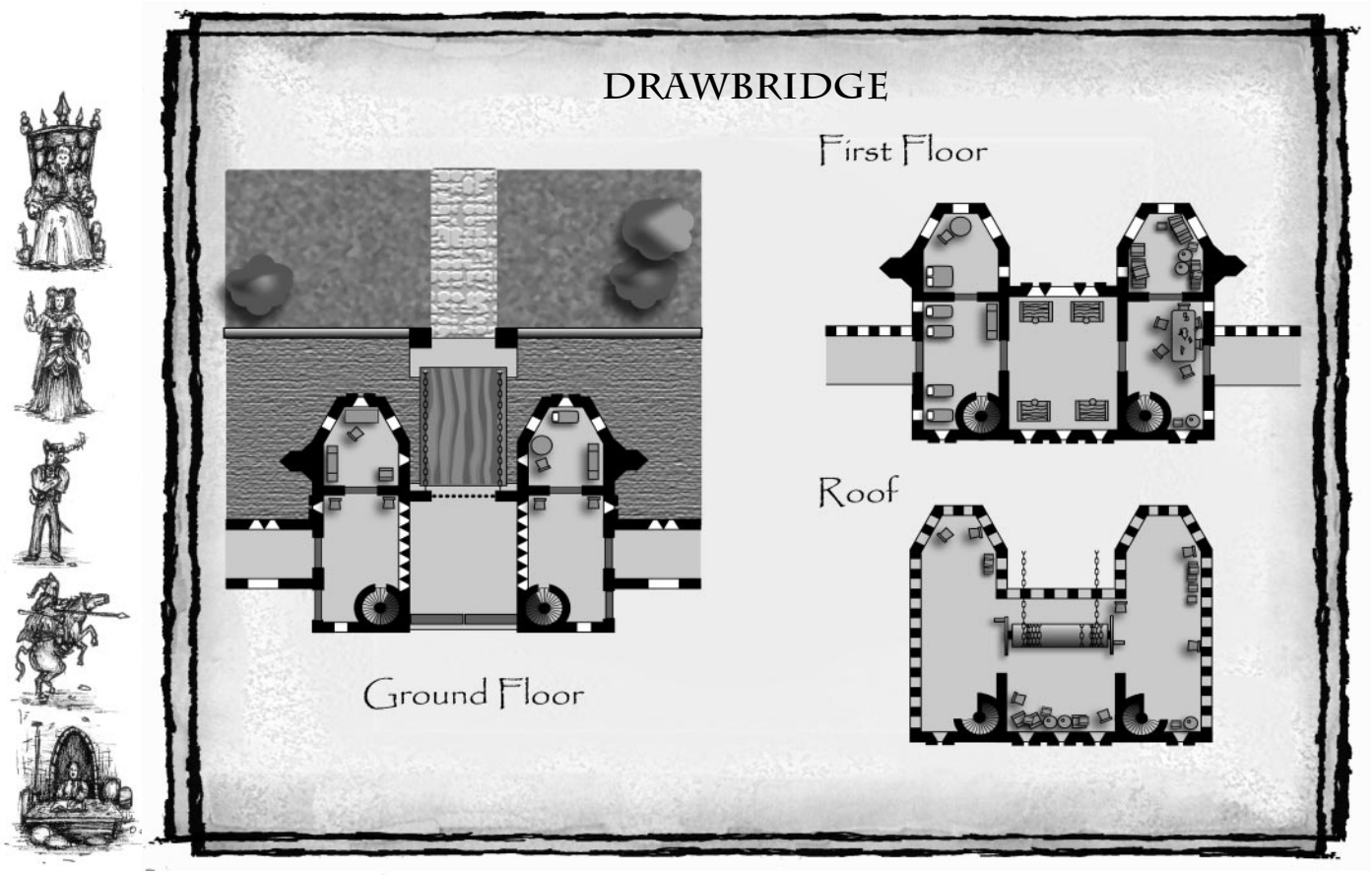
Religious Strongholds: Where such a place belongs to an order of religious fighting men, the stronghold will be the same as a castle with a larger garrison. Of course, a temple or large chapel will be a part of the fortified place.

In the case of a monastery or priory-type stronghold, the layout will be akin to several fortified manor houses connected by curtain walls, typically in a square or rectangular arrangement, with a temple being one of the fortified buildings. Such places cannot long withstand an organized siege, of course, as the defensive works are not as solid and elaborate as those found in castles and the defenders not as numerous as in fortified secular communities. A fortified temple is much the same as a fortified manor house in its defenses.

BRIDGES

Major Structures: All such bridges will be of two or more Roman-arched spans, with one or more piers anchoring the arched spans in mid-river. Construction will be of stone or brick-and-stone. Major bridges will have sufficient width for two-way traffic (at least 16 feet). Many will be toll bridges. Long bridges over navigable rivers will have sections that can be lifted. These double drawbridge sections can allow for passage of ships with masts.

Minor Bridges: Such structures generally will be level spans of planks atop trusses affixed to wooden pilings, possibly protected by stone piers just above and below water level. Some small bridges will be single-arch stone or brick ones. Those small bridges outside larger communities will typically be single –spans of wood and logs. All such structures will allow only one-way traffic.





Advanced Construction: It might be assumed that iron production is sufficient in advanced states to allow the construction of iron-girder bridges that span relatively small gaps.

Crude Bridges: Crude bridges are single-timber or rope suspension foot bridges.*See also* Ferries *under* Rivers, Canals, and Transport Vessels *below.*

TUNNELS

Even though the fantasy environment generally excludes the explosives historically used to create tunnels, such passages will probably exist. Enabled by whatever combination of magic and non-human workers (such as dwarves and gnomes) are available, road tunnels through mountains (and perhaps canal tunnels as well) will serve to facilitate transport and commerce. It is not unreasonable to have tunnel construction on a par with that of the early 19th century, considering that the resources for this sort of work are available in the typical fantasy milieu.

ROADS

All advanced states will have a basic system of roads connecting principal communities. Roads, however, will not be paved except where they pass through large communities, cities and towns. Outside such places, main roads will be two lanes (16-foot or somewhat greater) wide, crowned in the center, with side ditches. Although unpaved, they will be of packed earth/clay, with a gravel top where possible. Inside large communities, roads will be paved with stone blocks, paving stones, cobblestones, or brick (secondary ways). Secondary roads will usually be single-lane, not as well tended as principal ones and often rutted by cart and wagon wheels. Byways and tracks will be lanes somewhat akin to our world's commercial paths. Pathways enable only foot and single-file mounted movement.

The road network will likely be composed equally of the three forms of arteries noted—main roads, secondary ones, and tertiary ways (lanes, tracks, and paths). Even in the most developed states, much of the countryside will be accessible only by tertiary ways, while undeveloped and wild areas will be trackless.

Where there is ample stone easily quarried, and the labor force available for employing it, some stretches of principal roads might well be paved. In states where bitumen occurs naturally, it is possible that tarred gravel road surfacing will be employed for very important sections of main roads.

LAND TRANSPORT

TRAVEL

Travel overland includes walking or riding a mount. The principal consideration, however, is vehicular movement. Tracks can accommodate nothing more than small carriages and carts, generally of the two-wheeled sort. Roads allow movement by large carriages, coaches, and wagons. In cold climates where snow covers these arteries, vehicles will have runners—sleds, sledges, and sleighs.

Vehicular transport overland will carry all manner of things, with produce, goods and people topping the list. Minerals and other heavy raw materials will not usually travel overland, as river transportation is easier, more efficient, and cheaper.

In most cases, shipments sent overland will not travel for long distances. The caravan traveling for hundreds of miles is a relatively rare thing, save in more primitive states and territories.

Transport modes include the following: afoot with backpack; afoot with hand-moved cart; afoot with pack animal(s); mounted with pack(s); mounted with pack animal(s); draft-animal pulled cart/cart train; draft-animal pulled wagon/wagon train; and for personal travel afoot, sedan chair (palanquin), mount, buggy, coach, stagecoach, or wagon coach.



Land travel covers a variety of conveyances. Walking ("riding shank's mare" as it was jokingly referred to) is the most common means of getting from place to place in the fantasy milieu. The next most common means is a cart or wagon pulled by donkey, ox, mule, or horse as farmers and peddlers and the like bring their produce or goods to market. Mounted travelers riding on the back of an ass, mule, or horse is next. Commercial passenger land travel are described below.









A note about turnpikes, toll roads, highways, and roads: As noted, main roads suitable for commercial and private passenger conveyances will not be plentiful in the fantasy milieu. As an historical example, England began to develop its system of turnpikes only in the 18th century. It is reasonable to assume that a developed fantasy state will have good roads connecting its capital city with other major cities and towns. Many of these will be turnpikes—that is, toll roads that are broad, well-kept, and crowned so as to not be full of potholes and mired by mud in wet weather. Some of the other roads also will be well constructed and maintained, being referred to as highways, but the majority of them will not.





For example, assuming that a moderate-sized state, one just a bit larger than the size of England, 60,000 square miles in extent, has the following land transportation arteries:

Turnpikes: 600 miles
Highways: 1,200 miles
Roads: 1,800 miles



If this seems extensive, draw a map with a scale of 300 miles north-south and 200 miles east-west. The area covered is thus 60,000 square miles. Locate the capital inland in one quadrant, and randomly place seven port or border cities/towns around the edges of the map. Then locate nine additional inland towns in the four quadrants of the map. Now connect all 17 urban communities to the capital city, and secondarily to each other. Six hundred miles of turnpikes should serve to connect the capital to perhaps two or three other major trading centers; use red to indicate such toll roads. Now connect the other major communities to the capital with orange lines representing highways. If this does not bring the total to 1,200 miles, connect major communities together with highways. At this point there will be many towns that have no direct road connection to others of like sort. Fill in those places with yellow lines representing roads. You will have a spider web of land transportation arteries but many areas will be quite trackless.

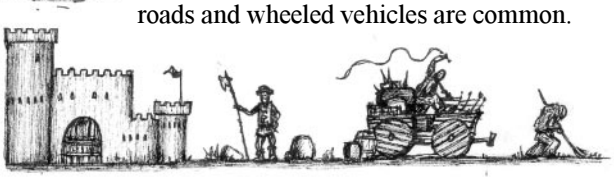








Remember that the network referred to assumes an advanced state of the fantasy world, one where not only commerce but also commercial travel is common. Many areas of the world are not so developed, but in developed states, roads and wheeled vehicles are common.



Toll Roads and Toll bridges
The cost of using a toll road can be established along the following basis, (based upon a 10-mile length):

Four-wheeled vehicle: $1
Two-wheeled vehicle: $0.50
Each draught/riding animal: $0.25
Each person walking: $0.10
Each large animal driven along (cattle, horses): $0.10
Each small animal driven along (goats, etc): $0.05

TRAVEL BY COMMERCIAL WAGON AND COACH

For purposes of this work, wagon conveyance will be divided into two sorts, common and passenger. Also, for the sake of the fantasy milieu, two separate versions of the commercial carrier coach are presented, the stagecoach and the express coach.

The word "coach" stems from the Hungarian kocsi. The town of Kocs is where coaches first appeared in use in the 15th century. Stagecoaches first appeared in England in the 16th century.

Common Wagon: This is a passenger vehicle consisting of a 10' long bed (driver's box seat not included) that is 6' in width. The bed has four rows of bench seats, so that up to 12 persons can ride in the wagon. It might have a cloth cover shading the passengers, or it might be open. Any luggage carried must be held by the passenger. It is drawn by a single horse at an average speed of 3 miles per hour. Such a conveyance is used for local travel only. Cost basis is $1 per mile of travel, plus toll share if applicable.

Passenger Wagon: This vehicle is a 12' long wagon-bed (driver's box seat not included) that is 7' in width. Its bed has two bench seats set back-to-back along its length, so that up to 20 persons can ride in it. It will usually have a cloth covering to protect its riders, or it might be open. Any luggage carried by the passengers is stowed under the bench or held. A passenger wagon is drawn by a team of horses at an average speed of 3.5 miles per hour. Such a conveyance is used mainly for local travel. Cost basis is $1 per mile of travel, plus toll share if applicable.

Commercial coaches possible in the fantasy milieu are of several sorts. All such vehicles have four wheels, a slide roof, and are set on springs so as to make riding in them less punishing by absorbing some of the jolting. Assume all commercial passenger coaches have at least a four-horse team drawing them.

Note that it is likely considered as quite unmanly for a warrior to ride in a coach. Only on state occasions or for long journeys will nobles, knights, and professional military officers forsake horseback for a coach.

Stagecoach: If you picture a western American stagecoach, you'll not be far off in regards to the fantasy milieu stagecoach. Drawn by a team of four draught horses, this vehicle has a driver's box attached to the coach compartment, and, behind that, a "boot" for the stowage of post letters and parcels and such baggage as passengers might be allowed to stow. The body of the coach is wooden, and doors will likely have replaced cloth or leather curtains, which are now only on the windows. The interior of the coach is nearly 8 feet wide, and some 10 feet long. There are lightly built bench seats of wood and leather at the front and back, as well as a middle set of like seats back to back, so 10 passengers can be seated inside. There are also rooftop benches to accommodate 6 additional passengers, as well as room behind for additional luggage or goods.

A stagecoach of this sort will average a speed of 5 miles per hour. Interior passengers will pay $2.00 per mile, while those riding atop the vehicle will pay a fare of $1.50 per mile. The four-horse team drawing a stagecoach will be changed every four hours.

Express Coach: There are two versions of this conveyance. The small coach is drawn by a team of four draught horses, with a driver's box attached to the coach compartment, and, behind that, a "boot" for the stowage of post letters and parcels carried and such baggage as passengers might be allowed to load aboard. The body of the coach is wooden, with doors and cloth or leather curtains for openings within or on the sides. The interior of the coach is about 7 feet wide and 8 feet long. There are well-built bench seats of upholstered wood at the front and back, so six passengers can be seated inside. There is a rooftop carrier for additional luggage or goods. Passengers will pay around $3.50 per mile to ride in this vehicle.

The large express coach has a team of six draught horses, with a driver's box attached to the coach compartment, and behind that a "boot" for the stowage of post letters and parcels carried and such baggage as passengers might be allowed to load aboard. The body of the coach is wooden, with doors and cloth or leather curtains for openings in them and on the sides. The interior of the coach is about 7 feet wide and 9 feet long. There are well-built bench seats of upholstered wood at the front and back, and lightly built ones of wood and leather in the middle, so nine passengers can be seated inside. There is a rooftop carrier for additional luggage or goods. Passengers will pay $3.00 per mile for this conveyance.

Assume each passenger is entitled to luggage weighing up to 14 pounds. Each pound in excess of this limit bears a charge of $0.02 per mile.

Either form of express coach will average 8 miles per hour. Of course such a rate of speed cannot be maintained without regularly changing the team. At four-hour intervals the express coach will stop to change teams, generally at an inn. Some express coaches will possibly stop for the night at an inn, resuming travel in eight hours, so that passengers will be able to get a proper night's sleep.

Encounter Chart 1:1

Perils of Overland Travel (2d8)

1-2	Bad weather
3-4	Lame horse
5	Thrown wheel (thrown from horse as applicable)
6-7	Rogues
8-9	Broken wheel (broken saddle strap as applicable)
10	Footpads (armed robbers afoot, mainly in the city/town)*
11	Highwaymen (mounted robbers, mainly in the countryside)*
12	Bandits (mainly men afoot in the countryside)*
13	Mired*
14	Broken axle/Runaway team/horse
15	Wild animal attack* (crowds/mobs/ riots in an urban setting)
16	"Monster" attack* (blocked roads/ ruined roads in an urban setting)

* Very rare on toll rolls.





CITY TRAVEL

Various commercial carriers will be available for transportation from place to place in the city. There also will be personal models of these conveyances, generally better constructed, more lavish in appointment, and ornamented. The vehicles may include the following:

Sedan (Chair): This device consists of a chair set on a platform, the latter with metal clasps to either side for poles. The chair has a frame from the platform corners to support a leather roof and curtains that enclose the interior. The sedan is carried by two stout men who move at up to a dogtrot—around 5 miles per hour. The charge for such conveyance will be $6 per mile.

Brouette: The brouette is simply a sedan chair on wheels, there being a pair of shafts in the front so that one man can pick them up and pull the vehicle along much as a rickshaw man does. The speed of a brouette is about 5 miles per hour, and the cost $5 per mile for a single rider or $7 for two passengers. As this vehicle is wider than a sedan chair, it will not be able to go to some places in the city where access is by narrow walkways.

Hackney: All the various forms of carriages for hire are referred to hackney carriages or simply hackneys. The cost for any of these conveyances is $6 per mile, plus $1 per each additional passenger . The speed of conveyance will vary according to traffic, but overall it should average around 6 miles per hour. These vehicles consist mainly of the following sorts:



Gig: A light two-wheeled enclosed carriage drawn by a single horse that accommodates up to two persons sitting on a forward-facing seat. The driver stands on a platform at the rear to operate the vehicle.



Vis-à-vis: A light and narrow form of the diligence (see below). It is a four-wheeled enclosed carriage drawn by a single horse, with two passengers sitting face-to-face opposite each other.



Diligence: A larger, four-wheeled enclosed carriage drawn by a team of horses, with facing interior seats for four passengers. There is a driver's box on the front for the operator, and some have a rear platform for footmen or grooms.



Open Carriage: Various forms of the open carriage will be found, all with folding leather roofs and side curtains for bad weather. One-horse models carry up to four passengers, while two-horse teams draw carriages able to accommodate up to six persons. These vehicles all have a driver's box in the front.



TRAVEL BY COACH OR CARRIAGE

The aristocracy will most probably have made coaches and carriages "the thing" despite admonitions against their use as deleterious to the physical strength and martial fitness of men and the equestrian ability of many a high lady. The reason for this is that the aristocracy embraces that which sets them apart and makes them distinct from other persons. Dress is one such means, but that cannot compare with the ostentatious display of a grand coach or carriage. The open carriage shows the magnificence of the dress of the aristocrat, the splendid livery of the servants, the costly vehicle and the fine horses pulling it. The coach forfeits the display of the occupant but offers more in the way of decorative show on its exterior. Both allow travel in relaxed and comfortable manner, doubly so in the case of the coach when the weather is wet or cold.

It is human nature to desire what others "above" have, so it then follows that carriages of succeedingly lesser grandeur will be owned and used down the socio-economic ladder beyond the uppermost strata. The upper middle class will have theirs, and even the middle tier of that class will in turn have some form of carriage if at all possible. This is especially so in metropolitan communities where "fashion" is more important than it is in rural areas. In all, the ownership of such vehicles is a matter of prestige as well as means of travel.

With relatively good roads outside the cities and towns, there will be aristocratic display of carriages and coaches in the country. There, the stalwart man astride a horse will be regarded as more traditional and noble by some of the rustic aristocrats and most of the middle class.

As we assume that technical knowledge and craftsmanship have developed these vehicles beyond the crude ones of the 15th and 16th century, the carriage and coach will at least be on a par with those of our world's late 17th century, perhaps even early 18th century. As a sample the following applies to the expensive ones possessed by the upper class.

The better vehicles are suspended on C-springs, not plate springs. Coaches with plate glass windows were introduced in 1680. Coaches are used for special occasions in metropolitan areas or for relatively long journeys, while carriages are generally designed for use in town or for short journeys in the country.

The wealthiest of persons will own several carriages and coaches, while the man of means in the middle class will have a carriage of large size or a smaller one (a gig) if not so affluent as to afford the bigger sort, and a team of two or four matched horses.



Travel outside of the metropolitan area by carriage or coach will be to some country estate or distant community. The roads leading to the destination and the distance to be traveled dictates the route and stops on the way. Any such journey will likely have guards for the travelers, riding horses in company with it or carried on the vehicle (footmen).

The long journey (any above a few hours) will be broken by periodic stops for the passengers to relieve themselves, stretch, and take nourishment. Thus, most usual routes will be on good roads where there are taverns and inns for eating, drinking and sleeping the night.

Table 1:1

Land Travel: Rates of Average Speed for Vehicles

Common Wagon	3 miles per hour
Passenger Wagon	3.5 miles per hour
Stagecoach	5 miles per hour speed
Express Coach	8 miles per hour speed.
Sedan (Chair)	5 miles per hour in a town
Brouette (Rickshaw)	5 miles per hour in a town
Hackney (various forms)	6 miles per hour in a town
Gig	10 miles per hour on the open road
Curricle	12 miles per hour on the open road
Corbilliard	5 miles per hour
Sociable	6 miles per hour
Barouche	5 miles per hour
Landau	7 miles per hour
Landaulet	6 miles per hour or 8 with a four-horse team
Chariot	10 miles per hour or 12 with a four-horse team
Coach Coupe	8 miles per hour on the open road
Dilligence (grand)	8 miles per hour on the open road
Briska	8 miles per hour, 10 with a six-horse team
Wagon (farm/freight)	Average 3 miles per hour on a good road
Cart (farm/freight)	Average 2.5 miles per hour on a good road

PRIVATE CARRIAGES OR COACHES

As with commercial passenger carriers, the following sorts of carriage and coach vehicles are drawn from history, modified so as to fit into the fantasy milieu. Rather, the assumption here is that the carriages and coaches are similar to actual ones, but are a mix of styles from the late 17th century to the early 19th.

Gig: A light two-wheeled enclosed carriage drawn by a single horse that accommodates up to two persons sitting on a forward-facing seat. The driver stands on a platform at the rear to operate the vehicle if a passenger does not take the reins. Although prone to overturning because of a high center of gravity, a gig can average a speed of 10 miles per hour on the open road.

Curricle: A gig-like carriage drawn by a two-horse team. The average speed for a curricle is 12 miles per hour on the open road.

Corbilliard: A four-wheeled carriage with a flat bottom and half-open, curtained sides, that is somewhat out of date. It is typically drawn by a team of two horses. The average speed of such a carriage is 5 miles per hour.

Sociable: A four-wheeled low-slung carriage with two facing seats and an opening hood. It is also typically drawn by a team of two horses. The average speed of such a carriage is 6 miles per hour.

Barouche: A large, four-wheeled carriage with a folding hood and high driving seat. It seats up to six passengers and is generally used in cities and towns. It is drawn by a team of four horses. The average speed of such a vehicle is 5 miles per hour.

Landau: A large, four-wheeled carriage with a hood that opens in the middle of the body and folds back to either end. It seats up to six passengers and is generally used in cities and towns. It is usually drawn by four horses. The average speed of this carriage is 7 miles per hour.

Landaulet: A four-wheeled carriage that is a smaller version of the landau (above), with a hood that opens in the middle of the body and folds back to either end. It seats up to four passengers and is generally used in cities and towns. A landaulet is drawn by two or four-horse teams. The averag speed of this carriage is 6 miles per hour, or 8 miles per hour with a four-horse team.



Chariot: A four-wheeled closed coach accommodating one or two passengers on a forward-facing seat. There is a box seat for the coachman who handles either a team of two or four horses. With two horses this vehicle averages 10 miles per hour and with four horses averages 12 miles per hour.



Coach Coupe: A four-wheeled closed coach similar to a diligence (see below), accommodating two passengers on a forward-facing seat. There is a box seat for the coachman and, at the rear, a platform for two footmen or grooms to stand. It is drawn by a team of four horses. The average speed of such a carriage is 8 miles per hour.



Vis-à-vis: A light and narrow form of the diligence (see below). It is a four-wheeled enclosed carriage drawn by a single horse, or a two-horse team, with two passengers sitting face-to-face opposite each other. The average speed of such a carriage is 6 miles per hour with a single horse, 8 miles per hour with a team of two horses.





Diligence (grand): A four-wheeled coach with a closed body accommodating four passengers sitting face to face in pairs. There is a box seat for the coachman and, at the rear, a platform for two footmen or grooms to stand. It is drawn by a team of four horses. The average speed of such a carriage is 8 miles per hour.

Briska: A four-wheeled coach with a long, closed body that accommodates up to four passengers, sitting face to face in pairs, in considerable comfort for long journeys. There is a box seat for the coachman and at the rear a box for luggage. It is drawn by a team of four horses. The average speed of such a carriage is 8 miles per hour, 10 miles per hour if a six-horse team is hitched to the vehicle.

As veteran role-player and author Jon Creffield was wont to comment when assisting me in some of the research for this section, "Wouldn't a chase through the streets (or along some highway), with the characters in one carriage and the baddies in another, be fun? I'm imagining the drivers cracking their whips at one another and daring types leaping on to the backs of the horses pulling the opposition's coach!"

Gary Gygax

TRAVELING BY WAGON OR CART

The types of commercial carrier wagons have been treated above. Those vehicles are used by local folk for relatively short journeys between nearby communities. Listed below are common travelers who use wagons.

Local Farmers and Freighters: The first group are those agrarians taking produce and possibly livestock and handicraft goods from their farm to market, or else freight haulers (wagons only, most probably). Whether the vehicle is drawn by horse or ox or mule, this sort of travel is slow and the ride jarring. Speed will be a slow 2 or 3 miles per hour average, often with folks walking briskly passing the wagon or cart.









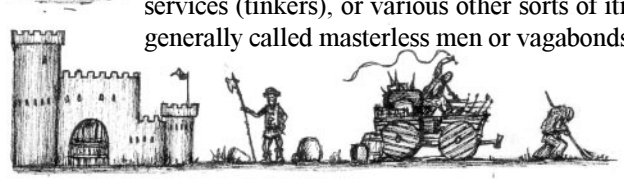


The size capacity of a typical drayage vehicle is:

Wagon with a bed 10' x 4' x 2' = 80 cubic feet and a capacity for about 64 bushels. Assuming a bushel weight of grain at about 60 pounds, this means a load of 3,840 pounds, meaning a team of strong draught horses will be needed to haul such a heavy cargo. Average speed is 3 miles per hour on a good road.

A cart with bed measurements of 6' x 3.5' x 1.5' = 31.5 cubic feet and has a capacity for about 25 bushels. Again assuming a bushel weight of 60 pounds, this means a load of 1,500 pounds. Average speed is 2.5 miles per hour on a good road.

Chapmen and Itinerants: The second sort of persons traveling in wagons or carts are those who move around the countryside peddling goods (chapmen), offering goods and services (tinkers), or various other sorts of itinerant folk, generally called masterless men or vagabonds.



Wagons and carts employed by chapmen and like peddlers will be of the usual sort. As for itinerants, who make such vehicles their home, wagons will generally be wide (7 or 8 feet) and long (10 to 14 feet). Carts will likewise be larger than normal, with a width of 6 feet and a length of around 8 feet, possibly be hauled by two mules or horses.

Vagabond groups will consist of the following sorts.

Jongleurs: The third group are performers who stage carnival-like shows and performances. In a major troupe they will have a master of ceremonies and a minstrel who plays and sings, "wonder-workers," acrobats and tumblers, jugglers, knife-throwers, fire-breathers/eaters, animal trainers with performing animals, jesters, buffoons and clowns, strong men, boxers, and wrestlers, dancers, and freaks, game operators, musicians, fortunetellers, puppeteers, barkers and shills, mimes, teamsters, and roustabouts (laborers and bullies). Trailing along with a group of jongleurs will be peddlers and, of course, a beggar or two.

In order to move from place to place with their tents and equipment, a troupe of jongleurs will need the following 17-20 wagons and 3-5 carts.

Master likely with a Companion (shill): 1 wagon
Minstrel and musicians: 1 wagon
Hedge-magician (with barker for the troupe): 1 wagon
Acrobats and tumblers: 1 wagon
Juggler, knife-thrower, and fire-breather/eater: 1 wagon
Animal trainer and animals: 1 wagon (per act)
Jester, buffoon and clowns: 1 wagon
Strongman, boxer, and wrestler: 1 wagon
Dancers: 1 wagon
Freaks: 1 wagon
Game operator and shill: 1 wagon or cart (per game)
Fortuneteller: 1 cart
Puppeteer: 1 cart
Mime: 1 cart
Tents (teamsters and roustabouts): 3 wagons

Various members of the troupe will also serve in other roles such as cook, painter, seamstress and launderer. The mime will best serve as scullion and sweeper.

It is unlikely that the whole train will travel together unless there is a large community within a two days' travel time (about 30 miles) from the location in which all are assembled. The troupe will typically split into smaller groups taking separate routes to get to their next major place of

performance, each smaller group stopping at hamlets along their way to entertain there. (Small communities do not have sufficient disposable income to make it worthwhile for the whole troupe to visit.) The split-up troupe might consist of the following separate groups:

Master of the Troupe with assistant, the minstrel and musicians, the hedge-magician (with barker for the troupe), the dancers, and the teamsters and roustabouts with tents comprising a 7-wagon group.

The acrobats and tumblers, juggler, knife-thrower, and fire-breather/eater, along with an animal trainer and animals, and a game operator and shill form a group consisting of 3 wagons and 1 cart.

Another separate group might consist of the strongman, boxer, and wrestler, an animal trainer and animals, the freaks, and a game operator and shill in 4 wagons.

The last group with the jester, buffoon and clowns, a game operator and shill, the fortuneteller, puppeteer, and mime will travel in a train of 2 wagons and 3 carts.

Gypsies: A band of Gypsies will be led by a "prince" and consist of various gamblers offering games, trick riders, a knife thrower, possibly a strongman-wrestler, musicians, an astrologer and a fortuneteller, dancers, hucksters (mainly handicrafts, trinkets, and small items), beggars, plus various family members, foundlings, and young runaway "servants."

A typical band of Gypsies will consist of 16-20 wagons:

The prince with family: 1 wagon and horse herd
Gamblers and their families*: 2 or 3 wagons
Trick riders and their families*: 2 or 3 wagons
Knife-thrower and his family*: 1 wagon
Strongman wrestler and his family*: 1 wagon
Musicians and their families*: 2 or 3 wagons
Astrologer and her family*: 1 wagon
Fortuneteller and her family*: 1 wagon
Hucksters and their families*: 2 or 3 wagons

*Dancers and beggars will be family members, and in these groups will be included foundlings and runaway "servants."

As with jongleurs, Gypsies will at times divide their group into smaller parties so as to both attract less attention and to gain the maximum profit from small communities. In such event, the band will generally split into two halves if fewer than 17 wagons, otherwise into three parties of 6 or so wagons each. They will meet to reform their band at some designated time and place.

Strolling Players: A troupe of strolling players will be led by its "director," and include the following: singers, actors, musicians, a barker, stagehands and painters, ushers (and strong-arm men), and a wardrobe master/mistress, makeup artist, seamstress, and cook.

A troupe of strolling players will likely consist of 11-13 wagons:

Director and leading actress: 1 wagon
Actors/actresses: 2 or 3 wagons
Singers and musicians: 2 wagons
Wardrobe and makeup: 1 wagon
Cook and assistant (selling wares): 1 wagon
Stage hands and painter (with canvas) : 2 wagons
Tent and ushers: 2 or 3 wagons

Strolling players do have the option to split their troupe into two companies so as to perform smaller plays in smaller communities, and recombine at larger communities to put on their more elaborate performances.

Mountebanks: A band of mountebanks will be led by a man claiming to be a "doctor," "professor," "savant," "mystic," or some such pretended stature. With him will be a hedge-magician, an astrologer and/or fortuneteller, one or more buffoons ("Jack Puddings") to assist in setting up the show and then distracting the audience, a minstrel, a few musicians, a strongman, a juggler, one or more barkers, one or more shills, and one or more hucksters, a puppeteer, several errand boys, and such peddlers and beggars as are permitted to tag along.

A mountebank's show will likely consist of 6 or 7 wagons and 2 to 4 carts:

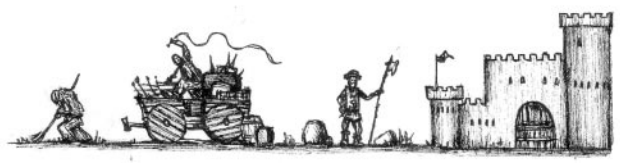
The "Mystic" leader with the barker: 1 wagon
Hedge-magician and assistant: 1 wagon
An astrologer and/or fortuneteller: 1 or 2 wagons
Buffoons: 1 wagon
Minstrel and musicians: 1 wagon
Acrobats, juggler, strongman, and shills: 1 or 2 wagons
Huckster: 1 to 3 carts
Puppeteer: 1 cart

Various errand boys, peddlers, and beggars will walk along with the train.

As the main purpose of the show is to sell the nostrums, charms, amulets, and other generally spurious magical things offered by the mountebank, the group will not break up. If there is need for a less obvious presence the mountebank will dismiss various attached acts to pare down the train of vehicles to as few as even one or two. It is generally easy for such a person to pick up new assistants and acts while on the road.







TRAVEL BY HORSEBACK OR MOUNT

Residents of the fantasy milieu generally ride from place to place with some definite purpose: visiting friends or relatives, on a business trip, patrolling at the command of their master, and so forth.

The protagonists of fantasy adventures generally travel about mounted on horseback, but often they will be moving "aimlessly" in search of some derring-do, or else fleeing from some foe. As in depictions of the traveler in the American West c. 1850, it is not unreasonable to allow (or assume) that the wayfarers will have saddlebags, a bedroll, and possibly a small sack or two if they are not otherwise carrying arms and armor.

The arteries they follow will likely range the gamut from turnpikes and highways to lanes and tracks. Average speed will vary from 10 miles per hour (moving at a canter along a reasonably good road) to 6 miles per hour (along rough ways). With stops to rest rider and mount and take refreshment, the day's journey will cover from 60 to a mere 30 miles. Where roads or tracks are followed, there will likely be communities. In settled territories, such communities will be 5 to 50 miles apart. In wilder lands, communities will be 20 or more miles apart, and a road or track might run 100 miles between settlements.

Communities that are on main arteries will be at least a bit larger than those not so located, and such places will have accommodations for travelers. Hamlets off the beaten track will not likely have much in the way of lodging, perhaps one or two rooms above the local tavern. This is not to suggest that any of these communities will be friendly and welcoming to strangers!

Of course, in such adventuring, much travel will be over terrain that is trackless, save for animal paths. Where the ground is relatively even and open, riders can travel 40 or 50 miles in a day if pressing their mounts. If terrain is rough, covered with dense vegetation or deep snow, or has many rises and falls, progress will be slower, from 30 miles at best to as little as 10 or fewer miles. In such conditions, the main advantage to having a mount is the equipment it can carry, not the rate of movement.









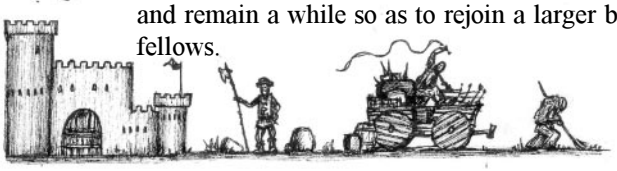


Tinkers: A traveling gang of tinkers will typically have in its number a chief, an assistant tinker, several hucksters of used goods and small items, a few peddlers, building repairmen and day laborers, plus such beggars as are permitted to follow the gang.

A tinkers' gang will likely consist of 5 or 6 wagons and 1 to 3 carts:

Chief tinker and assistant: 1 wagon
Second tinker (a knife sharpener, perhaps): 1 wagon
Hucksters of goods: 1 or 2 wagons
Peddlers: 1 to 3 carts
Repairmen (with tools): 1 wagon
Day laborers (with tools): 1 wagon

When it is necessary to be less conspicuous, the chief tinker will separate his wagon from the rest, and each of the others will likewise go their own way. There will be appointed locales where such vagabonds will visit from time to time and remain a while so as to rejoin a larger body of their fellows.

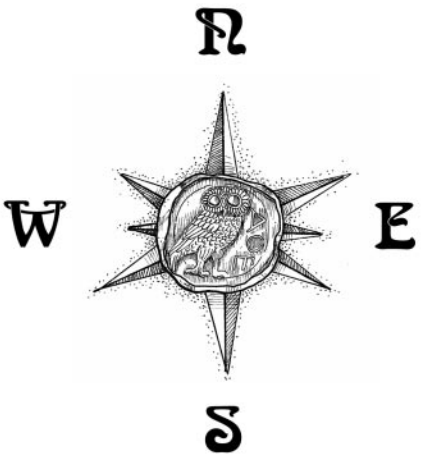


TRAVEL BY FOOT

In the fantasy milieu, there will be much foot traffic. The roads and tracks will have many persons trudging along them. There will be bodies of armed footmen marching to their assigned destinations, laborers moving to or from their work, peasants heading for a nearby hamlet or village to buy or sell things or returning from there, folks heading to or coming back from a place of worship, common ecclesiastics and very minor officials on their appointed rounds, pilgrims on their way to some special place or homeward bound from their pious journey, peddlers with their packs off to see about selling goods, and various vagabonds and beggars just out seeking what can be found.

Walking at a brisk pace covers 4 miles distance in an hour. Those inured to such exercise can in good weather cover 30 to 40 miles in a single day. The average pace, however, is more like 3 miles per hour, with a day's journey covering about 25 miles. Those resting more frequently or spending less time walking, as well as those having a slower pace, will cover 15 to 20 miles in a day of travel thus.

On Foot with a Pack Animal: Travel of this sort assumes either a chapman or a character with animals so encumbered that he cannot ride. As a possible addition, the person with small pack animals (asses or llamas, for example) will fit into such a category, but those are relatively rare circumstances in the general fantasy milieu. Traveling afoot with one or more pack animals is at a rate of 12 to 20 miles a day, but otherwise the same as mounted travel in regards to peril.



WATER TRANSPORT

WATERWAYS

Rivers: Navigable rivers are important arteries for commerce and travel. Such waterways serve for transport of materials and people inland and to the coast. Thus, navigable rivers will be maintained and guarded by fortifications. Such rivers will also afford sites for cities and towns as well as smaller communities. Most rivers are not open to ships beyond their mouths, but barges and boats will ply them well beyond the range of vessels with deep bottoms.

River vessels include a wide range of craft—sailing ships, sailed and oared barges, and boats of large to small size moved by sails and/or oars. These vessels carry raw materials, produce, goods, and passengers up or down river.

Ferries: Operating a ferry service is a right that is granted by the local lord, or the sovereign head of state. Various sorts of ferry services will exist where roads must cross rivers but there is no bridge. Ferries range from row boats and small barges through two-masted sailboats, and can include "horse-boats"—vessels where from two to eight horses or mules walk a treadmill which is connected by a gear to paddle wheels. Some ferry barges are connected to the opposite bank by rope, and some of these vessels use the flow of the river to swing them out from one shore to midstream, there to be hauled to the opposite bank by drawing in the line affixed to that shore.



CANALS

Canals have been built since the most ancient times. Although initially used for irrigation and to drain wetland areas, soon enough their value for transport was realized and utilized. Babylonia and Egypt are notable for ancient examples of transportation canals. Rome followed suit, and Charlemagne built canals as well.



Canals: Advanced states will have constructed canals. These arteries connect navigable rivers to one another, and lead from communities not otherwise on a navigable waterway to such a river. In virtually all cases, canals will require locks that raise or lower water level. Traffic on canals will be mainly in raw materials, livestock, and goods, with passenger movement less but still considerable.





Canals need be neither deep nor wide. A small canal can have a depth of only 4 feet, and a width of 16 feet. Vessels traveling canals range from large, specially designed barges and boats, to small boats. Barges and boats for canal work



will be relatively narrow, with shallow draughts. Propulsion for special canal vessels will be by a draft animal or animals hauling craft from paths beside canals by a towline. Other propulsion means include sails, poles, and oars.

The lock, allowing canals between higher and lower terrain, was invented sometime in either the late 14th or 15th centuries. Various sources claim they were created by the Dutch while others point to Italian engineers. With the lock, transportation canals became more useful and their construction far more extensive. With navigable rivers, transportation canals enable the movement of goods and people to and from coastal areas and inland ones. As the fantasy world has no railroads, water transport of this sort is the most efficient and fastest for large quantities of materials.

Engineering a canal is a demanding task, as the bed of the watercourse must be level over some given section, with bed-level change possible only at a lock or series thereof. So as to avoid demanding construction features, wherever possible the canal will follow the course of the most level terrain, winding around depressions, hills and ridges, to make the digging of the bed for the waterway easy.

To facilitate construction, an existing stream or similar watercourse might be used as the basis for the canal. By widening and deepening it, much labor can be saved. There is greater benefit in this sort of construction where the stream eventually empties into a navigable river.



Where the terrain drops below the elevation of the canal's bed, an earthen rampart of considerable width must be constructed, for the banks at its top must contain the canal's waters. If the depression is deep, but not of great extent, the engineers will use an aqueduct with arches supporting the stones of the watercourse as it crosses the area to again reach level land. Such device will serve only small craft, of course, so major canals cannot employ aqueducts.

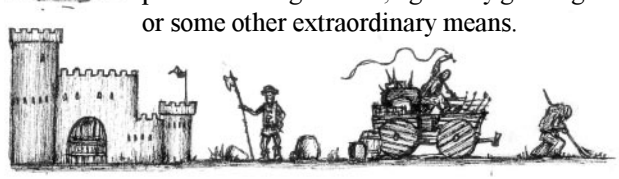




Where elevation rises, a ditch must be dug so as to continue the level course of the canal. If the terrain cannot be modified to allow a channel, the canal must have a tunnel through it. While historical canals utilizing this device had quite small and low tunnels, the fantasy milieu with magic and such races as dwarves and gnomes can be assumed to have somewhat larger canal tunnels. For example, the English dug a tunnel in the late 18th century that was of 2880 yards in length (over 1.6 miles long), 12 feet high and 9 feet wide. This way had no towpath, and the boats using it were propelled through its length by two men laying on their sides to the left and right of the boat and using their legs to "walk" the vessel along by pressure of feet upon the tunnel's walls. The same sort of passage in the fantasy world might be higher, constructed with a continuing towpath for a draught horse, lighted by glowing magical growth or some other extraordinary means.







Where the ground is porous, the bed and sides of a canal must be lined with specially prepared clay. After being chopped finely with shovels and worked with water in this process, this clay is spread and worked into layers of a few inches' thickness that adhere to first the underlying soil, then to each other. Such clay lining must be from two to three feet thick. To prevent upper erosion, stones or wood are used to line the bank. The canal might even have solid stone walls where traffic is heavy and many wakes occur. This also helps to build and strengthen the adjacent towpaths upon which the draught animals move to pull the vessels utilizing the canal.

The canal needs a supply of water to fill it. This water might be drawn from nearby waterways or lakes, or else from reservoirs dug near to it. These sources are utilized to fill and then maintain water level, especially during times when rainfall and evaporation affect water depth adversely. Locks consume water, so each lock of a canal must be figured into the equation for maintaining water level in the channel, with upwards-lifting locks using more water than those that lower the level of the channel.

Conversely, the canal requires regular places in which excess water can be channeled so that its course is not flooded, the towpath is not washed away, and the canal's banks are not destroyed. Thus, low-lying areas, often known as wasteweirs, are needed along the course of a canal.

Also necessary are stop-gates at relatively short intervals. These gates are closed to isolate a section of the canal where the banks have been breached, thus preventing drainage of the whole waterway. Stop-gates are placed at narrow points in a canal so as to facilitate their use. Whether made of planks slipped into grooves, or two opposite-closing gates, stop-gates are spaced at intervals of two to four miles along the length of a canal.

Locks: A lock is a special chamber made to enclose a vessel that will be raised or lowered so as to continue along the waterway of the canal where the elevation of its bed is changed. The lock will be as long as the largest vessel able to utilize the canal plus two times the width of the gate of the lock. The lock's width will be about two feet greater than the beam of the largest vessel using the canal. The chamber of the lock rises above the banks of the canal, its sides walled with timber, brick, or stone. At either end are opposite-opening/closing gates, half of each swinging inwards, the other half outwards. When a vessel enters a lock the gates behind it are closed. When they are shut fast, sluices are opened. Where the water level ahead is lower, the sluices carry away water in the lock so that the vessel will be at the same lower level when the gates are opened. Where the level ahead is higher, the sluices will admit water into the chamber so as to raise the vessel to the same level as the canal ahead when the gates are opened.

A single lock can manage a change of elevation of about 15 feet, although much less a lift is usual and some greater distance can be accomplished. For our purposes, assume that where engineers are very able, a lift of 30 feet can be managed.

Inclines: Instead of locks, an inclined plane might be used where flat-bottomed canal boats and barges are concerned. Traveling down the incline is facilitated by a flow of water along it. A vessel moving upwards will need to be facilitated by a winch-operated skid upon which the vessel is rested. This skid might be wheeled so as to allow greater ease in drawing it up to the summit of the incline.

Speed: A typical canal boat or barge, towed by horses, travels at about 2 miles per hour, assuming no locks in the course of its 24-hour passage covering 48 miles distance. For each lock that must be passed, reduce distance traveled by 1 mile (half an hour traveling time).

Specially constructed passenger canal boats of 6-foot width and up to 50-foot length can be hauled up and onto their own bow wave by a team of horses so as to gain an average speed of 8 miles per hour, or a maximum distance of about 220 miles in a single day. For each lock that must be passed, reduce distance traveled by 4 miles (half an hour's traveling time).

As passengers need to eat, assume there are three stops made daily at canal-side taverns where those aboard the boat can purchase food. These stops will also reduce distance traveled by 8 miles each, so on average, the fast canal boat will travel about 150 miles a day. This is quite an accomplishment, of course.

Ships navigating canals must rely upon such combination of their own sails and sweeps as is possible. Again, in the fantasy milieu there is no reason to suppose magical means cannot be employed to assist and speed such passage.

Pleasure Vessels: Private canal boats are virtually impossible in the fantasy milieu. There are many such boats on European canals, but today vessels are not towed along such waterways. So, the fantasy environment would not accommodate such craft, even providing the canal were a broad one, and the fee to enter it was paid. Of course "loitering" thus on a busy waterway could not be tolerated. Passing vessels would be impeded in their progress by any boat moored beside the towpaths used to move them along. However, pleasure vessels and houseboats would not encounter such problems in navigable rivers.

Military Potential: With a canal system and a fleet of relatively inexpensive fast boats, it would be possible to move considerable numbers of troops with speed that would be astonishing, other than when compared to magical transport. For example, 10 fast barges could carry 500 armed men 100 miles in less than a day's time. Light cavalry can travel perhaps 60 miles in the same time period, horses and men arriving exhausted, rather than fresh and ready for battle as would boat-transported troops. Strategically placed fleets of passenger boats ready to move combat units to outlying posts, or to concentrate several such units at a central point, would give a general a great advantage.

TYPES OF CANALS

Boat Canal: As a canal boat's beam is of 6 feet to 8 feet, a boat canal must have a bottom width of at least 16 feet. Such a boat will have a draught of as much as 4.5 feet, so the depth of the canal must be 6 feet minimum. The upper surface of the canal allowing boats of 8-foot beam must be about 50 feet broad. Canal boats can be as long as 60 or 70 feet.

Barge Canal: As a canal barge's beam is of 14 feet to 15 feet, a barge canal must have a bottom width of at least 30 feet. Such a barge will have a draught of as much as 9 feet, so the depth of the canal must be 10.5 feet minimum. The upper surface of the canal allowing boats of 15-foot beam must be about 90 feet broad. Canal barges can also be as long as 70 or 75 feet.

Ship Canal: As a small ship's beam is of 25 feet to 30 feet, a ship canal must have a bottom width of at least 60 feet. Such a ship will have a draught of as much as 20 feet, so the depth of the canal must be 21.5 feet minimum. The upper surface of the canal allowing boats of 30-foot beam must be about 180 feet broad. Small ships can be as long as 100 feet. Of course there are ships of greater beam, draught, and length, but larger vessels are generally precluded from canals.



Table 1:2

Canal Depth

As noted, the bed of the canal must be level. The following engineering minimum requirements must also be met:

Least breadth of canal bottom = 2 x greatest width of vessel.
Least depth of canal bottom = 1.5 feet plus greatest draught of vessel.
Least area of canal waterway = 6 x greatest midship measure of vessel.



TRAVEL ON CANALS, RIVERS, AND LAKES

A developed state in the fantasy world will have a system of canals, rivers, and lakes that enables transport of materials and people from coastal regions to the interior, or even just around the interior of a land-locked state. If one thinks of colonial America, the importance of rivers in a fantasy state will be fully understood. Then add in canals, and link in lakes, and the possibility of water arteries being greater than the road network will become apparent.

In general, raw materials and goods will be the main cargos for vessels plying the inland waterways of a state. This work is not meant to be a treatise on shipping costs, but the reader might assume a cost of around $250 per ton (or tun) of cargo weight as a fair working sum for such shipping, assuming a maximum transit time of a week. Loading and unloading will add another $100 to the cost. Shipments that travel only a day or two will cost about half, $125 per ton, but loading and unloading fees will be the same.

The canals of a state, demanding considerable work to build and maintain, will charge a fee to the vessels that use them. Let us assume it is not by vessel displacement (tonnage), but by length and breadth—much easier for one to determine. If the cost is set at $1 per foot of vessel length plus $10 for each foot of beam width, this gives a base fee for a boat of 60 feet length by 8 feet beam of $140, while a barge of 75 feet length and 15 feet beam would pay $225. Add another $200 per foot of draught above 5 feet to account for the labor of making a larger canal. Lock (or plane) use fee can be set at 10% of base canal use fee. Thus, for a canal of 100 miles length with 10 locks, the usage fees for the two vessels would be $280 for the boat and $1,250 for the barge.



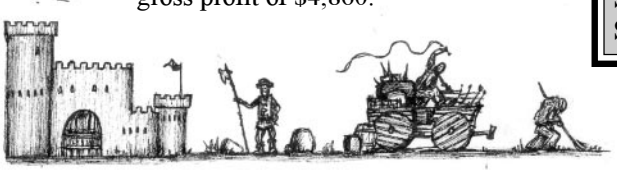




This does not include draught animal hire. Assuming that a single animal can tow a boat for six hours, two will be needed to tow a barge for the same period. If each vessel covers an average of 1.6 miles each hour, this means the vessels will take some 66 hours to traverse the length of the canal. That means 11 draught animal/teams will be needed to tow each. At the modest cost of $120 per animal (including the handler), this means the boat pays an additional $1,320 while the barge would need to pay $2,640. This brings total fees for the canal boat to $1,600 while the barge needs to pay $3,890. If the boat is able to carry 30 tons of cargo, its gross profit for such a run is $3,750 minus $1,320, or $2,430; while the barge carrying 70 tons would realize $8,750 less $3,890, or a gross profit of $4,860.







FAST TRAVEL ON CANALS

A fast canal boat being hauled by a team of two horses at an average speed of 6.25 miles an hour (reducing maximum speed for passage of 10 locks and two stops for meals) will traverse the 100-mile length of the canal in 16 hours time. It will pay $110 for base usage, $110 in lock use fees, and $720 for towing; a total of $940, about $10 per mile it traveled. It can carry about 50 people, but let us assume that its average load is 40 persons. At $1 per passenger per mile, his gives a yield of $40 per mile, a gross return after canal-use fees paid equal to $30 per mile. This allows for payment of the crew, amortization of the cost of a boat, wear and tear, and profit to the operator.

So, figuring the price of travel on a canal boat at $1 per mile is fair. This applies to a slow boat or barge as well, as any passengers will be supercargo, adding to the profit for cargo carried.

Riding on a slower cargo-carrying boat or barge will likely be more comfortable than the fast passenger boat, as accommodations in the former will be on deck, allowing more room and the ability to stand up and move about. However, inclement weather will affect the casual traveler thus, while in the fast passenger canal boat the seats are enclosed and thus sheltered from the elements.

Vessels on Rivers and Lakes: Assume that all manner of small and large boats and barges will be found on navigable rivers and lakes. Small ships will be found on the larger rivers and big lakes as well.

Pleasure Vessels: Private pleasure boats and houseboats will be commonly encountered in navigable rivers and lakes. These might well include boats and small barges upon which itinerant folk dwell, moving about from place to place via water.

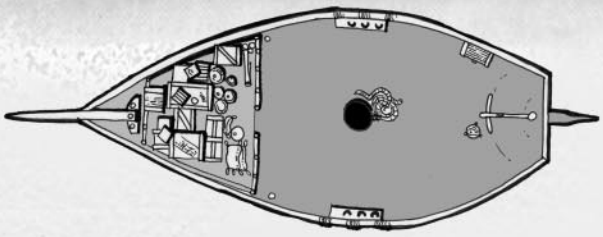
Note: There are today many sorts of canal boats available for rent so as to be able to tour European (mainly French) canals. These self-propelled vessels range from about 12-foot to 15-foot width, and 30-foot to 50-foot length. Deck plans for these modern boats are included here so that the

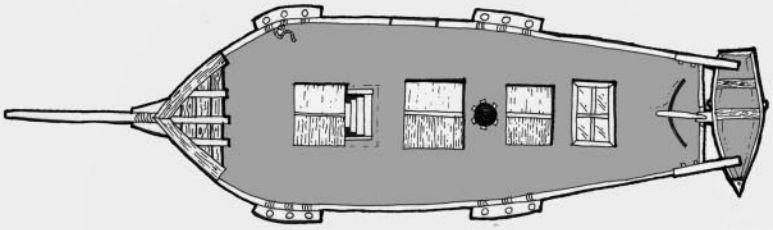
Table 1:3

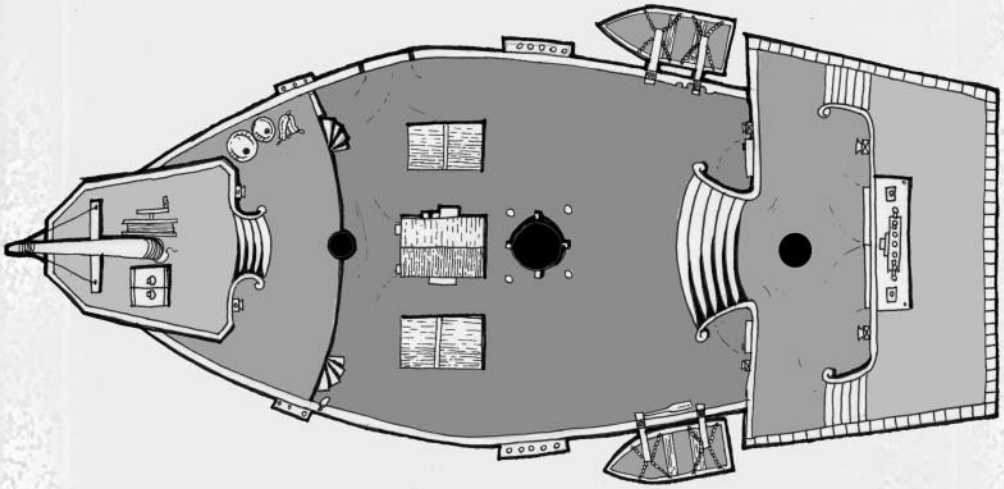
Water Travel Speed for Inland and Marine Vessels

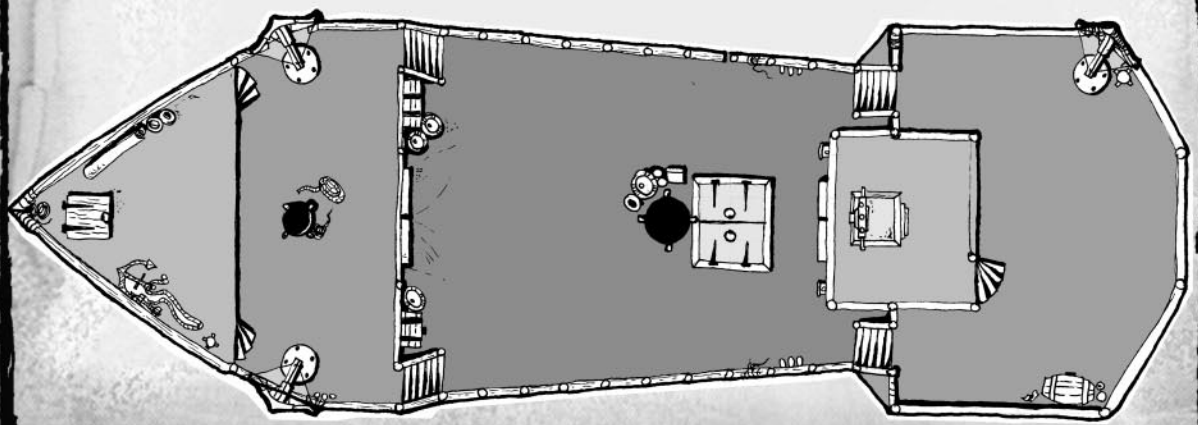
Canal boat, freight	2 miles per hour
Canal barge	2 miles per hour
Ship (in canal)	1 to 3 miles per hour (depending on wind)
Passenger canal boat	8 miles per hour
Canoe	8 miles per hour, +/- speed of the current
Rowboats	6 miles per hour, +/- speed of the current
Sailboat	2 to 5 miles per hour
Sailing ship	2 to 5 miles per hour

SHIP SCHEMATICS













reader may use them as templates for canal boats and barges used to house persons on the fantasy world setting's rivers. Of course, there will be no flush toilets, running water, or gas stoves on such boats (or barges). The general plan is applicable, however, and by replacing spaces for indoor toilets with storage areas, and keeping the kitchen facilities as they are shown (assuming sinks sans running water), all that's needed is to eliminate excess wide beds and change those kept for narrower, stacked bunks.

Small Watercraft: Canoes and small rowboats certainly provide a means of relatively fast and safe travel, especially when the route is downstream or in a still body of water such as a canal. A canoe can be paddled at a constant rate of about 8 miles per hour, plus (or minus) the speed of the current. A rowboat is a bit slower (6 mph). Paddlers and rowers maintaining such a pace need to slow and rest periodically. Assuming such pauses and slowing of effort, the average speed will be reduced by half every other hour, so the average speed for a two hour period will be 6 mph for a canoe, 4.5 mph for a rowboat, plus or minus the speed of the current.

Encounter Chart 1:2

Perils of the Waterways

Travel on sea or ocean is far more hazardous than it is on inland waterways, but in most fantasy settings, assume it is not so dangerous as to make it anything like a 50% chance of meeting disaster. Thus, the encounter events experienced should have a survival chance of 90% for a stout vessel well-manned and properly armed.

While travel on canals, rivers, and lakes is relatively safe, there are many similar to those found while traveling at sea. They are less frequent. As a rule of thumb allow for a 10% chance for one encounter for each day of travel.

The perils commonly encountered (2d8)

2	Caught in floating seaweed (á la the Sargasso Sea)
3-4	Storm
5-6	Major storm
7	Sudden Storm (more common on inland waterways)
8	Great sea serpent or like monster
9-10	Hidden reef
11	Mutinous crew
12	Spoiled rations
13-14	Pirates (bandits on canals or small inland waterways)
15	Typical sea monster(s)
16	Becalmed

Most travel by any form of inland watercraft will not be as difficult as is land travel. There will generally be places to stop for refreshment, and sleeping in the vessel will likely be as comfortable as most places for resting in the open on land.



TRAVEL ON SEAS AND OCEANS



For sea and ocean travel it is assumed that navigation and naval architecture are quite advanced. The ordinary states of the fantasy world build and sail vessels comparable to those of our late 16th and early 17th century. Thus, there is sea trade and travel across the whole of the globe. Although there are no gunpowder weapons available, marine vessels will have various war engines aboard to protect them, these including pneumatic cannons.





The rate of travel at sea is likely somewhere between 2 and 5 miles per hour, or a daily distance covered of between roughly 50 and 120 miles. Crossing some 3,000 miles of the Atlantic Ocean from Europe to North America in c. 1700 was a voyage of considerable time. The above rates of speed yield a 60-day period for an average slow crossing, 25 days for a very fast one. From such bases it is possible to set rates for passenger travel in the fantasy world.





Computing the distance to be traveled from port of embarkation to destination, by straight line and adding such deviation from a linear course as are demanded by prevailing winds and currents, the actual mileage can be estimated. Then using the sailing speed of the vessel—50 miles per day being the base—compute the number of days of time needed to complete the voyage. For sake of example, let us assume that it is a distant place, a voyage of 100 days, with intermediate stops at ports lying along the route that will consume an additional 20 days of time. So in 120 days, 4 months sailing, the voyage will end. The passenger traveling in modest style (a bunk in a cabin shared with three others, eating the food cooked for the crew) will pay $100 per day, $12,000 for the voyage. Because of limitations of space, smaller, faster ships can be assumed to charge the same rate even though the time of sailing is less.

Travel in superior mode will cost a bit more, double that of ordinary passage, so $225 per day per passenger for individual small-cabin accommodation for two, with somewhat better food, is reasonable to assume. Having a grand cabin and special meals will cost a flat $500 per day (based on the slow-travel time) for as many persons as are accommodated in this space, plus $50 per person per day for (relatively) grand meals. Assuming the 120-day voyage time used above, and two persons in such grand accom-



modation, the journey will cost a very substantial sum, $72,000 (or $84,000 if four persons are housed and fed thus). So to a wealthy aristocrat, the price is reasonable, but to others it is beyond their means.

If the would-be passenger is able and can hire on as a crew member, a landsman, even one able to use weapons, will be given garments from the slop chest and paid about $20 per day and fees (including grog rations, of course). Able seamen will receive the same, but will be paid $25 per day. If the individual is of petty officer rank, the pay rate will be $30 per day, and $35 for a master's rating.

After getting over seasickness, getting one's "sea legs" as it were, the routine and boredom are likely to be the most trying things experienced on board a ship plying the high seas. Of entertainment there will be little, save perhaps some mariners playing music and singing or "spinning yarns." There will be excitement at times, but such unusual occurrences will most likely be caused by dangers arising.

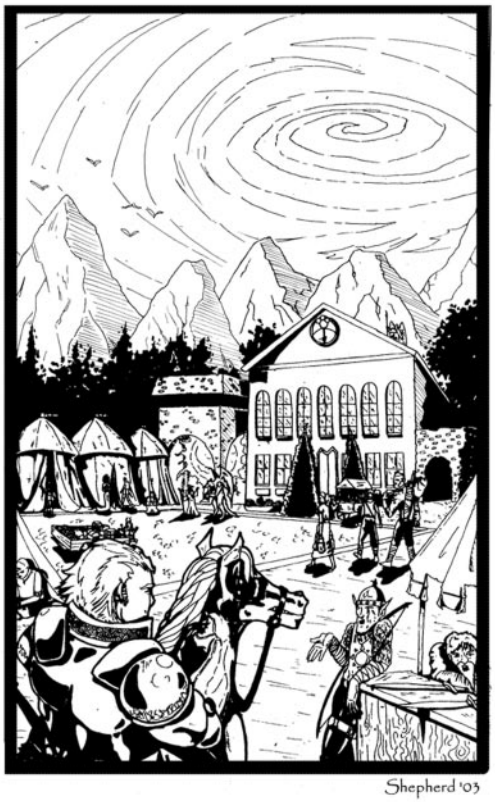
The officers of a merchant ship will probably consist of the following: Captain, first lieutenant, second lieutenant, magic officer, healer, artillery officer, and purser. Petty officers will include the first mate (sailing master), boatswain, carpenter, sail maker, cook, and yeoman.



UNUSUAL TRANSPORT

FLIGHT

In the fantasy world, travel isn't just by land and water. With magic, fantastic creatures, and a relatively higher level of technology then in the Middle Ages/Renaissance period, flight is definitely an option for travel by the few and powerful. The game master should take into account the following possibilities, in addition to individual people flying via power, spell, or magic item.



Winged/Flying Steeds: The fantasy campaign usually contains at least a few winged creatures of horse-like nature, such as the mythical Pegasus, griffin, and hippogriff. Depending on the campaign, you can expect major states to domesticate and train such animals—perhaps an order of elite knights or otherwise some special shock troops or mercenaries. Most likely, such steeds will be of typical animal intelligence.

Huge Intelligent Steeds: More rarely, a large beast might be used for flight transportation. However, the larger the beast, the harder they are to generally control and more expensive to keep. The legendary roc or ruhk's feeding habits would be prohibitively costly. Additionally, a more intelligent creature might be used—such as a dragon, sphinx, or other powerful creature—but intelligent creatures are hard to domesticate at birth and thus it would either be the result of magical coercion, or more likely, mutual agreement.

Small Magical Craft: The archetypical flying carpet, rug, broom, chariot, cart or rowboat may be magically engendered. This is typically the province of wizards. Such steeds will likely be used by their creators, sold to wealthy buyers, or else set up as a service for occasional wealthy clients to use.

Balloons, Dirigibles, Blimps, Zeppelins: Not all flight is magical. The technology level of the fantasy world is a little more advanced than others. It would not be out of the question to see hot-air balloons or crude dirigibles being used. If you add the possibility of magical enhancement (to make items lighter) and alchemy (to produce gases similar to hydrogen or helium), then you might include these vehicles as a form of transit for the wealthy (at least, those who are fearless). They may also be useful in military campaigns, but the fragile nature of a balloon (large, slow-moving, difficult to navigate), especially in a world where things like dragons and elementals exist, would make this somewhat questionable at best.

Skyships: We mention these because the "flying ship" has been a staple of many a fantasy game, fairy tale, or other legend. It stands to reason that a ship would be a perfect thing to transform into a flying object. Unlike a dirigible, it is more protected and can be used more effectively in military operations. The magical power to make a ship fly, however, would be costly and rare. Again, its size, the need to have wind to move it, the relative fragility of its masts and spars and sails, and its inflammability, would pose severe drawbacks and hazards to such vessels.

Table 1:4

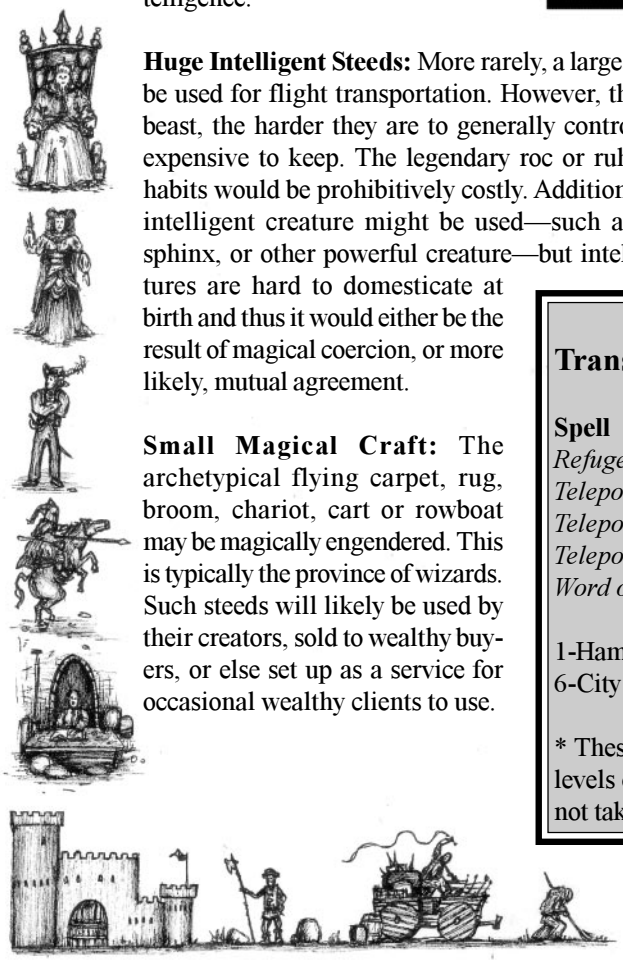
Transportation, Unusual

	Cost/Class*				
Spell	**Clr**	**Drd**	**Sor**	**Wiz**	**Availability**
Refuge	2410gp	–	3120gp	3030gp	4,5,6
Teleport	–	–	500gp	450gp	4,5,6
Teleportation Circle	–	–	2620gp	2530gp	6
Teleport without Error	–	–	980gp	910gp	5,6
Word of Recall	660gp	1200gp	–	–	5,6

1-Hamlet, 2-Thorpe, 3-Village, 4-Manorial Village, 5-Town, 6-City

d20 system

* These are the minimum costs for these services. The cost for additional levels of experience, other components or higher costs due to location are not taken into consideration.



Floating Communities: Another staple of fantasy fiction is the airborne community. Such a thing would be very rare and prohibitively expensive, if possible at all, but they exist in legend, fiction, and fantasy campaigns. Anything from a single tower floating on a rock or cloud to a huge city might be considered. A mobile city or fortress has a great advantage in defense and offense. The only drawback would be access to natural resources. Presumably, such a fortress would be able to land if designed properly.

TRANS-DIMENSIONAL TRANSPORTATION

The ultimate means of travel in fantasy is access to other dimensions, sometimes referred to as planes or spheres. Most forms of magical transference or teleportation are basically a way of quickly shunting into another dimension, then reappearing elsewhere on the original dimension. Depending on the power or spell, some risk may be involved, and there could be a limit to the distance one can travel. Other powers or spells allow teleportation via specific dimensions, or natural objects (elements, trees, etc.).

Teleportation requires an experienced mage and thus will be an expensive service. Teleportation will be used for military tactical operations, possibly for such urgent communications as requires a person, or as one of the most luxurious ways of traveling. The only drawback is that magical transference is both likely more hazardous and not as "fancy" as arriving in a carriage with pomp and circumstance, so it is probably not as utilized by the aristocracy as it could be.

There are powerful spells that can transport a group, or allow a caster to access other dimensional spaces, such as elemental planes and the homes of gods and demons. There might be a market for this, but unless the plane or sphere is similar to our own—an alternate earth, for instance, or a nexus dimension (see below)—it is not likely to be something that people outside wizards' guilds or the ecclesiastical hierarchy would do. (Think of the realms of deities, demons, and elements as places for archeologists, scientists, or explorers—most people on vacation want to go to a tropical island, not the Antarctic, the Sahara, etc.)

Then we come to more permanent magical means of transdimensional access. Whether they are called portals, gates, doors, circles, wormholes or vortexes, the result is the same—they are magical areas that link to either a far away place on the same dimension, or to a different dimensional matrix such as an alternate world.

Most portals tend to be hard to see with the naked eye, unless they are marked with something such as a monolith or some other construction. Portals may occur naturally or be magically created. In most games, portals require powerful magic to create, and even more powerful magic to make permanent. Thus, those created by civilizations tend to be rare, and are the results of powerful historical/legendary figures. More likely, created portals could be the results of an ancient (and more magically adept) civilization or race.

Unless we are dealing with an incredibly advanced civilization, portals in the Gygaxian fantasy world will be relatively rare and secret. If any portals are public knowledge, they are most likely permanent ones found in powerful temples, which likely lead to the home realm of a deity or pantheon.

Table 1:5

Transportation, Trans-Dimensional

		Cost/Class*			
Spell	**Brd**	**Clr**	**Sor**	**Wiz**	**Availability**
Astral Projection	–	2535gp	2625gp	2535gp	6
Etherealeness	–	660gp	1280gp	1200gp	5,6
Ethereal Jaunt	–	450gp	980gp	910gp	5,6
Gate	–	1530gp	1620gp	1530gp	6
Plane Shift	1020gp	450gp	980gp	910gp	5,6

1-Hamlet, 2-Thorpe, 3-Village, 4-Manorial Village, 5-Town, 6-City

d20 system

* These are the minimum costs for these services. The cost for additional levels of experience, other components or higher costs due to location are not taken into consideration.

The ones who would know about portals are a subset of the aristocratic classes, those belonging to certain secret societies and mage guilds. Mage guilds tend to map portals and either provide this information to the heads of state, keep it to themselves, or sell it to high-paying aristocrats.

One concept common in many fantasy campaigns is the concept of nexus dimensions—small areas where multiple portals can be accessed. This might be a simple dimension of doors, or it could be an inter-dimensional bazaar, or even a town or city on some nexus point. Such areas tend to be the trading posts for all sorts of civilizations across all possibilities. Knowledge of these areas would be secret and known only to powerful people, those who would know about portals in the first place.





APPLYING MAGIC

THE PEOPLE

The practical application of magic is its use in everyday life. It improves the quality of living for all persons. Of course, to be practical, magic will impact the lives of the affluent more than the poor. To establish the basis for what follows, it is first necessary to define the nature of the human population in the fantasy world environment. This is not in regards to socio-economic class, but in regards to "ordinariness." By the measure found in virtually all fantasy role playing games, the population of such milieux is essentially that found historically. The societies and technologies treated are different, but the people who form them and use them are very much like persons who are alive now or who lived in the past.

In the fantasy world there are larger-than-life heroes and villains. (That isn't actually far from the case in our world either.) Fantasy worlds must be defined and quantified to some extent, so as to enable many persons to manage game play in their environments. In terms of the fantasy milieu, let us set some parameters in regards this matter:

1% of the total population is generally very brave all the time.
1% is aberrant in a criminal manner, the cheats and out laws in society.
1% of each of those two groups noted above are the great heroes and villains







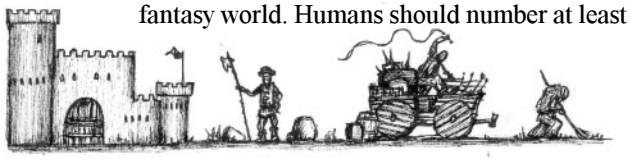




Translating that into numbers, 1 person in 100 is very brave or a criminal. Only 1 person in 10,000 is a hero or a villain. Considering the varying degrees of aptitude for such role, that likely gives 1 major hero in 1,000,000, and the same is true for the truly terrible villain. What does that mean? Why, it shows that most of the population of even a fantasy world is of average sort, with the wants and needs of average people. The ordinary folk, from noble to commoner, have pretty much the same set of motives and desires that have been around since history has been recorded.

If the working hypothesis for bravery and criminal behavior is "wrong," and we **are** speaking of a fantasy world here, it isn't all that wrong, nor is the incidence of heroes and villains far from the mark. So the players involved in the game have game personas that are virtual nonesuches. In terms of the real world, the active RPG population in the U.S.A. is likely around 1%. The heroes they play are less prevalent in the fantasy world.

Of some bearing is the question of the population of the fantasy world. Humans should number at least an average of 4 per square mile, with human-like races such as dwarves, elves and gnomes adding at least 1 more "person" to that number. It takes a fair amount of such population to develop the cultures and societies of a "civilized" world, one where there are cities and universities and the stuff of fantastic adventure. In such a setting, the urban communities will have the main concentration of population, leaving the countryside sparsely populated, with plenty of uninhabited areas for the "monsters." Here's an example: Let us assume a kingdom of large size, 100,000 square miles in extent. Using the figures above, it would have a mere 500,000 persons living in it. Of that number, two "cities" of only 40,000 population each, and eight "towns" of 15,000 each, would contain two-fifths of the total population. Assuming that smaller "village" communities average 500 inhabitants each, and there are 400 of those—one for every 250 square miles isn't much—that adds another 100,000 to the population residing in other communities.



That leaves 100,000 inhabitants—at least half of which will be of non-human sort, the dwarves and elves and the like. So now add in tiny farming "hamlets" of 50 persons each, four for each "village," and that brings another 80,000 persons into the picture. The odd 20,000 persons unaccounted for are the non-human groups (bands, clans, tribes, whatever). Note that some number of uncounted humans are not considered here. They are the outcasts and outlaws living in the remote areas of the state.

Agriculture will support people at the conservative rate of about 30 to 35 per square mile (640 acres to the square mile), ignoring fish as a food source. So to feed a population of half a million the state needs 15,000 square miles. As there will be land that is used to grow timber, is barren, covered by water, or used for buildings and roads, let's generously allow another 45,000 square miles to bring the total to 60,000 square miles used. Next, let's add in private estates and hunting preserves of the aristocrats, adding 15,000 square miles to the total. Three-quarters of the state is thus "spoken for." That leaves 25,000 square miles of "wilderness," one-quarter of the whole territory! If agriculture is efficient, and in a world where deities were (or are) dynamically involved with people and their livelihoods and where working magic is active, production from the land would surely be very good. The productivity rate would be closer to 100 persons supported per square mile of land under cultivation, so the population could be doubled, and there would still be a good quarter of "wild" land that was uninhabited in a state of the size noted.

Currently, the U.S.A. has a population density of about 100 persons per square mile, and we export foodstuffs. Considering land under cultivation, the number of persons fed per square mile of crop and grazing land is astonishing. Assuming about one-third of the nation is used for food production, that means one million square miles suffices to feed 300 million persons, 300 per square mile,

with plenty to spare. With the deities controlling weather and pests, sickness and disease through their clerical servants, and with secular magic added, the medieval-renaissance societal base of the fantasy world setting could logically have 100 persons supported per square mile of land under cultivation and grazing. In that case, the state of 500,000 inhabitants would need only 5,000 square miles to support its population of 500,000 persons.

Thus, the world builder has plenty of latitude in populating the lands of the fantasy milieu, but they should contain reasonable numbers of people in civilized states. That allows for plenty of human-uninhabited area.

Life expectancy in such a milieu would be good as far as infant mortality and common disorders and diseases are concerned. Spiritual magic would be effective in this regard. In fact, population growth is more of a "concern" in respect to the fantasy world. One must assume that such things as warfare, attack by dangerous "monsters," extraordinary diseases generated by evil spirits, and accidents would be at work to check populations. Also, it might be assumed that fertility is somewhat less than in the real world, so that a family of six is large, and that the first child is not usual before the parents are both in their mid-20s or older due to later sexual maturation.

APPLIED MAGIC

Now we can address the main topic, magic as it would be applied practically in a fantasy world. Without question, the vast majority of the population of the magic-active world is unheroic, ordinary in regard to their activities, wants, and needs. What most such people desire will be comfortable, happy lives. Thus, those able to employ magical operations will be occupied mainly with fulfilling the demands of the mass of the population, and thus themselves gaining a very comfortable living.

The welfare of the people will be principally managed by the sovereign and nobles/aristocrats in regards to the protection of the nation and its proper functioning. The health of the people and the living things they depend on will be the primary responsibility of the ecclesiastics of the state. These larger concerns are thus accounted for. The sovereign lord guards the country from invasion, enforces laws, regulates commerce, and sees to the general order. The spiritual and physical health of the populace is seen to by the clerics within the state. So, the 90% or so of the populace thus relatively safe, secure, and cared for will have consumer "needs." In even a marginally productive state there will be some free time, disposable income, and demand for labor-saving devices, conveniences, and luxuries. The latter category does not apply to the affluent alone either, as luxuries are desired by most persons, and the small ones will be affordable to many in the magic-active milieu where deities likewise take a dynamic role.

Let us survey the areas where magic will most likely be used for ordinary things that the general populace will gladly expend their disposable income to obtain. This list will not be exhaustive. Keep in mind that the persons able to employ such extraordinary capacity, magic as it were, are also likely to be otherwise ordinary folk. That is, the enchanters and magicians will also want safe and comfortable lives, to be socially recognized as useful, even prominent therein, and likely aspire to wealth if not power.

Although health is the primary purview of the ecclesiastical community, there will be minor areas in which they will not be concerned, entry to which by those using secular magic will be available. In all cases, virtually all those employing extraordinary powers will belong to some association, a "Mages' Guild" of one sort or another. This association regulates the quality of the castings used directly or indirectly, and also establish fees for the services of their members. There will be a few rogues and "hedge-magicians" that practice independently, of course. As guilds will be located in larger communities, such non-guild practitioners will be most prevalent in rural areas. Indeed, traveling mountebanks might well be in this class, or purvey the products produced by "unlicensed" enchanters.

Now to the products and services likely to be offered to the populace at large. There are many, so they will be categorized. These groupings are described in Table 1:6.

If you are thinking that the lists sound pretty familiar (with a few notable exceptions), and that most of the things on them are much the same as what we have now with science and technology—you've got it! People are people, and folks in a magic-active world would want pretty much what we do. If it sells today, it would likely sell in whatever form could be provided in such a fantasy milieu.



Some of the things listed would be provided by magical practitioners personally, in their office or in the client's own domicile. Others would be managed through the offices of the enchanter working with a commercial manufacturer. Some might be made by the magician and peddled by his agents. Finally, the minor sort would be hucked about by the hedge-practitioner from door-to-door, in traveling "shows." These sorts of items will be mainly in the "Health" and "Personal Safety" categories.





As to the efficacy of any item, that will vary according to the capacity of the one imbuing it with extraordinary qualities, the difficulty of doing so in a meaningful way, and the persistency of the desired effect. There are one-time services, and one-use items, items that must be "recharged" periodically, and some that are unrechargable with a useful lifespan of varying lengths.





Table 1:6

Magical Products and Services

Apparel
Cloth that is elastic
Cloth that is exceptionally soft
Cloth that is flame and heat-resistant
Cloth that is long-wearing
Cloth that is self-cleaning
Cloth that is stain-resistant
Cloth that is tear-resistant
Cloth that is water proof
Cloth that is wind-resistant
Cloth that is wrinkle resistant
Cloth with high insulation value cloth
Cloth with self-adhering edges that part as desired
Dyes of special color and fastness
Garments that change color
Garments that change length
Leather for soles that is wear-resistant
Leather that is thick yet supple

Business
Adhesive substances
Cold storage chests
Counting devices
Dirt-eliminating carpets and rugs
Dust-removing devices
Elevators/descenders
Entrance closing and locking
Fire detection alarms
Fire-retardant materials
Floats (weight reducing and hovering)
Food-freshness containers
Food-warming containers
Glass-strengthening substances
Illumination objects
Insect and vermin repellent devices
Interior cooling
Interior heating
Intrusion alarms
Invisibility alarms
Lifts (material)
Locks of keyless sort
Magic-activation alarms
Metal tensile strength enhancement
Message transmission and receiving devices
Odor eliminators
One-way viewing panel (for doors, etc.)
Paper that is waterproof
Rodent repellent devices
Scrying devices, short range
Self-adding account books
Self-cleaning cooking utensils
Self-copying forms and stationery (one to 10 copies)
Self-powered tools (augurs, drills, saws)
Self-writing stylus for dictation
Signage that glows
Signage that moves
Signage with sound effects
Sound-proofing
Strongboxes, ordinary and concealed
Theft-detection devices
Wall color change (papering or paint)
Wood anti-rotting substances
Wood insect-repellant substances
Wood moisture-repelling substances

Cosmetic and Grooming
Body odor eliminators
Body part alteration (change shape/size of chin, ears, etc.)
Breath sweeteners
Callus and rough skin removers
Cloths for cleansing skin without water
Complexion altering crèmes/oils
Cosmetics (blush, lip color, skin color, etc.)
Eyelash growth stimulants
Freckle removing creams
Hair dyes
Hair-color restoratives
Hair growth stimulants (longer and thicker)
Hair luster enhancers
Hair restoratives
Hair removers (depilatories)
Nail growth and strengthening substances
Perfumes and scents
Skin oil enhancers
Skin oil inhibitors
Skin-softening creams and lotions
Skin-rejuvenating creams and lotions
Tooth cleaning substances
Tooth enamel whiteners

Entertainment
Books that speak their contents
Books with animated illustrations
Books that alter size from miniature to standard, and back
Games with animated pieces (some against a person)
Light and "special effects" shows
Music boxes of varying size and volumes and tunes
Musical instruments that alter size
Musical instruments that play themselves
Musical performances in miniature in a magical box
Paintings and tapestries with scenes that move
Plays in miniature that take place in magical boxes





Table 1:6 continued

Magical Products and Services

Plays on stage with illusionary scenes and actors
Pyrotechnical displays
Story telling objects that tell a repertoire of stories
Toys that are animated (many and varied sort)

Food and Drink
Aging accelerators
Animals of domestic sort that grow more quickly
Animals of domestic sort that produce more offspring
Ale (beer, malt liquor, stout) preservative containers
Beverage carbonators
Baked goods and bread freshness extenders
Color retainers
Complete meals in one package
Fish that can be pond raised, grow quickly, and are tasty
Flakiness retainers
Flavor enhancers
Flavorings, food (regular and exotic)
Flavorings, water (regular and exotic)
Food of compact sort for travel and military rations
Milk cows with higher yield of milk
Moistness retainers
Plants that yield more produce (berries, fruit, grain, etc.)
Poultry that lay more eggs
Preservative packaging (fish, fruit, meat, vegetables, etc.)
Tenderizers
Water desalinization
Water purification
Wine preservative containers

Health*
Acne removers
Aging inhibitor substances
Alcohol neutralizers
Allergy preventatives
Analgesics for minor pain
Blood builders (iron, etc. against anemia)
Blood purifiers (cholesterol, parasites, etc.)
Boil curative salves
Bunion removers
Burn healing salves
Chest (bronchial/lung) decongestants
Cold sore curatives
Contraceptive substances
Corn removers
Cough-repressing medicines
Diarrhea curative medicines
Digestion aids
Ear infection (minor) curatives
Eye infection (minor) curatives
Eyesight correction
Fever reducers
Gas (internal) curative substances
Hearing correction
Heartburn curatives
Internal organ cleansers (kidneys, liver, pancreas, etc)
Mental stimulants (for alertness)
Mole removers
Muscle-enhancing substances
Muscle restoratives (strained, tired, etc.)
Nasal infection (minor) curatives
Nutritional supplements (herbs, minerals, vitamins)
Physical depressants (for sleeping)
Physical stimulants (for energy and/or wakefulness)
Poison (minor) cures (such as beestings, poison ivy, etc.)
Purgatives (physics)
Reflex speed enhancers
Sense of smell improvement
Sense of taste improvement
Sexual potency enhancers
Sinus cavity decongestants
Skin rash curatives
Sunburn healing creams/oils
Sunburn preventative creams/oils
Throat infection (minor) curatives
Tooth and gum disease (minor) curatives
Tooth cavity elimination
Tooth enamel strengthening substances
Vocal cord improving draughts
Wart-removing substances
Weight-gain substances
Weight-loss substances
Wound healing salves

*Sold as: balms, boluses, bracers, capsules, creams, crèmes, curatives, decoctions, elixirs, emollients, emoluments, eradicators, essences, extracts, fortifiers, gels, herbals, infusions, liniments, lotions, lozenges, mixtures, nostrums, oils, ointments, panaceas, pastilles, philtres, pills, plasters, potions, poultices, refreshers, repressants, restoratives, rubs, salts, salves, spirits, solutions, stimulants, syrups, tablets, tinctures, tonics, washes

Household Goods
Adhesive substances
Animated serving carts
Break-resistant glassware
Break-resistant pottery
Ceiling decorations (color change, murals, etc.)
Clothes cleaning devices
Clothes smoothing/unwrinkling devices
Cold storage containers





Table 1:6 continued

Magical Products and Services

Dirt-eliminating carpets and rugs
Dish cleaning devices
Dust-removing devices
Elevators/descenders
Entrance closing and locking
Fire detection alarms
Fire extinguishing devices
Fire-retardant materials
Flame sources that light/extinguish on command or burn for long periods
Food freshness containers
Food warming containers
Illumination objects
Insect and vermin repellent devices
Interior cooling
Interior heating
Intrusion alarms
Locks of keyless sort
Magic-activation alarms
Message transmission and receiving devices
Non-tarnishing silver
Odor-eliminating devices
One-way viewing panel for doors, etc.
Rodent repellent devices
Scrying devices, short range
Self-cleaning cooking utensils
Self-copying stationery (one to 10 copies)
Self-heating water kettles
Self-writing stylus for dictation
Sound-proofing
Strongboxes (ordinary and concealed)
Wall-color change (papering or paint)

Personal (Luxury) Items
Bath spas with warmed, moving water
Containers with greater interior than exterior size
Flying devices, individual
Flying devices, multiple persons
Gemstones with enhanced color
Gemstones with images inside
Gemstones with an internal glow
Mirrors that replicate what is shown thereon
Recording and transcription devices for keeping notes
Rooms with greater interior than exterior size
Simulacra
Sounds on command (night sounds, rain, thunderstorm)
Statues that alter form
Statues that alter position
Transference devices (short range)

Personal Safety (Amulets, Charms, Mascots, etc.)
Astute bargaining
Astute trading
Bears, protection from
Blood loss, protection from
Cattle, protection from
Crocodiles, protection from
Curses, protection from
Disease, protection from
Dogs, protection from
Drowning, protection from
Drugging, protection from
Evil eye, protection from
Falling (from a height), protection from
Favorable weather
Fire, protection from
Friendship
Good luck
Hippopotami, protection from
Horse and mules (kicked or thrown by)
Keen appraisal
Leopards, protection from
Lightning, protection from
Lions, protection from
Parasites, external, protection from
Parasites, internal, protection from
Poison ingestion, protection from
Poisoning, food, protection from
Robbery in the city, protection from
Robbery in the country, protection from
Scorpion sting, protection from
Sharks, protection from
Snake bite, protection from
Spider bite, protection from
Storms, protection from
Swift journeying on land
Swift sailing
Swine, protection from
Tigers, protection from
Warning of imminent danger
Wolves, protection from

Pets
Aquaria (illusionary contents)
Aviaries (illusionary contents)
Bird training (increased intelligence and obedience)
Cat training (increased intelligence and obedience)
Dog training (increased intelligence and obedience)
Horse training (increased intelligence and obedience)
Pet growth size enhancer food
Pet growth size inhibitor food








SPECIFIC MAGICAL CLASSIFICATIONS

The D20 game system has a differently defined system of magic that doesn't exactly match the definitions in the main text, the latter being drawn mainly from the classic descriptions of the various sorts of magic considered.

Alchemy: In the D20 system, alchemy is considered a minor skill. The alchemist would be a wizard or sorcerer with the appropriate skills and item creation feats to create such objects, with perhaps a focus on potions and weapons/armor crafting—along with more "practical magic" applications.

Divination: Naturally, those spells of the divination school are the core elements of this class, and thus wizards specializing in divination, along with Sorcerers whom choose divination-only spells, will be the core representatives of this type of magic.

Geourgy/Thaumaturgery: The D20 game system doesn't really distinguish the between geourgy and thaumaturgery. The D20 wizard is a mix of both of these areas. If you really wish to distinguish between these areas, as a general rule of thumb, consider the following guidelines: Spells that specifically manipulate the elemental forces are considered geourgy. Higher-level spells tend to be the geourgy type, while lower-level spells are more thaumaturgic in nature.

Spells that belong to the conjuration, transmutation, or evocation schools would most likely be classified as geourgy, and specialists of these schools would most likely be considered masters of geourgy.

Spells that fall under illusion, enchantment, or abjuration tend to be those categorized by thaumaturgy, and specialists of these schools would most likely be considered thaumaturges.

Wizards, because of their versatility, would more likely be considered masters of geourgy, while sorcerers, due to their low versatility, would more likely be considered thaumaturges or "hedge-wizards."

Necromancer: Naturally, the necromancer would best be represented by either the wizard or sorcerer whom specializes in the necromancy school. Depending on the culture, necromancers may be shunned or hunted.

Sorcerer: As stated elsewhere, to prevent confusion in terminology, it is suggested that you replace the term sorcerer in this book with nethercraefter. A nethercraefter is best represented in the game system by using a spell-casting class as the template—either cleric or sorcerer, and perhaps adding a prestige class from the various products available. There are two basic paths for sorcerers. The first are those who conjure up demons and force them into service, without making a pact with a particular entity. Such beings tend to be known as demonurges. Others make pacts with a powerful entity in exchange for power. For the former type, an evil wizard specializing in conjuration is your best way of representing this class.

Witchcrafter: The D20 core rules do not present the witch (warlock) as a distinct group of spellcasters. Such a spellcaster would best be represented by a sorcerer or wizard, perhaps enhanced with a customized prestige class, in either case using a specialized spell list that focuses on enchantment, illusion, transmutation, with a focus on the malign, disease, poison, and rot, curses, nasty pranks, evil servants, and general wickedness. The pact would add special powers, with perhaps a few drawbacks.

SUMMONING

In the D20 game, the standard elementals are very primitive beings—they are more intelligent than animals, but not much more than that. (We are not talking about Geniekind or other exceptional creatures.) Thus, they are more or less treated as you would treat farm or pack animals such as cows, dogs and horses. They are a part and parcel of the fantasy world, and you can likely see earth and fire elementals engaging in common tasks serving the state.
Other outsiders summoned magically, especially those creatures from the Outer Planes, and the undead, are another matter. While lower-level summoning spells conjure animal analogs, the more powerful and intelligent beings present more of a problem, especially creatures like demons and devils. How a state deals with this will depend on the culture, but the following rules of thumb should be observed.



Conjuration effects that are of the *Summoning* sub-type are perfectly acceptable in society—there is no risk and the being appears for a very short period.



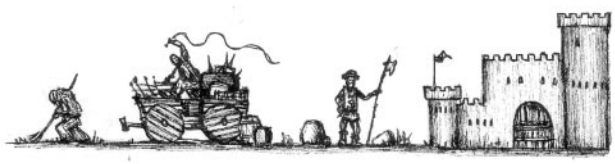
Divine spellcasters may invoke their deity's servants without repercussions so long as they follow the general principles of the pantheon and state laws. For example, in an Egyptian pantheon, the worship of Set may be tolerated, but only as long as Set (as well as his servants) doesn't overstep his bounds or ask for human sacrifice. (Evil deities either work within the rest of the pantheon and ascribe to certain common rules, or their worship becomes outlawed.)





The state does not encourage arcane spellcasters to attempt to perform the calling up of any malevolent being such as a demon or devil. Doing this is very risky. Unlike the divine casters, arcane casters provide a "loophole" for an





evil outsider to wreak havoc on the material plane if it can't be controlled. If there is no law against such summoning, any mishap arising therefrom will certainly be laid at the feet of the spellcaster.

In the core rules, it has been suggested that a sorcerer gets his or her mystical powers from other powerful beings, be they dragons, fey, elementals, or outsiders. If the sorcerer gets his or her power from an evil outsider, then that is making a pact with evil and thus is considered a major criminal activity, punishable by death. (This is another thing demons and devils love to do—gain power by usurping the normal role of formalized religion—and the evil deities don't discourage this either).

Necromancy, the creation or conjuration of undead, should follow the same rules as above. Some more decadent societies might allow minor necromancy, such as the use of skeletons or zombies as servants akin to elementals, though.



PRACTICAL SPELLS FOR THE D20 SYSTEM

The following section contains a list of new spells of a purely practical nature. Though I am certain some enterprising players will certainly manage to discover a more combative use from such common spells they are, nevertheless primarily find their most prominant use in urban environments and are used to help rather than hurt.

1st Level

Animate Toy
Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V,S,M
Casting Time: 1 action
Range: Touch
Effect: One tiny toy
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You animate a small child's toy no larger than 1 square foot and imbue it with a non-hostile, friendly demeanor. The small construct should be ensorcelled at the time it's preferred child is present, and it will treat that child favorably, coming when called, and following all basic one- to three-word instructions to it's basic capacity. It can in no way cause any harm or damage to the child or anyone else.

Material Component: A finger-sized tin of acid.

Tiny Animated Toy
Tiny Construct
Hit Dice: 1/2 d10 (2 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (50 ft. legs, 60 ft. multiple legs, 80 ft. wheels)
AC: 14 (+2 size, +2 Dex)
Attacks: None
Damage: None
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks: None
Special Qualities: Construct, Hardness
Saves: Fort +0, Ref +2, Will -5
Abilities: Str 4, Dex 14, Con -,
Int -, Wis 1, Cha 1

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Hardness (Ex): An animated toy has the same hardness it had before it was animated.

Conjure Spice
Conjuration (Creation)
Level: Sor/Wiz 1
Components: V,S
Casting Time: 2 minutes
Range: Close (25 ft. + 5 ft./ 2 levels)
Target: Up to 4 ounces of desired spice
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You bring into existence any spice you have knowledge of to aid in preparing a meal. You can flavor enough food with it for a small banquet of up to 15 adults.

Floating Object
Transmutation
Level: Sor/Wiz 1
Components: V,S,M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./ 2 levels)
Target: One small, unattended object
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You cause a single object of small size or less to hover in the air. The object cannot weigh more than 5 pounds.The object stays in mid-air as far up as the spell's range will bear, determined at the time of casting.

Material Component: One marshmallow.

Paint Area
Conjuration
Level: Sor/Wiz 1
Components: V,S,M
Casting Time: 1 action
Range: 10 ft.
Area: Up to 100 square feet
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You cause an area or object to be colored in a paint of your choice. The paint appears instantly, already dry and in place. You can only paint solid colors; complex shapes or designs are beyond this spell's ability. This spell does not affect living creatures.

Material Component: A drop of paint the color you wish the spell to emulate.

Self-Cleaning Object
Transmutation
Level: Sor/Wiz 1
Components: V,S,M
Casting Time: 1 action
Range: Touch
Target: One object
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

You ensorcell a single bed, sink, chamber pot, or other small object requiring regular maintenance or cleaning to totally clean itself within 5 minutes on a command word (chosen at the time of the casting). A bed will make itself, a sink or pot will suddenly become clean, etc.

Material Component: A small sponge.

2nd Level

Accurate Tally
Divination
Level: Sor/Wiz 2
Components: V,S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./ 2 levels)
Target or Area: Items within 20-ft. by 20-ft. square
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You instantly count up to 100,000 small objects within the spell's area accurate to a single item.





Create Cool Zone
Transmutation
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: Touch
Area: 5 cubic ft.
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

You cause a designated area to be a constant cold temperature, averaging about 40 degrees Fahrenheit. The material component is crushed between thumb and forefinger at the time of casting.

Material Component: A glass bead of mercury

Programmed Light Sculpture
Illusion (Glamer)
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 minute
Range: Touch
Target: One object
Duration: 1 week/level
Saving Throw: None
Spell Resistance: No







You create a translucent design of any color to instantly appear on a touched object. This animation can be of any basic shape and style and behaves in a single small preset motion, repeating as long as the condition is met. The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A *light sculpture* cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level. Regardless of range, the sculpture can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: a pinch of phosphorus.



Conjure Elemental Wisp
Conjuration (Summoning)
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./ 2 levels)
Effect: One tiny elemental servant
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

An elemental wisp is a hazy, translucent, mindless, shapeless elemental form that performs simple tasks at your command. At the time of casting you must choose which of the base elements is represents, air, earth, fire or water. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. Air elementals can dust, earth elementals might clean or move small objects, water elementals can clean, fire elementals can cook, etc. The wisp can perform only one activity at a time, but it repeats the same activity over and over again if told to do so. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force. Its speed is 15 feet. The wisp cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from the character's current position), the servant ceases to exist.

Material Component: A small magnet.

Transform Clothing
Transmutation
Level: Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: Touch
Target: One set of clothes
Duration: 1 day/level
Saving Throw: See text
Spell Resistance: No

You cause a single set of non-magical garments (enough to clothe a small or medium sized humanoid) to change shape, style and color as you see fit. Extra items and accouterments are not conjured by the spell; it cannot create extra buttons or add sashes or other items not already out of the material at hand. If a living creature is wearing the clothes when the spell is cast, the garments may make a Fortitude saving throw using the wearer's save to avoid the effect.

Material Component: A sewing needle.

3rd Level

Create Frigid Zone
Evocation
Level: Sor/Wiz 3
Components: V,S,M
Casting Time: 1 action
Range: Touch
Area: 10 cubic ft.
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

You cause a designated area to be a constant cold temperature, averaging about 0 degrees Fahrenheit. The material component is crushed between thumb and forefinger at the time of casting.

Material Component: A crystal bead of mercury.

Unseen Servant Retinue
Conjuration (Creation)
Level: Sor/Wiz 3
Components: V,S,M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./ 2 levels)
Effect: Multiple invisible, mindless, shapeless servants
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

As *Unseen Servant*, but you summon a number of servants up to 1d4 plus 1 per caster level to do your bidding.

Material Component: A miniature bellows.

Ventilation
Evocation
Level: Sor/Wiz 3
Components: V,S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: Current of wind (10 ft. wide, 10 ft. high) emanating out from a chosen area to the extreme of the range
Duration: 4 hours/level
Saving Throw: None
Spell Resistance: No

This spell creates a steady current of fresh air of air that originates from a place you select and moves in the direction you choose. The force of this current is pleasant and steady. It causes unprotected flames, such as those of candles or torches, to dance wildly and has a 25% chance to extinguish these lights.

4th Level

Warm Air
Transmutation
Level: Sor/Wiz 4
Components: V,S,M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: 20 square feet
Duration: 1 day per level
Saving Throw: None
Spell Resistance: No

You transform the atmosphere in an indoor area up to 20 feet square to be as much as 70 degrees above the current outdoor temperature. The material component is crushed between thumb and forefinger at the time of casting.

Material Component: A crystal bead of mercury.

5th Level

Pleasant Weather Zone
Transmutation
Level: Sor/Wiz 5
Components: V,S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: 50 square feet/level
Duration: 1 day per level
Saving Throw: None
Spell Resistance: No

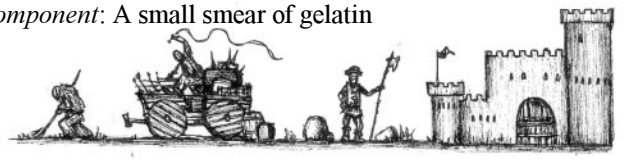
You make a small outdoor area (garden, menagerie) of up to 50 ft. square resistant to non-magical changes in weather extremes. You choose a temperature at the time of casting and the area will not deviate from that setting.

Transparent Object
Transmutation
Level: Sor/Wiz 5
Components: V,S,M
Casting Time: 1 minute
Range: Touch
Effect: Variable; see text
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

You transform up to 20 cubic feet of wood, 10 cubic feet of stone, 1 cubic foot of metal to become transparent like glass. This does not actually change the composition, hardness, or other qualities of the material in question, you simply see through it as if the object were made of glass.

Material Component: A small smear of gelatin





PANTHEONS

THE CONCEPT OF MULTIPLE PANTHEONS

Most campaign worlds have a single pantheon of gods—or probably one pantheon per continent. To be fair, it's a lot of work creating just one pantheon; imagine the work it takes to create a whole slew of them. Likewise, to be fair, it *is* logical to assume that in a world where deities are real, there probably wouldn't be thousands of them, especially if these beings were truly powerful. A few campaign worlds have a fixed group of deities, but they are known by different names in different lands.

However, based on history, the identity of different cultures is tied strongly to the religion active in each. On historical Earth, you had the Greco-Roman, Egyptian, Persian, Sumerian-Babylonian and Phoenician pantheons all active within the Mediterranean lands. It would stand to reason that if you had a similar-sized campaign world, you might want this variety. Multiple pantheons add complexities to the relations betweens states, are a good way of separating the general "cultures," and add to the overall possibilities in a campaign world. The different deity groups also offer many opportunities for wars, adventures, and so forth.



Technically, if you take into account empires rising and falling and cultures assimilating, many of the campaigns that have deities from different "historical" pantheons mixed and could actually be considered a "realistic" result of cultural assimilation and pantheon syncretism, but that's not as robust as having different pantheons.



Pantheons in many campaign worlds tend to have a few dozen gods or so. While this may seem to be enough, some of the more historical campaign worlds had a lot more details. Even ignoring animism or ancestral worship, if you do your research on the more well-established pantheons, there were several minor gods and godly servants for every major one.





For D20 campaigns, one should consider fleshing out the roles of servant creatures, and making them more involved in the roles of the religions. If you have a deity who is served by powerful outsiders, detail the hierarchy of its servants, even if you just give the standard outsiders proper names. When a cleric calls a "solar," that isn't as impressive as if it was "Alzaxah, one of the Six Generals of the Solar Paladin's Army of Light." It also has more impact if the PCs become involved directly with such beings.



THE CONCEPT OF DEITAL CO-OPERATION

Despite being called a fantasy game, the basic underlying cultural archetype is the Middle-Ages/Renaissance period of European history.. Furthermore, assuming most readers have been culturally exposed to the "Abrahamic" religions (Christianity, Judaism, or Islam), which are strongly monotheistic and refuse to accept the existence of other deities, the clerical archetype was modeled on the Christian hierarchy.

So, it is easy to envision a cleric, druid, or paladin devoted exclusively to one particular deity. However, this is not the case in a polytheistic culture. Many deities are present and have specialized aspects and concerns related to each other. Temples, chapels and fanes devoted to an individual deity will likely contain shrines or icons of other related or allied deities.

One important note is that, even beyond a single pantheon, many deities are allied via alignment and/or sphere of influence. Unless a pantheon or interpretation of a pantheon is hostile to another one—which can occur at times in a campaign ("monopantheism")—for the most part, clerics in a foreign land can seek aid from, and are even seen as kindred brothers or sisters by, a deity of similar influence; and within a foreign land a cleric might even venerate or invoke the allied deity as a proxy, as if it were his or her own. For instance, both Hermes and Thoth are gods of knowledge and magic, so a cleric of one in the land of the other could seek out their priests or use their shrines.

THE CONCEPT OF SECTS AND ORDERS

In addition to pantheons, orders, and sects, the variations on the primary worship of a deity or pantheon are not typically explored. Granted, there are many prestige classes for individual deities. but some don't explore the possibility of other classes or elements of a larger organization. For instance, the Celtic religion had three classes of priests—Druids (the elders and true "priests"), Ovates (the teachers and doctors), and Bards (storytellers). Other religions may have different roles that don't involve clerics. You should consider this when designing any deity's or pantheon's religious hierarchy.

Furthermore, variant sects, creeds, and cults with radical religious dogmas within a pantheon also add to a campaign. Some are declared to be "heretical" and in conflict with the established pantheon or deity's dogma.



ITEMS OF INTEREST

METALLURGY

The state of the art in this area includes the making of steel, albeit not in the vast quantities found in our contemporary world. The limited production of steel will be used mainly for arms and armor, secondarily for tools and utensils. Iron too is produced widely, but again not in great rolling mills. Production is sufficient to create some fair amount of ironwork for construction besides the smaller amounts used for tools and utensils. Magic provides means to not only make excellent iron and steel alloys, but to smelt platinum so as to have that precious metal available for jewelry and monetary use. Such fantastic metals as are common to a particular world are known and used to the extent indicated by that milieu.

MILLS

In addition to mills powered by water and wind, there are those driven by animal or human labor, and possibly even magically or mechanically (steam) powered ones. The term "mill" covers the traditional grist mill for grinding of grain, the saw mill, and the cloth-production mill. Advanced states might also have developed iron milling.

SIGNAL COMMUNICATIONS

The fantasy environment of advanced sort is not limited to messages traveling by courier pigeon or courier. In addition to such magical means as telepathy and flight, there are technological means of a sort beyond those of our medieval period. Such signal devices include the semaphore and heliograph (a method of transmitting messages via beacons and/or light flashes). Developed states will have one or the other system, or both, established to convey messages rapidly from important border points to the capital and major garrison sites. It is possible thereby to transmit information over a distance in relatively rapid manner. A message of 50 words, for example, can be passed from one signal station to another in approximately 5 minutes time, a rate of transmission of 10 words a minute. This rate is at least doubled where phrases can be transmitted by signaling. With telescopes available, signal stations can be set up at an average distance of 10 miles apart. Thus, a message of 50 words can travel 120 miles in one hour.



EXOTIC SUBSTANCES AND DRUGS

Since this is a fantasy game, it is likely that certain non-magical substances may exist in your campaign and be accepted as anything from normal behavior to vices in a society. However, we need to make a few important points if you want to use them in a campaign that uses the Gygaxian model.

Anything that is both a highly addictive substance and that totally incapacitates the user, or makes the user dangerous, will likely be outlawed or at least severely controlled by government and social pressure will be strong to shun it. Thus, a substance like opium might be regu-

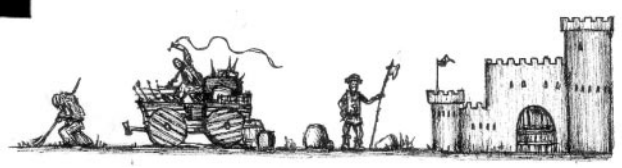












lated and socially unacceptable, while drugs akin to the modern-day heroin or crack cocaine would be proscribed by government and completely unacceptable in normal society, unless the state or civilization was very decadent. It is also possible that many hallucinogens may also be classified as such drugs in the fantasy milieu.

We need to note the following important point about hallucinogens: it might be true that they may have had an important role in primitive and historical societies, but in the fantasy world, priests and wizards have no need for such substances. In a world with active magic and deities who manifest themselves to the faithful, such substances would be seen as false visions or actually something that interferes with magic or meditation. Thus, they would have no special regard—even the more primitive shamans and witch-doctors will be less likely to use such items. Of course those persons dedicated to evil entities might indeed employ drugs as a part of their service to such beings or their means of contacting them.

Note that there will be a market for anything outlawed, so the criminal underclass will likely control the market for these substances, unless the proscription is general only for those not licensed, and the "official" sources are granted to aristocrats as income-producing favors from the government. Prostitution, for example, was treated thus in England for a time, and a churchman actually owned a well-known bawdy house in London!

TO GUN OR NOT TO GUN











The inclusion of early guns and cannons for use in the fantasy milieu is coming into vogue in various campaign settings. So why, if we support somewhat advanced technology in this proposed game setting, are we excluding the gun from the Gygaxian model? The reasons are straightforward and simple, summed up as a desire to keep a viable swords-and-sorcery campaign world alive. Consider the following:

Firearms changed absolutely the course of warfare, and thus the world. A handgun is a relatively simple weapon to use (point and shoot), doesn't require much in the way of complex weapon training, and the bullet can at close range penetrate the finest plate armor used by heavy cavalry and knights. The crossbow was also akin to this weapon; however, it was bulkier, both in size and ammunition. The cannon can send balls to level a castle, or spew grapeshot or lead bullets to cut down swathes of foes. Muzzle-loading firearms are easy to make, so to equip and field a large force of men so armed is relatively simple and easy.

Historically, this put deadly, ranged weapons in the hands of conscripted peasants—and even rebels. Wars could now be fought by fielding large formations of relatively untrained men, and the greatest knight could be laid low with a well-aimed, or even lucky shot from an arquebus. Large weapons such as mortars and cannons can reduce the effectiveness of a castle's walls. At the very least, fortresses had to fundamentally change to better defend against such technologies.

In short, the well-trained man-at-arms, the knight and the castle became obsolete. Once they were gone, so vanished much of the need for feudalism in general. The trained warrior was no longer the key to the protection of society.

You may be saying, well, so magic and supernatural creatures should change things as well, right? The problem is that those who can cast magic are like archers, well trained, so getting a mage who can cast destructive spells is a lot harder than getting technological devices built for the masses, and mages on both sides tend to cancel each other out. We also assume that mages, for all their power, have limits based on fatigue and relative power.

Consider also the effect of firearms on the "monsters," and like populations. When societies with technology meet those lacking it, the latter are soon brought low and destroyed.

Basically, in this book, we are trying to keep the "classic" fantasy setting intact by avoiding the introduction of things in our history that would change the fundamental structures of the model fantasy setting, those that make it swords and sorcery, be they magical or technological. If you want muskets and "mageocracies" or "yeomanceries," towns connected via heavily traveled magical portals, an industrial revolution, and isolated starship colonies, that's fine; but please keep in mind that this will totally change the setting and the genre, moving it from fantasy to science fantasy. If you want a campaign that has the "realism" found in this book, you'll have to do a *lot* of research and extrapolation. We suggest pursuing works by the author James Burke to get a good idea of how simple inventions can change the course of history, economics, politics, religions, and cultures.



BOOK TWO

THE CULTURAL LANDSCAPE

I FOUND THEIR WAYS
STRANGE AND UNFAMILIAR.
LUCKILY, THEY ATE RICE AND BEANS
LIKE THE REST OF US.

TRAVELS TO TIMBUKTU

FANTASY SOCIETY

FANTASY FEUDALISM

Barring anything to the contrary in the world you are creating or developing, the assumption of feudalism used herein follows this general scheme:

The monarch is the principal warrior who owns the land. Only a part of it, though, is directly his. Crown lands are used as the personal revenues of the monarch, his family, and their personal household as well as the personal strongholds of the monarch. To augment personal revenue from relatively limited landholdings, the monarch will likely have reserved some small monopolies for the crown—perhaps that on importation of ostrich plumes, the breeding and sale of a kind of warhorse, and the making of optical instruments such as telescopes. The state (the monarchy, not the person of the monarch) will have others—possibly salt, the making of lace, post delivery, and so on. With such monopolies, all profits from revenue go to the ruler or the government he or she runs.



Some of the state will be held by ecclesiastical organizations, owing some support and possibly military service to the monarch. But generally, they will not be so obligated, being spiritual lords. The vast majority of the land will have been parceled out in fiefs to nobles. These nobles have sworn fealty to their overlord for their lands, and to retain them they owe both military service and taxes. Some land will be granted to "free cities" and to freemen who have paid money for such ownership. In general, such entities do not owe military service but must pay taxes. (Note that great nobles might well have given up suzerainty of their lands for protection by the monarch, who, in turn returns their former domains to them as fiefs from the crown.)





Save for the ecclesiastical holdings, all land and other property of any sort can be seized by the monarch if the holder of it is found guilty of treason or a like crime against the crown. Ecclesiastical holdings can be seized by the monarch only if the holder is proven to be a heretic, and even then the higher spiritual authorities might resist such a seizure. This is one area where the temporal overlord might run afoul of the lords spiritual.





Noble vassals of the crown need vassals of their own to manage lands and provide warriors for their military obligations, so in turn the nobles grant fiefs for service and taxes paid to them by their vassals. This progresses down the line to the peasants, who have no underlings. Again, freemen are in general exempted from personal service, as are free cities and their citizens. Some of the taxes they pay go toward the hiring of services by the crown, of course. Only in time of crisis will there be a call for volunteers from such source.

Service and taxation are determined by officials of the monarch, who assess the position and the land. For example, a noble with a great land holding might owe military service of his own person, 20 knights, 20 esquires, and 60 mounted serjeants, as well as providing 100 archers and 1,000 footmen when called to arms. Service for noble, gentleman, and commoner alike is limited to relatively short duration, likely a 60-day maximum period under arms. Service of labor is generally one day in five, six days in a month.

The amount of taxes paid, in coin or produce/goods, is assessed according to the land and/or the business. It is safe to assume that some 15% of the income from such sources will have to be paid to the state in taxes, and that another 20% will be paid to noble overlords or in higher state taxes and to religious organizations. Nobles will keep 75% of their tax revenues, paying 15% of them to the crown, 10% to the temple (church being a Christian term, it is not used herein).

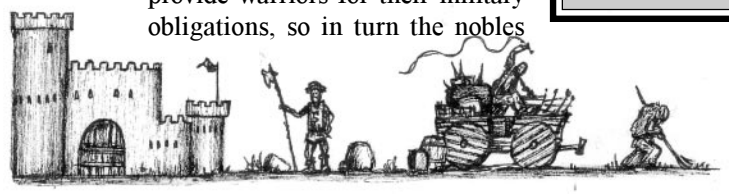
From these fiefs, the state collects around 16% of 60% of the taxable revenues generated in the state, this equaling 9.6% of gross national product. From the freeholders, including cities, the state will receive about 2% additional revenue. As this amount is not sufficient to allow any considerable government, all vassals and freeholders will be required to do certain things to assist. This includes such things as maintaining rivers and roads, keeping local order, and assisting in the collection of taxes.

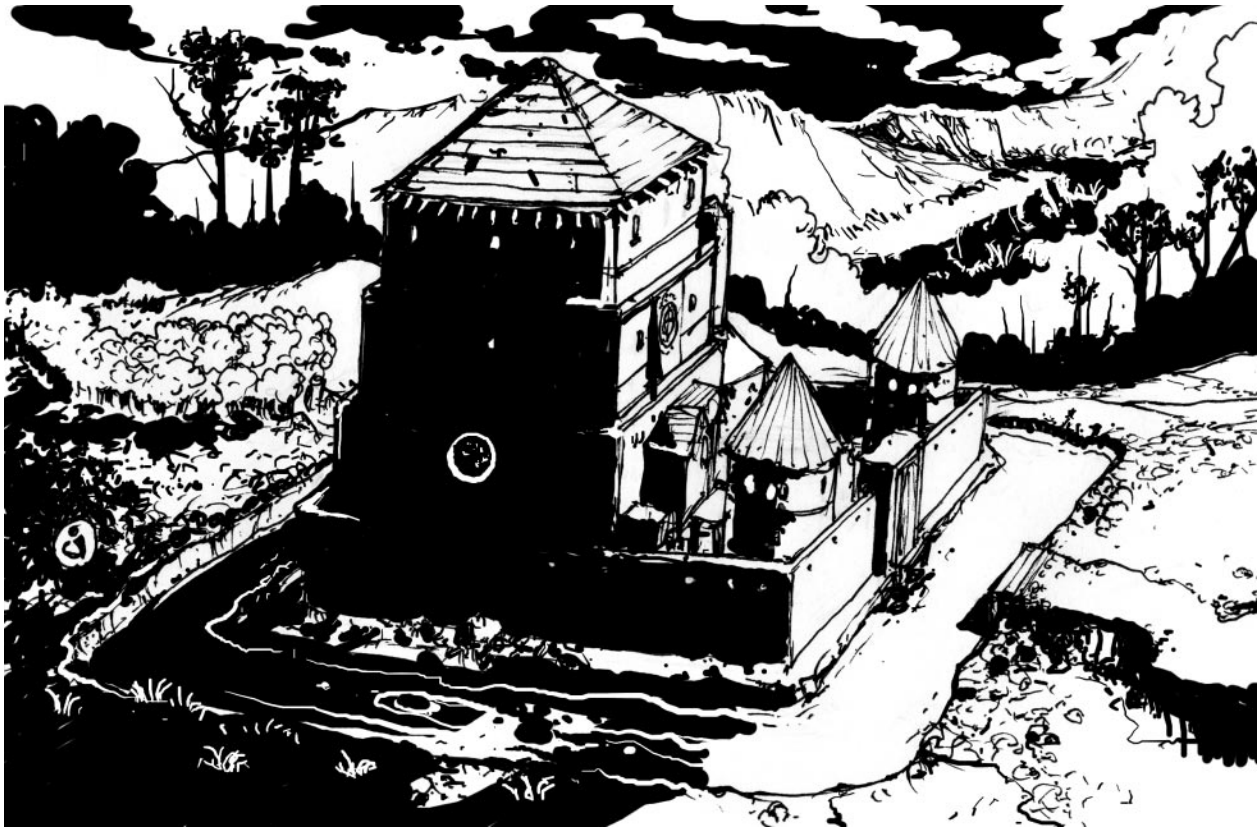
Table:2:1

Land Holdings

The crown holds 10% of the land directly.
The temple holds 15%, this divided between various of their high members and oversights. Of the remaining 75%, 15% is held by free cities and freeholders of various sort. 60% of the state is held in fiefs by various nobles, with something like the following distribution:

18% in fief to six dukes who hold an average of 3% each.
8% in fief to four marquises who hold an average of 2% each.
18% in fief to 18 counts/earls who hold an average of 1% each.
6% in fief to eight viscounts who hold an average of 0.75% each.
8% in fief to 16 barons who hold an average of 0.5% each.
2% in fief to a number of baronets, lords, and knights (20 or so).





Crown lands are used for the personal services to and revenues of the monarch, his family, and their personal household. All other services and taxes for the temple go to maintain the state. The state sees to foreign affairs and commerce, the defense of the land, the currency, order within the realm, and principal routes of communication, possibly including a post service. Within the realm there will also be an underground commerce that is untaxed and unaccounted for. This consists mainly of barter amongst the commoners and that generated by criminals from all manner of illegal activities that do not produce wealth, as well as those that do—such as smuggling.

Nobles will strive to keep the monarchy limited in its power; the monarchy will strive to become more powerful. The cities will seek greater freedoms through payment to the state to escape rule by local nobles.

THE UPPER CLASS

This small group of aristocratics comprise 0.5% to 2.5% of the population. The smaller the percentage of upper class persons, the more likely that their relative wealth is disproportionate to that of the middle and lower strata. However, in a society with an active mercantile and manufacturing middle class, this is not the case, as that group will have amassed riches, and even the lower class benefits thereby. This class is typified by the following: palaces, carriages, guards, servants, furs, velvet and silk, gold and gems, the finest of everything, prestige and immense power.

Upper Upper: About 0.002% of the total population, or 1 in 50,000 persons. Sovereign royalty, grand priests and priestesses of pantheons, elected heads of great states, great palatine nobles, non-sovereign royalty, elected heads of lesser states, great noble royal major officers, great nobles, chief priests/priestesses of a state-honored pantheon, palatine religious warrior orders' masters, great diviners, knights of the governing retinue.











Social Mobility: From this, the uppermost strata of the highest tier, there is no place to go but laterally (in prestige and rank) or downwards. To attain greater status, the members of the upper upper class seek renown. Whether by conquest, wealth, or some other means the sovereign heads of state driven by a desire for uttermost status vie with one or another so as to be given precedence. Royalty is always royal, but the ranking of kings and queens is also judged as to greater and lesser, so that theoretical peers actually stand in a pecking order too. Elected heads of state can attain status by making their overlordship hereditary, or by increasing the status of their state. Generally, ecclesiastical office is not hereditary, and so too with the grand masters of religious warrior orders. Striving done within such is similar to that of the sovereign rulers of states. Great diviners, those most able to supply accurate counsel to those whom they serve, have their own pecking order, and are the most subject to loss of status.



What happens when a person of royal heritage in this class loses status? They become dependent upon another sovereign, dropping in rank, while the patron who supports them moves higher. The same is true for princes and nobles who lose lands or for some other reason become dependent. Thus a palatine noble might become an exile in another monarch's court, or become a non-palatine noble because of conquest, thus no longer independent, a subject of an overlord. Ecclesiastics slip lower in rank when another pantheon attains greater status and their own pantheon loses status. Palatine religious warrior orders' heads are much the same as nobles, these masters being at the very least nobles of non-hereditary status, more likely of hereditary "noble blood."

For those not sure of royal and noble rankings, here are guidelines:

***Emperor or empress*:** hereditary, a monarch that has as subjects royal sovereigns and/or (otherwise) independent nobles; the larger, wealthier, and more powerful, the more the rank of the suzerain. Children of an imperial monarch are generally styled as "Imperial."



***Prince/Princess*:** the one designated to inherit the throne with "Crown" before the title. Such individuals have rank about two steps below that of their progenitor.



***King or queen*:** the sovereign head of a state; the larger, wealthier, and more powerful, the more the rank of the suzerain. Children of such a monarch are generally styled as "Royal Prince/Princess," the one designated to inherit the throne as "Crown Prince." Such individuals have rank about two steps below that of their progenitor. In great states, the crown prince (or princess) has a special title, something similar to "Prince of Wales" or "The Dauphine."



***Emperor or empress*:** elected, a monarch that has as subjects royal sovereigns and/or (otherwise) independent nobles who have chosen him or her to rule them; the larger, wealthier, and more powerful, the more the rank of the suzerain. Children of such an individual have such titles as conferred upon them by their progenitor, and rank accordingly.



***King or queen*:** the non-sovereign head of a state that is part of an empire; the larger, wealthier, and more powerful, both the state ruled and the empire, the more the rank of the ruler. Children of such a monarch are generally styled as "Royal Prince/Princess," the one designated to inherit the throne with "Crown Prince." Such individuals have rank about two steps below that of their progenitor, thus considerably lower than sovereign royalty of the same name.





***Palatine noble*:** the monarch of an independent state that has all the powers of a king, an hereditary position, but the territory so ruled is not of a size, power, wealth, etc. to warrant the status of kingdom, nor would it be recognized as such by other kings should this be claimed without justification (increase in one or more meaningful measures of status). Children of such an individual have such titles as conferred upon them by their progenitor, and rank accordingly. A palatine noble is served by lesser nobles, these in turn being considered as a step or two below nobles directly subject to an imperial or royal sovereign.

***Nobles*:** Using the European model as a basis, the high ranks of nobility in the fantasy world are: archduke/archduchess, grand duke/grand duchess, duke/duchess, prince/princess (non royal). Nobles of median rank are: marquis/marquise, count or earl/countess, viscount/viscountess, (great) baron/baroness. Petty nobles are: minor baron/baroness, lord/lady, baronet/madam (incidentally a non-medieval title, but one logical in a fantasy world). To add a bit of exotic flavor one might include seizen (the possessor of a freehold estate) and/or vavasor (actually the chief official of a noble, but logically a possible noble title of the least sort of land ownership) in the petty nobility title list, falling after all the others and given the honorific sir/dame as if a knight. The precedence in regards to titular rank is guarded jealously, although a lesser rank noble with a royal office moves upwards to a rank of at least two steps higher while holding such office.

***Knights/Dames*:** Although knighthood is generally not hereditary, the family of the knighted individual typically is considered as being of gentle birth, the honor conferred might well make the knighted individual a peer of the realm (and of its nobles). In such case, the ranking of the order conferred to the knight is of great importance. This ranking might be along the following lines: knight commander of major religious order of warriors, knight of the governing retinue (companion and guard of the monarch) in several ranks, knight commander of a lesser order, knight of a royal order, knight of an order of a sovereign state, knight of a non-palatine noble order.

Note that gentle-born people are considered as of the nobility. Lacking title, however, such persons are well below those possessed of such status.

Hereditary royalty and palatine nobility commands all lands in the state but also holds title to lands and estates that are their own. Nobles and all the others in this group likewise own considerable lands and estates, those of ecclesiastics and masters of knightly orders own theirs at least during their lifetime, possibly hereditarily. Assume these lands are in excess of 750 square miles in extent for all save the least ranking members of this tier, might be far larger, and are generally productive agriculturally. On them will be castles and moat houses as well as communities, the latter

ranging from towns through villages to mere hamlets. It is likely that the lands and estates owned will not be contiguous, but spotted here and there, especially if the extent of such ownership is more than 600 square miles of territory. Also owned are hunting lands of some size, forests and meadows and the like, of at least 50 square miles in extent, possibly as great as the arable land owned. At the very end of the tier, assume more modest land holdings, perhaps as little as 100 square miles for a "mere" great diviner.

In this apex of social and economic rank many and varied structures will be owned or possessed, these ranging from palaces and grand manor houses to castles and hunting lodges. The higher the rank of the individual the grander and greater the number of dwellings owned. At the bottom end, only a handful of such places might be owned. Any one of these residences will have no fewer than 30 main rooms (not counting servants' quarters), and all are furnished as the owner desires and can afford. As a rule of thumb, assume one major and palatial residence in or very near the capital city of the state, then others at varying distances throughout the land. A monarch of a large kingdom might, for example, have two to four palaces, two hunting lodges, and a score of castles and moat houses.

The retinue of any individual in this tier of the class is likely to contain a number of royal and/or noble dependents, dispossessed, relatives, or simply hangers-on who receive the person's largesse. Having such dependents in train as it were, and supplying them lavishly, increases the status of the one so doing. Also dependent upon the individual there might be any one or more of the following: alchemist, architect, artist, author, composer, engineer, explorer, jester, mechanic, musician, poet, scholar, singer.

In the group of servants fall the armed guards of the individual. A royal or palatine noble will have small bodies of guards at each of his or her residences, the remainder of such a force traveling with the monarch or noble. For example, a powerful king might have 30 houses and fortresses in which there are permanently stationed 900 guards - 600 infantrymen and 300 cavalry. The remainder of the monarch's horsed guards, say 300, then travel with the liege lord. A squadron of scouting horsemen may lead by a day the train in which their sovereign travels, another squadron acts as an advanced guard an hour ahead of the rest, and the remainder escort the royal entourage. Additionally to the officers that accompany their master or mistress, and his or her guards, the upper upper class individual will have a traveling retinue of servants—valets, ladies in waiting, pages, coachmen, footmen, maids, etc. A royal train might well consist of a main body numbering 400 persons—200 guards, 150 servants, and 50 upper class persons including the monarch and his or her family and dependents (10), royal officers (20), and various knights and esquires (20). The train consists of horsed persons, coaches, and wagons plus possibly some foot archers as guards.

The whole array of luxury conveyances, and the finest draft animals and mounts, are at the beck and call of the upper upper tier of this class. They have coaches and carriages to ride in, ships, barges, and boats for water travel. When on a journey through the realm, in most cases, the able ruler and his officers and knights will be mounted, while the others of the retinue will be in coaches. Transport will be mainly by wagon, possibly cart and pack horse in remote areas where no good road exists. In this case, light carriages might serve.

As to be expected, the uppermost tier of the upper class has as its disposal the finest arms and armor available. However, not a few members of this tier might forego serviceability and usefulness of such things for show. That is, their arms and armor might look grand and be much decorated by jewels and gilt, but not be as effective as plain armor and undecorated weapons. This will be highly unlikely to apply to their fighting knights, esquires, and guards, however. Such men are typically superbly armored and armed. Also, depending on the campaign, magical weapons would likely apply here, especially ones that combine potent ability with elaborate decoration.

Whatever is desired is likely to be available to this category, within limits, of course. The richer the state, the greater the amount of personal property that can be possessed by an upper upper-tier class individual. How much, and of what, is pretty much a function of the individual's materialistic nature. An ascetic monarch might have very little in the way of personal possessions, while a materialistic great diviner might have a vast number of such things—jewelry, bejeweled items, rarities, curiosities, collections, a menagerie, and so forth. Save in the case of a warrior monarch, official, or noble, conspicuous display of personal property is generally a necessity for retaining status in the ranks of this tier.



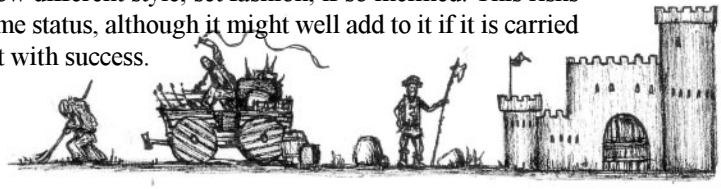




Personal clothing is dictated by status. The costume for affairs of state is prescribed by each state, of course, and can be varied only in minor ways, even by a sovereign. One might have a different shade of the required base color on his or her fur-trimmed robe, design a new and grander gown, but that's about the limit of the range possible for variance. The same is true for most other members of this tier. When not garbed for an official function, the members of the upper upper class likewise tend to be traditionalists in selecting their costume. This continuity reinforces their position, establishing their permanency in their lofty station. Change comes but slowly in regards to costume for this tier, as change might also threaten their status. However, grand display in the accepted tradition tends to reinforce status. An exception is a member of royalty, any figure of the ruling house. Such a person can innovate, show different style, set fashion, if so inclined. This risks some status, although it might well add to it if it is carried out with success.







As with possessions, the food and drink available to the upper stratum of the socio-economic order is virtually unlimited. Whatever is generally available in the state is theirs to have. Unlike dress, however, the grand individuals might well be innovative in their cuisine, for the new and marvelous at banquets and feasts might well establish even greater rank or at least maintain it.

Virtually unlimited quantities of the finest still and sparkling wines, brandies, whiskies, and liqueurs are the everyday potables for this group. Of the non-alcoholic beverages tea, coffee, hot chocolate and cocoa along with fruit juices lead the popular selections.

The ostentation generally required to remain in rank in this uppermost tier means that wealth is in land, dwellings, and personal property. Liquidity is not usually a feature of the upper upper class. The members of this tier will typically be short of money, many times because of the expense of maintaining their lifestyle, others because it was gifted or loaned to the higher in rank so as to curry favor and gain higher station. Supporting dependents and retaining officers, maintaining multiple residences, giving fetes and banquets, and employing so many guards and servants costs huge sums! Despite a portion of state income (taxes, tariffs, duties, fees), their harvests and rents, and other income-producing enterprises, there is likely always a shortage of coin to meet their wants. Monopolies are established so as to assuage this lack; sale of offices, granting of rights and privileges for money, and loans from bankers are not unusual. Lesser rank members of this tier who have lesser and varied income sources, likewise often have shortages of cash. Monarchs with ample funds are rare, likely conquerors or oppressive taxers. (There are, of course, exceptions throughout the tier.) States with monopolies on trade, great stores of desirable resources, or with a stream of other income that is large and reliable mitigate the chronic shortage of money, often throughout the tier and extending to that immediately below—unless the income is exacted from the lower strata of the realm, of course.

This is where the greatest power exists. The sovereigns here command all subjects of the state, able to tax persons, the land and its produce not directly owned by them. Laws are often made by writ alone, and the power of life and death rests here. The sovereign head can make a person a noble or an exiled outcast. Favor means one has power, disfavor might mean ignominy or death. Even down the ranks the above generally applies. Those here are all in a sort of club, each able to wield massive personal power, or influence a collateral or higher-rank member of their group to do so on their behalf. The absolutism of a ruler or the power of others in this class are likely checked to small or considerable by members of the middle and lower tiers of the upper upper class, and by the middle class and the lower. While persons beneath the apex would like themselves to be there, until that time comes, they jealously protect what they have in their own station, trying to gain more for it so as to benefit thus, rather than through elevation of rank.











Table: 2:2

Materials of the Upper Upper Class

Land	Typically vast tracts owned.
Dwelling	Many and palatial, also castles and moat houses.
Illumination	Magical (glowing areas or else "ever-burning" light sources) and standard means tapers, candles in sticks, candelabras, sconces and chandeliers; torches and cressets.
Heat	Magical, hot water, coal stoves or fireplaces, wood fireplaces, braziers—limited in fortresses.
Plumbing	Indoor, warm water, pools and/or tubs for bathing, sinks, and toilet facilities also, those separate and in "water closets" in palaces, less elaborate in fortresses.
Officers	Generally a great number of important officials appointed.
Dependents	Commonly a considerable number of dependents.
Servants	Guards and attendants in very large numbers.
Transportation	The finest conveyances in large numbers.
Arms & Armor	The best, but often for display over functionality. The finest of swords are worn on most occasions.
Personal Property	Vast, generally as much as desired.
Dress	Finery unlimited but in traditional form.
Diet	Total range available, varied, and possibly excessive.
Wealth	Generally vast, typically non-liquid and money short.
Capsule	Worth $100 plus billions to $100 millions.
Power	Immense, direct, indirect, or in combination.
Influence	Immense, scores of important upper class connections.



The sway of a member of the upper upper class is immense, even at its lowest end. This is because the members not only command those of lesser station in it, or at least communicate with those of higher rank, they all stand above the next two tiers of the aristocratic class. Those in the two tiers below, as well as most members of the middle and lower class, hasten to follow a mere suggestion to gain favor, and thus status. Life or death, riches or poverty, renown or infamy are powerful motivators to virtually all persons. This is not to say that even the most influential individual is able to direct things all the time. Each has enemies, and those opposed for other reasons, who offer alternatives to suggestion or desire from the one exercising such influence. There are parties, factions, and rebels that make influence something less than 100% effective.

Middle Upper: About 0.01% of the total population, or 1 in 10,000 persons. Petty palatine nobles, noble royal (major) officials (a baron who is marshal, or a lord and justiciar, for example), nobles (marquises, counts, viscounts, and great barons) great mages, great priests and priestesses, lords mayor of free cities, nobles' palatine (major) noble officials, knights commander.

Social Mobility: There is scant room to progress above this small tier of the social structure. Conquest might make a small palatine state larger…or vanish! Service in office or to the crown might bring a grander title. There is small chance for aggrandizement, so of continual importance to members of the middle tier of the upper class is to move laterally in rank, to avoid slipping backwards, and at all costs, not to slide downwards by incurring disfavor from above.

As with their greater fellows, petty hereditary palatine nobility command all lands in the state and also hold title to lands and estates that are their own. Nobles and all the others in this group likewise own some considerable lands and estates, those of ecclesiastics at least during their lifetime, possibly hereditarily. Assume these lands are in excess of 400 square miles in extent for all save the least ranking members of this tier, might be larger, and are generally productive agriculturally. On them will be one or several castles and/or moat houses as well as small communities, the latter ranging from a town through villages to mere hamlets. It is likely that the lands and estates owned will not be contiguous, but spotted here and there, especially if the extent of such ownership is more than 300 square miles of territory. Also owned by the person will be hunting lands of some size, forests and meadows and the like, of at least 25 square miles in extent, possibly as great as the arable land owned. At the very end of the tier, assume more modest land holdings, perhaps as little as 25 square miles for a "mere" knight commander.

Such an individual might boast many and varied structures, from a palace and grand manor house to one or more castles and a hunting lodge. The higher the rank of the individual the grander and greater the number of dwellings owned. As the bottom end, only one or two such places might be owned. Any one of these residences will be like those of the uppermost tier of the class, having no fewer than 24 main rooms (not counting servants' quarters), and all will be furnished in such opulence as the owner desires and can afford. As a rule of thumb, assume one major and palatial residence in or very near the capital city of the state, then another on the land owned by the individual, possibly others elsewhere on estates owned. A monarch of a petty state might, for example, have three palaces, a hunting lodge, and a several castles and numbers of moat houses throughout his lands.

The retinue of any individual in this tier of the class is likely to contain a number of noble dependents, dispossessed, relatives, or simply hangers-on who receive the person's largesse. Just as with the grandest of the social

Table 2:3

Class and Skill Descriptions

Upper Upper Class
Classes: As an NPC 50 % of all level advancement in Aristocrat (minimum 1 level)
Skills: Appraise, Bluff, Diplomacy, Disguise, Forgery, Gather Information, Handle Animal, Innuendo, Intimidate, Knowledge (all skills taken individually), Listen, Perform, Read Lips, Ride, Sense Motive, Speak Language, Spot,Swim, and Wilderness Lore.

Middle Upper Class
Classes: As an NPC 30 % of all level advancement in Aristocrat (minimum 1 level)
Skills: Appraise, Bluff, Diplomacy, Disguise, Forgery, Gather Information, Handle Animal, Innuendo, Intimidate, Knowledge (all skills taken individually), Listen, Perform, Read Lips, Ride, Sense Motive, Speak Language, Spot, Swim, and Wilderness Lore.

Lower Upper Class
Classes: As an NPC 20 % of all level advancement in Aristocrat and Expert (minimum 1 level each)
Skills: Appraise, Bluff, Concentration, Decipher Script, Diplomacy, Disguise, Forgery, Gather Information, Handle Animal, Innuendo, Intimidate, Knowledge (all skills taken individually), Listen, Perform, Profession, Read Lips, Ride, Sense Motive, Speak Language, Spot, and Wilderness Lore.





order, having such dependents in train as it were, and supplying them lavishly, increases the status of the one so doing. Also dependent upon the individual there might be any one or more of the following: alchemist, architect, artist, author, composer, engineer, explorer, jester, mechanic, musician, poet, scholar, singer.

In the group of servants fall the armed guards of the individual. A palatine monarch will have small bodies of guards at each of his or her residences, the remainder of such a force traveling with the monarch or noble. For example, one might have 10 houses and fortresses in each of which there are permanently stationed some 20 guards—120 infantrymen and 80 cavalry in total. The remainder of the monarch's horsed guards, say 60, then travel with their liege lord. A squad of scouting horsemen (12) may lead by a day the train in which their sovereign travels, another like squad act as an advanced guard an hour ahead of the rest, and the remainder escort the royal entourage.

In addition to some officers that accompany their master or mistress, and his or her guards, the middle upper class individual will have a traveling retinue of servants—valets, ladies in waiting, pages, coachmen, footmen, maids, etc. A grand train might well consist of a main body numbering 180 persons: 60 guards, 90 servants, and 30 upper class persons including the nobleman and his or her family and dependents (10), noble officers (10), and various knights and esquires (10). The train will consist of horsed persons, about a half-dozen coaches, and several wagons.

Again, as with the uppermost tier of this class, the whole array of luxury conveyances, and the finest draft animals and mounts, are at the beck and call of the middle upper class. They have coaches and carriages to ride in, barges, and boats for water travel—perhaps even a ship or ships. When on a journey through the realm or noble lands in most cases, the able ruler and his officers and knights will be mounted, while the others of the retinue will be in coaches.

Transport will be mainly by wagon, possibly cart and pack horse in remote areas where no good road exists. In this case, light carriages might have to serve those members of the retinue not able to ride. In the city members of this class sometimes hire sedan chairs to carry them, but never less opulent conveyances.

As to be expected, the second tier of the upper class has as its disposal the finest arms and armor available. Again, not a few members of this tier might forego serviceability and usefulness of such things so as to ape the uppermost persons, if those worthies are wearing such armor. Thus their arms and armor might look grand, much decorated by jewels and gilt, but not be as effective as plain armor and undecorated weapons. This will be unlikely to apply to their fighting knights, esquires, and guards, however. Such men are typically superbly armored and armed.

Whatever is desired is likely to be available to those in this category, within limits, of course. The richer the state, fief











Table 2:4

Materials of the Middle Upper Class

Land	Vast, although on average about half that of the upper tier.
Dwelling	Many palatial and fortress-like ones scattered about.
Illumination	Magical (glowing areas or else "ever-burning" sources of light) and standard means - lamps (oil and paraffin), tapers and candles in sticks, candelabras, sconces and chandeliers; torches and cressets.
Heat	Magical, hot water, coal stoves, coal fireplaces, wood fireplaces, braziers—limited in fortresses.
Plumbing	Indoor, warm water, pools and/or tubs for bathing, sinks, and toilet facilities also, those separate and in "water closets" in palaces, less elaborate in fortresses.
Officers	A large number of important appointees.
Dependents	Numbers of nobles and others as direct dependents.
Servants	Many guards and menials in attendance.
Transportation	The best available and in numbers.
Arms & Armor	The best, but often for display over functionality. The finest of swords are worn on most occasions.
Personal Property	Great, generally what is desired by the individual.
Dress	Rich finery of traditional and conventional sort.
Diet	Complete range, varied, and possibly excessive.
Wealth	Great, often lacking in meaningful ready money however.
Capsule	Worth $50 billions to $100 millions.
Power	Very great, direct, indirect, or in combination.
Influence	Very great, dozens of important upper class connections.



or office, the greater the amount of personal property that can be possessed by an individual in the middle upper class. Thus, how much and of what is pretty much a function of the individual's wealth and materialistic nature. An ascetic palatine noble might have very little in the way of personal possessions, while a materialistic noble official might have a vast number of such things—jewelry, bejeweled items, rarities, curiosities, collections, a menagerie, and so forth. Save in the case of a warrior of this class, conspicuous display of personal property is absolutely a necessity for retaining status in the ranks of this tier. Personal clothing is pretty well dictated by status, and is next discussed.

The costume for affairs of state is prescribed by each state, of course, and can be varied only in minor ways, even by a sovereign noble. One might have a different shade of the required base color on his or her fur-trimmed robe, design a new and grander gown, but that's about the limit of the range possible for variance. The same is true for most other members of this tier. When not garbed for an official function, the members of the middle upper class likewise tend to be traditionalists in selecting their costume, copying as closely as possible the costume of those in the tier above them. The continuity of dress reinforces their position, establishing their permanency in their lofty station, while having garb like that of those above at least keeps them in their rank in their own tier. Change comes but slowly in regard to costume for this tier, as change might also threaten their status. However, grand display in the *accepted* tradition or royal vogue tends to reinforce status here.

As with possessions, the food and drink available to the middle upper stratum of the socio-economic order is virtually unlimited. Whatever is generally available in the state is theirs to have, unless the monarch of the realm they serve has set aside certain things as "royal fare", a not uncommon thing so as to reinforce the privileges of the crown. Again, unlike dress, the grand individuals might well be innovative in their cuisine, for the new and marvelous at banquets and feasts might well establish even greater rank, or at least maintain it.

Vast quantities of the finest still and sparkling wines, brandies, whiskies, and liqueurs are the everyday potables for this group. Of the non-alcoholic beverages tea, coffee, hot chocolate and cocoa along with fruit juices lead the popular selections.

The ostentation generally required to remain in rank in the uppermost tier requires the same sort of display here. Again, in the second tier of the upper class most wealth is in land, dwellings, and personal property, and wealth liquidity is not usually a feature of this class. They will typically be short of money, many times because of the expense of maintaining their lifestyle, otherwise because of coin gifted or loaned to the higher tier so as to curry favor and move to that uppermost position, at worst progress in rank in their own tier. Supporting dependents and retaining officers, maintaining multiple residences, giving fetes and banquets, and employing many guards and servants costs very great sums! Despite such taxes, tariffs, duties, or fees that might come to them, along with rents and royalties or other income-producing enterprises, there is likely always a shortage of coin to meet their wants. Sale of offices, granting of rights and privileges for money, acceptance of "gratuities for favors" (bribes) and loans from bankers are not unusual. As one moves downwards in rank in the tier, income will become lesser and various sources of income will be found, but in all it is much the same in effect: shortages of cash are pervasive. Of course, there will be a few individuals whose income stream is large, and who seldom if ever lack funds. Such ones are likely to become the most powerful…or dead.

The middle tier of the upper class has power second to that of those above, of course. Nevertheless it is great and much feared. The sovereigns here too command all subjects of the state, while the nobles to a lesser extent can tax, decree law, and hold the power of life and death over those bound to them. Those lacking control of a state or great fief still wield much power, grant favors, and more and can influence those above,. Here, amongst nobles in particular, and the ecclesiastics to some extent likely also, is where the main efforts are exercised so as to check the absolute authority and power of the uppermost tier, thus gathering more power unto themselves. While persons beneath the apex would likely prefer themselves to be there, until that time comes, they jealously protect what they have in their own station and try to gain more for it so as to benefit thus rather than through elevation of rank.











The sway of a member of the middle upper class is not like that of those above, but is great nonetheless, even at its lowest ranks. The members only command those of lesser station in other tiers, and have ready access to communicate with those of higher rank and the uppermost tier. Those in the stratum below, as well as most members of the middle and lower class, will hasten to follow a mere suggestion so as to gain favor, and status thus. Favor or disfavor, riches or poverty, renown or infamy are powerful motivators to virtually all persons; and this group can exercise its influence so as to bring those things, good or ill, even death or reprieve from it. As with their greater-status fellows, even the most influential individual of the middle upper class is hardly able to direct all things all the time. Each person here also has enemies, and those opposed for other reasons, who offer alternatives to suggestions or desires from the one exercising such influence. There are parties, factions, and cabals that make influence something less that 100% effective in its wielding here and below, certainly something more akin to the 70% probability range when dealing with those above.



Lower Upper: About 0.985% of the total population, or a bit less than 1 in 100 persons. Petty nobles (minor barons, lords), admirals (knighted or petty nobles), generals (knighted or petty), lords mayor, chief priests and priestesses, state judges, knights, gentlemen (of considerable land holdings), great scholars, royal officials of second rank, great nobles' (major) officials, famous explorers, renowned poets, renowned artists, authors, and sculptors, potent diviners, banker-financiers, great merchants, great alchemists, and renowned composers.

Social Mobility: Mobility in this class is a prime consideration. It is the end of the road for some, a jumping-off place for others, and for many it is a precarious position held at the whim of one above, or the vicissitudes of fortune, such as the marketplace. Petty nobles and ecclesiastical members of the lowest tier of the upper class are the most secure in their tenure here, yet have the greatest hope of advancing higher. Not far behind are the military general officers, royal officials, and even the banker-financiers and wealthiest of merchants. All have some prospects for climbing higher. War and/or conquest are typically keys for opportunity. Need for money by those greater in status is another paramount chance for those with much in the way of funds and little in the way of "noble blood" or opportunity for direct service in arms or other office. Knights, through service, and landed gentlemen, through service and use of their wealth, might hope to move higher. Those generally unlikely to progress above the bottom rung of this class are: lords mayor, state judges, great scholars, great nobles' (major) officials, famous explorers, renowned poets, renowned artists, renowned authors, renowned sculptors, esquires, potent diviners, great alchemists, and renowned composers. As a matter of fact, such individuals likely understand just how fortunate they are to have attained the upper class and are content thus for themselves, but must exercise great care for their families and heirs. Slipping from here to the upper middle class, or below that, is easy to do for such persons.











Unlike their greater fellows, the petty nobles and all the others in this group hold lands and estates of relatively modest sort, those of ecclesiastics held for their lifetime tenure or possibly hereditarily. Assume these lands are in the range of from 250 square miles (at the very upper end) to a few square miles in extent. Most such land will be agriculturally or otherwise productive, with smaller holdings having minerals or rental value as principal worth. On them will be situated one or two castles and/or moat houses as well as small communities, the latter ranging from a minor town through villages to mere hamlets. It is likely that the lands and estates owned will be contiguous. Also owned by the person will be hunting lands of some size, forests and meadows and the like, of at least 10 square miles in extent if a noble. At the very end of the tier, assume more modest land holdings, perhaps as little as a single square mile or even less for those elevated to their rank through performance.



Several residences of varied structure, from a palace and grand manor house to one or more castles and a hunting lodge are typical here. The higher the rank of the individual, the grander and greater the number of dwellings owned. As the bottom end, only one or two such places might be owned. Any one of these residences will be like those of the uppermost tier of the class, with no fewer than 20 main rooms (not counting servants' quarters), and all will be furnished in such opulence as the owner desires and can afford. As a rule of thumb, assume one major and palatial residence in or very near the capital city of the state, then another on the land owned by the individual, possibly others elsewhere on estates owned. A noble, for example, might have two palaces, a hunting lodge, and a large castle and two moat houses in addition to several manor houses. Some members of this class might have only one grand (city or country) palace and a smaller residence elsewhere, those who attained their status through their talent, for example, and were gifted position and such.

Noble members of the lower upper class will have small official staffs, while some considerable number of this tier will have only a handful of real officers, or none at all. Here are the breakdowns:

Small but considerable staff of feudal sort: petty nobles and possibly knights.

Small semi-feudal officer staff: admirals, generals, lords mayor, chief priests and priestesses, state judges, banker-financiers, great merchants.

Mainly serving staff only: great scholars, royal officials of second rank, great nobles' (major) officials, famous explorers, renowned poets, renowned artists, renowned authors, renowned sculptors, esquires, potent diviners, great alchemists, and renowned composers.

The retinue of any individual in this tier of the class is not likely to contain any noble dependents. In all, dependents will be few if any; mainly these will be upper middle class persons, whether dispossessed or impecunious relatives or clever hangers-on who receive the person's largesse. Because such dependents are a feature of the higher tiers of the class, having such dependents in train and caring for them enhances the status of the one so doing. Also dependent upon the individual, there might be any one or more of the following: alchemist, architect, artist, author, composer, engineer, explorer, jester, mechanic, musician, poet, scholar, singer.

In the group of servants fall the armed guards of the person, although these will mainly be for the petty nobles, admirals, generals, lords mayor, state judges, great nobles'

Table 2:5

Materials of the Lower Upper Class

Land	From large holdings to small, but likely very valuable.
Dwelling	Numerous, palatial, some fortress-like included.
Illumination	Magical (glowing areas or else "ever-burning" sources of light) and standard means - lamps (oil and paraffin), tapers and candles in sticks, candelabras, sconces and chandeliers; torches and cressets.
Heat	Magical, hot water, coal stoves, coal fireplaces, wood fireplaces, braziers—limited in fortresses.
Plumbing	Indoor, warm water, pools and/or tubs for bathing, sinks, and toilet facilities also, those separate and in "water closets" in palaces, less elaborate in fortresses.
Officers	Few, lacking the power of officers of higher-tier persons.
Dependents	Few if any nobles, a few other sorts possible.
Servants	About a score or so of guards and a bit more serving staff.
Transportation	The best available and in some numbers.
Arms & Armor	The best and likely fully functional. The finest of swords are worn on most occasions.
Personal Property	Much, generally what is desired by the individual.
Dress	Luxurious, modish or innovative with some persons.
Diet	Complete range, varied, and possibly exotic and excessive.
Wealth	Sometimes great, often liquid, having ready money.
Capsule	Worth from $100 millions to $5 million at the lower end, save for the banker-financiers and great merchants whose personal fortunes might well be equal to those of the upper ranks of the middle upper class, although something more modest is generally the rule ($1 billion to $250 millions).
Power	Considerable, more indirect than direct in the upper class.
Influence	Considerable, likely a score of upper class connections.

(major) officials, banker-financiers, and great merchants. An individual of this tier who has guardsmen will have a few at his or her main residence and such main stronghold as might be possessed, the remainder traveling with him or her. Thus there might be as many 24 guards in all: 20 footmen generally at the residence and/or stronghold, the remaining handful mounted and accompanying their master. In addition to some officers that accompany the individual, and his or her guards, the lower upper class individual will have a traveling retinue of servants - one or two valets and/or ladies in waiting, pages, coachmen, footmen, maids, etc. A large train might well consist of as many as 24 persons—four guards, ten servants, eight others, including the member of the lower upper class and his or her family dependents, and a knight and esquire. The train will consist of horsed persons, two or three coaches, and possibly one or more wagons.

Even at its bottom end some or all of the array of luxury conveyances and the fine draft animals and mounts are possible for the lower upper class. A member of this tier will have one or two coaches and carriages to ride in, a barge and boat for water travel. The most affluent members will indeed rival the middle upper class in regards to conveyances. Whether the person is mounted on a fine steed or riding in the relative comfort of a wheeled vehicle, all will know immediately that the person or train are of considerable status indeed. Transport will be mainly by wagon, possibly cart and pack horse in remote areas where no good road exists. In this case, light carriages have to serve those members of the retinue not able to ride. In the city members of this class sometimes hire sedan chairs to carry them, but never less opulent conveyances.

The lower tier of the upper class also has as its disposal the finest arms and armor available. Only rarely will members of this tier forego serviceability and usefulness of arms and armor to imitate those whose station is grander –(should such aristocrats have adopted show over utility).

Within limits, whatever is desired is likely to be available to this category, especially the very affluent lower upper class individuals. Those with a considerable fief or office will be next in regards to possessions. In all, however, to maintain relative rank, some considerable ostentation is necessary—jewelry, bejeweled items, expensive costume, rarities, curiosities, collections, and so forth. Personal clothing is pretty well dictated by status, and is next discussed.

The costume for affairs of state is prescribed by each state, of course, and can be varied only in minor ways, even by a noble. The same is true for most other members of this tier. When not garbed for an official function, the members of the lower upper class generally tend towards traditionalist garb. However, the continuity of dress that reinforces the position of persons in the two upper tiers is not as useful at this level. Thus, some members might dress in



Table 2:6

Manor Holding

The knight or petty lord who holds the area in fief from the sovereignmight have something like this in regards to land:

Land under his personal control
180 acres in crop land, this broken down into nine 20-acre fields rotated between grain, hay, and fallow grazing
180 acres of woodland
80 acres dedicated to a chapel and its upkeep
40 acres in dwelling and grounds land, including manor kitchen gardens
20 acres of orchards
20 acres in roads, water, and waste land
520 total acres

Land used by the villeins
660 acres in crop land, this broken down into 33 20-acre fields rotated between grain, hay, and fallow grazing
120 acres of woodland
80 acres in roads, water (including a mill), and waste
60 acres of quarry area
40 acres of orchards
40 acres of village land & truck gardens
1000 total acres

Land rented to tenants
360 acres to a socman
360 acres to three freeman
320 acres to eight cotters
1040 total acres











what is considered an "old-fashioned" manner, while others assert their station and worth by wearing or even inventing new "fashions." Change that comes slowly is not always vogue in the lower upper tier, for change is not likely to threaten their rank, and might actually cause it to rise. Grand display in the accepted tradition or royal vogue tends to reinforce status here also. But so might difference, at least in some societies.

As a rule the food and drink available to the lower upper stratum of the socio-economic order is virtually unlimited. Whatever is generally available in the state is theirs to have. Here too, the more daring individuals might well be highly innovative in their cuisine, for the new and marvelous at banquets and feasts can establish even greater rank.



Great quantities of the finest still and sparkling wines, brandies, whiskies, and liqueurs are the everyday potables for this group. Of the non-alcoholic beverages tea, coffee, hot chocolate and cocoa along with fruit juices lead the popular selections.

The ostentation generally required to remain in rank in the uppermost tiers is not quite as great in the lower upper one. However, the very affluent members might well use their money to show that they too can be as grand as the higher members of the aristocratic pyramid - not too ostentatiously, though for fear of incurring the displeasure of someone above. While some of the wealth of the lower upper is in land, dwellings, and personal property, not a few have liquid wealth as well or instead of the less fungible assets. While nobles, military officers and office holders, as well as those elevated by their works to the tier, will typically be short of money, bankers and merchants are likely not so hampered. As other members of this stratum struggle, these latter do not. They thus can rise higher with sufficient sums paid out, even as they incur the enmity of their fellows not so able.

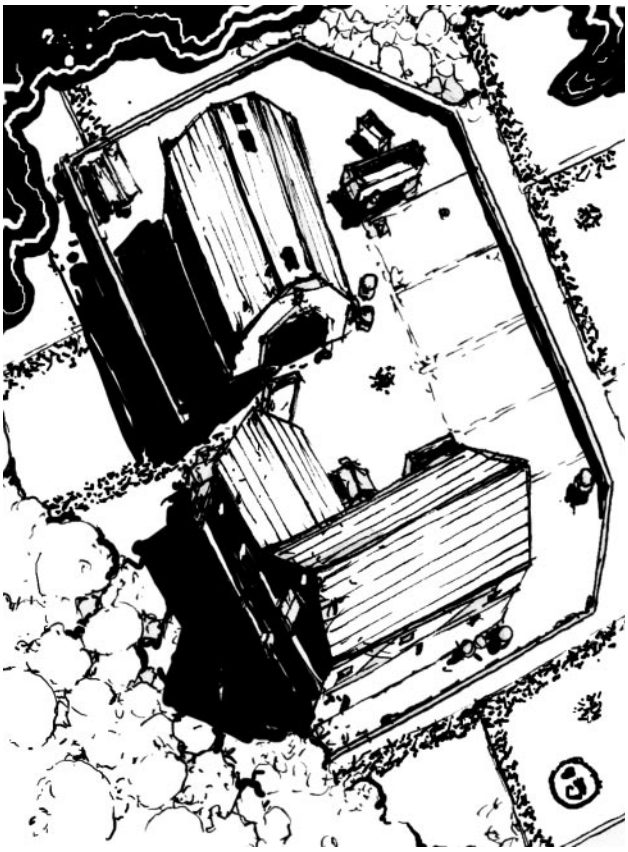
The power of the lower upper class is much less than that of the tier above them, infinitely less, so to speak, from that of the uppermost stratum. While the nobles of this tier, and the ecclesiastics too, likely seek to check the absolute authority and power of the uppermost tiers, thus gathering more power unto themselves, other members of the lower upper class seek to have the monarch become more absolute so as to gain them elevation. This causes some considerable friction within the tier making it very much akin to those above in this regard.

The members of this stratum have considerable influence. In general, though, they command those of middle class and lesser station, and have ready access to communicate with those of higher rank and even the two uppermost tiers. As with their greater-status fellows, even the most influential individual of the lower upper class is quite unable to direct the course of things most of the time. Those above have their own schemes. Each person here also has enemies, those opposed for other reasons, who offer alternatives to suggestion or desire from the one exercising such influence. There are parties, factions, cabals and rivals that make influence something less that 100% effective in its wielding here and below, certainly something more akin to the 50% or lower range when dealing with those above.

This knight's or petty lord's total land acreage is 2,560 acres, four square miles of territory. From it he grows food, shares in the crops of his villeins who also do most of his labor, and draws rent to support his stronghold, family, and retainers. A more powerful noble will have proportionately more land holdings, of course. Note that woodland is kept and harvested with care, so as to provide continuing lumber and fuel.

FANTASY ARMORIAL BEARINGS

Being granted the right to display armorial bearings, a "coat of arms," is something reserved to the monarch. Through some office set up to maintain this function, and its officers (herald, king of arms, pursuivant, etc.), a complete register of all persons entitled to armorial bearings, and what those bearings are, will be kept and made up to date. This office will, upon instruction from the monarch or his agent, prepare new armorial bearings.



Only persons of noble birth or elevated to such status are entitled to armorial bearings. This includes the clergy. All titled nobles have them. As with title and land, male primogeniture will be the rule. All junior branches of a family will have to "difference" the armorial bearings of the prime branch. Knights are granted the right to armorial bearings. Gentlemen, that is persons of noble birth without title, are likewise allowed armorial bearings. Organizations of considerable status will have armorial bearings. This includes cities, towns, and guilds as well as secular and religious orders of knighthood.

Similar to the stripping of titles and confiscation of estates, armorial bearings can likewise be rescinded. There are many sources available that deal with the components of armorial bearings, so this aspect will not be covered here, other than to survey the main portions. The crest is the helmet atop the shield. When shown full face it indicates nobility. The helmet itself can be crested with the symbol of the possessor of the bearings, and with plumes of the main colors of the shield.

The escutcheon is the shield. It will often be divided (ordinaries and sub-ordinaries) into various portions as a part of the bearings (these being partitions, lines, and patterns). An oval escutcheon indicates a member of the clergy. A lozenge-shaped shield indicates a female. The escutcheon is colored by tinctures (red, green, blue, purple [also stains orange, maroon, dark red], and other colors such as ash/gray, brown, carnation [pink/flesh], and sky blue—in a fantasy world these can be considered tinctures if desired, and natural [proper] colors), furs (sable [black], ermine, and vair being the usual), metals [yellow for gold and white for silver], and sometimes with feathers or scales. The depictions upon it are called charges.

Where several armorial escutcheons are combined in a single one, it is termed marshaled. There will probably be a mantle atop and beside the shield, this being in the main colors of the escutcheon. The bearings might have one or two supporters on the side or sides of the escutcheon. Beneath the shield there might be a motto displayed in a banner. The main portion is the escutcheon. This serves as the identifier in battle, the colors and main charges on a banner and surcoat or tabard identify the man and followers.

THE MIDDLE CLASS

In a wealthy society, this class will be relatively large, and very affluent at its upper end, far less at the bottom tier. The middle class can be as small as 5% of the total population, as large as 25%. Here it is assumed the number of persons in the class is near the maximum, 21%.

This class is typified by the following: Fine homes to shops at the upper end, ownership of land or business, carriages at the upper end, wagons and carts lower down, some servants, fine to good clothing, gold, silver and some gems through copper and pewter, quality possessions, some prestige and power.

Upper Middle: About 2.5% of the total population, or 1 in 40 persons. Wealthy esquires, gentlemen (wealthy), wealthy merchants, guild masters (major), royal officials of third rank, great nobles' (lesser) officials, nobles' (major) officials, abbots and abbesses, substantial mages, important priests and priestesses, lawyers, great scholars, architects, engineers, ship owners, major community officials, large landowners, magistrates, landless knights, high-ranking naval officers, high-ranking military officers, armingers, composers, successful authors, renowned fencing masters, explorers, great mechanics, diviners, bankers, gemners, jewelers, gold smiths, alchemists, sword smiths, stable masters,



Social Mobility: This is the place where social mobility is great and of constant concern in regards to both upwards and downwards movement. To have slipped into this upper middle stratum from above is the bane of the lower upper class, but the joy of those within the tier, for it likely means space above for one of them to ascend. Being an esquire, a gentleman with one's own armorial bearings, means that knighthood or office is attainable. Likewise, amassed wealth and growing riches can possibly purchase greater status. So too with success in whatever enterprise the individual pursues. Of course, failure will mean sliding into the middle layer of the class for those without "gentle birth" status. Even esquires and gentlefolk can drop from this tier if they become impecunious.

The wealthy members of this stratum will have substantial land holdings, most likely, be they in agricultural acreage or valuable city and town properties. On the other hand, those who are in the upper middle class because of birth and/or office without great wealth will have little in the way of land. Assume agricultural land holdings to be at the upper end of 35 square miles (23,040 acres) to 25 square mile extent (16,000 acres), on average from nine (5,760 acres) to four square miles (2,560 acres), with smaller holdings having minerals or rental value as principal worth. On the large holdings there might be a moat house, and likely there will be a small village or a hamlets. It is likely that the lands and estates owned will be contiguous. Also owned by the person of considerable wealth might be hunting lands of some size, forests and meadows and the like, of at least one square mile in extent, possibly several square miles size. At the very end of the tier, assume very modest land holdings, perhaps as little as a half section (180 acres) of agricultural land, or a single large lot in a city or town.











Every member of this tier will have at least one large residence of varied structure. The most affluent of the upper middle class will have a palatial house in or near the capital city, a grand manor house in the country, possibly a smaller residence elsewhere, and even a small moat house and/or a hunting lodge. Here, rather than the rank of the individual, it is the wealth that dictates the grandeur and number of dwellings owned. Any one of these residences will be as close to those of the upper class as can be managed, and such places will have from 40 or more main rooms (not counting servants' quarters) to as few as a mere dozen. All these main rooms will be furnished in such opulence as the owner desires and can afford. Again, those who attained their status through their talent, and were granted position and such, will likely be far less affluent than those who "soil their hands with commerce".

Other than for the religious members of this stratum, mainly serving staff will be found, although the very wealthy might appoint persons to special office, though they dare not name such individuals with the greater titles used by royalty or nobility. Examples: A wealthy esquire might have an arminger in a role akin to that of a steward, a scutifer as a sort of constable, and a priest in a chamberlain-like position. A wealthy merchant might employ a landless knight in a steward-like role, with also a priest in his pay.

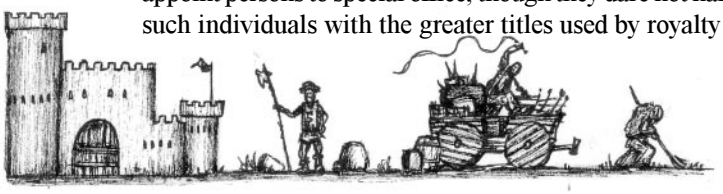


Table 2:7

Class and Skill Description

Upper Middle Class
Classes: As an NPC 50 % of all level advancement in Expert (minimum 1 level)
Skills: Alchemy, Appraise, Bluff, Craft, Decipher Scrift, Diplomacy, Gather Information, Handle Animal, Innuendo, Intimidate, Knowledge (all skills takenindividually), Perform, Profession, Ride, Sense Motive, and Speak Language**.**

Middle Middle Class
Classes: As an NPC 30 % of all level advancement in Expert (minimum 1 level)
Skills: Alchemy, Appraise, Bluff, Craft, Gather Information,Handle Animal, Intimidate, Knowledge (all skills taken individually), Perform, Profession, Ride, Sense Motive, and Speak Language.

Lower Middle Class
Classes: As an NPC 20 % of all level advancement in Expert (minimum 1 level)
Skills: Alchemy, Appraise, Bluff, Craft, Gather Information, Handle Animal, Knowledge (all skills taken individually), Perform, Profession, Ride, and Sense Motive.

Although the upper middle class is affluent, they are not rich. Dependents are thus not common, and those that are in the train of a person of this tier will most likely be usefully engaged in some activity, not a parasite. So any dependents will be few, family members of some associate in the activity of the benefactor. Although dependents are a feature of the upper class, and despite any ambitions of upper middle class people to attain such status, having dependents that do not generally justify their cost is not feasible. Such expense will go rather towards more obvious and visible display of station.

A handful of regular armed guards might be necessary to some members of this stratum, but in the main any such protectors as are needed will be hired on a short-term basis. As many as 25 or so household staff might be employed by a very wealthy individual of the upper middle class. The staff might include secretary, butler, valet, maids in waiting, household maids, cook, scullions, coachman, footmen, groom, stable boys, gardener, groundsmen, and a handyman or two.

In order to demonstrate their presence in and right to such status, persons of the upper middle class concentrate on three areas of display—costume, residence, and conveyance. Someone of this tier will have a coach if possible, and at least two fine carriages with draught and riding animals of excellent sort. The most affluent will even have a barge or boat for water travel. Wagons and carts will serve to transport such things as are wished to be conveyed, say from town residence to a summer manor. In the city members of this class sometimes hire sedan chairs to carry them, sometimes less opulent conveyances such as the rickshaw-like cabs and water wherries.

Those of this class who have need for wearing armor and bearing arms in warfare will have good armor and weapons, while those not so engaged will have a variety of both things, possibly good, possibly rather average. For example, a landless knight might have only leather armor, having lost his metal plate suit, but still possess a fine sword and other arms. Noble officers might well be superbly armored and armed, while a banker might not own any armor at all, save for a padded suit used when hunting wild boar. Of course dress swords and small projectile weapons are much favored by members of this tier.

While the purses of this class are comparatively limited, some much more so than others, in all most of those in the upper middle class tier wish to flaunt the wealth they have, showing they are in the stratum. This not only proves their rank but might assist them in rising higher. What results is a rather pale imitation of the upper class, generally speaking, but is nonetheless a rather considerable display of material things.

Depending on the occupation of the individual, costume in this tier might vary wildly. Here are examples of the likelihood of garments worn being in one or another of the categories suggested, some persons being listed in two or more categories:

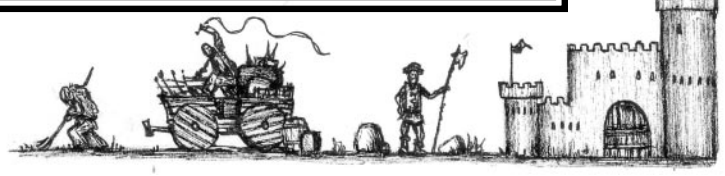
Old fashioned or traditional: gentlemen (landed), wealthy merchants, guild masters (major), royal officials of third rank, great nobles' (lesser) officials, nobles' (major) officials, abbots and abbesses, substantial mages, lawyers, great scholars, architects, engineers, ship owners, major community officials, large landowners, magistrates, landless knights, armingers, composers, successful authors, renowned fencing masters, explorers, great mechanics, diviners, bankers, gemners, jewelers, alchemists, sword smiths, stable masters.

Table 2:8

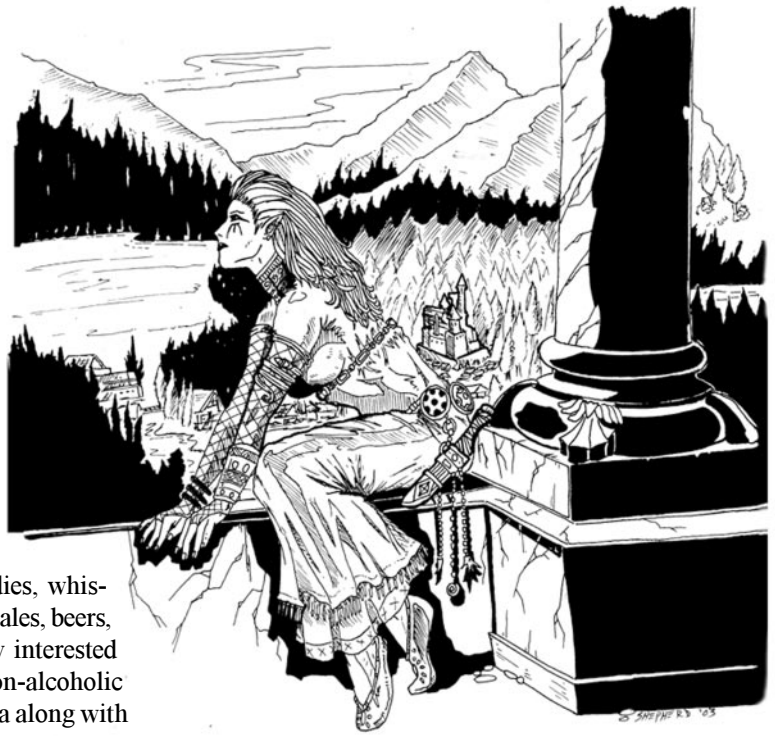
Materials of the Upper Middle Class

Land	Relatively modest, at most a score or so square miles owned.
Dwelling	One or more palatial or grand residences, others also.
Illumination	Some small amount of magical (glowing areas or else "ever-burning" sources of light) and standard means - lamps (oil and paraffin), tapers and candles in sticks, candelabras, conces and chandeliers; torches and cressets.
Heat	Possibly some magical, hot water, coal stoves & fireplaces, wood fireplaces, braziers.
Plumbing	Generally indoor, some warm water, pools unlikely but tubs for bathing common, sinks, and toilet facilities also, those separate and in "water closets".
Officers	Few if any, generally unlikely.
Dependents	Possibly a few, relatives or useful hirelings only.
Servants	Mainly a considerable staff of household ones.
Transportation	A coach possibly, several carriages, and fine horses.
Arms & Armor	From good to average depending occupation. Fine to good swords are usually worn.
Personal Property	Considerable and relatively expensive.
Dress	Old fashioned, traditional, modish, to the near-astonishing.
Diet	Typically somewhat conservative and traditional in scope.
Wealth	Sometimes very considerable, often liquid.
Capsule	Worth typically from $50 million to $1 million or less at the lower end, although some thing more modest is generally the rule ($10 millions to $2 millions). Income covers expenses, often leaving excess funds of large sort for investment of one sort or another. There are a number of less affluent persons in this tier, notable possibilities are: royal officials of third rank, great nobles' (major and lesser) officials, great scholars, magistrates, landless knights, armingers, composers, successful authors, explorers, great mechanics, and alchemists.
Power	Substantial, little and indirect in regards the upper class.
Influence	Strong laterally and below, little upper class connection.





Modish: great scholars, architects, engineers, ship owners, large landowners, composers, successful authors, renowned fencing masters, explorers, diviners, jewelers, alchemists, sword smiths, stable masters. Near-astonishing: substantial mages, ship owners, composers, successful authors, renowned fencing masters, explorers, diviners, jewelers, alchemists, sword smiths.



Their quality of the food and drink is high, but the range of selections is usually of the sort typical of the state and locale. Exceptions are those with less traditional outlooks, the gastronomes of the stratum, and those who wish to entertain as do the upper classes.

There will be some considerable consumption of fine still and sparkling wines, brandies, whiskies, and liqueurs along with more traditional ales, beers, and mead in large quantities. Gin has lately interested this otherwise conservative group. Of the non-alcoholic beverages tea, coffee, hot chocolate and cocoa along with fruit juices lead the popular selections.

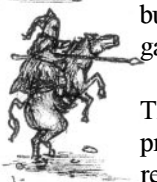


The ostentation required to remain in the upper class is mirrored here, but to a lesser degree. Still, the very affluent members might use their money to make grand display worthy of, and hoped to be noticed by, the aristocrats above their station. While some of the wealth of the upper middle class tends to be in land, dwellings, and personal property, many of the members of this tier have liquid wealth as well. Those with the greatest wealth, and the most ready cash, are likely to be: wealthy esquires, gentlemen (landed), wealthy merchants, guild masters (major), abbots and abbesses, substantial mages, lawyers, architects, engineers, ship owners, great mechanics, diviners, bankers, gemners, jewelers, alchemists, sword smiths, and stable masters.





Although only a few of such persons can expect to be elevated to the upper class, their rank and income stand to increase from attention by those in the pinnacle of society. They might not rise higher with display, gifts, and loans, but they can become more prominent in their stratum, and gain greater income despite such outlays.



The power of the upper middle class lies in its ability to protect itself, influence the remainder of its class, and direct things in portions of the lower class. Rank, office, and money are the major leverage devices used. There is certainly competition within the stratum, but conflict is minimal as the members of the upper middle class tend to understand they need to cooperate in order to retain their positions and its privileges.





The members of this stratum have strong influence amongst their own, the middle tiers below them, and in regards to segments of the lower class. In general they direct members of the other two strata of the middle class, employ or oversee much of the lower class, and might even have some communication with those of higher rank, the upper class. Because of relative numbers (2% of the population), and associations, the upper middle class and those others below them more or less directed by them, they can, if need be, exert very powerful influence on all society, albeit at the risk of upper class enmity. Here too, though, there are parties, factions, cabals and rivals that make influence something less that 100% effective in its wielding here below, and above. The most influential have perhaps a 60% or lower probability range when dealing with those in their tier, 80% in the lower strata of the middle class, 40% in the lower one, and perhaps 20% in the lower upper class.

Middle Middle: About 6.5% of the total population, or 3-4 in 50 persons. Gentlemen (petty holdings and engaged in business), guild masters (lesser), ordinary merchants, innkeepers, ordinary mages, ordinary priests and priestesses, notaries, scholars, fencing masters, nobles' (lesser) officials, millers, artisans, landless esquires, tradesmen, craftsmen, impoverished gentlemen, socmen, freemen, mechanics, ordinary naval officers, ordinary military officers, marshals (law), justices of the peace, grand serjeants, scutifers, petty diviners.

Social Mobility: This is the place for climbing upwards. It is quite possible for one in this tier to advance. Yet it is nearly as likely that the incautious or unlucky member of the middle of the middle class will slip into the lower stra-

Table 2:9

Materials of the Middle Middle Class

Land	Relatively modest, large farms or average businesses in general.
Dwelling	A good building or house, possibly other small structures.
Illumination	Usually the standard means—lamps (oil and paraffin), candles in sticks, candelabras, sconces and chandeliers.
Heat	Coal stoves, coal fireplaces, wood fireplaces, braziers.
Plumbing	Limited indoor, some warm water, likely a tub for bathing, sink, and toilet facilities also, these separate and in a "water closet".
Officers	None directly employed.
Dependents	Most unlikely.
Servants	One or two, some without such staff.
Transportation	A carriage or pony cart, average horse(s).
Arms & Armor	From good to average depending on occupation. The sword is also worn on some occasions by members of this class.
Personal Property	Modest and relatively inexpensive.
Dress	Mainly traditional or ordinary, occasionally modish.
Diet	Typically ordinary, bland, and narrow in scope.
Wealth	Generally modest.
Capsule	Net worth here is fairly modest, with income tending to go out for support and like expenses. Upper end at something over $500,000 in property and goods, lower end around $200,00 in the same manner.
Power	Little, save in their own class tier with a dozen or so persons, with a few connections in the upper middle, more to lower middle class individuals.

tum. Through deeds, service, business, and even preference, one can move to the "nirvana" of the upper middle class. But any mistake or misfortune can well carry the person downwards to lesser status. Indeed, associations such as companies and guilds exist to prevent that from happening. A few folk are stolidly entrenched in this tier, content thus, but most would eagerly advance to grander rank and higher status.

The wealthy members of this stratum will have fairly large agricultural land holdings (a section of 640 acres is not uncommon, and a half section of 320 acres is average), or one or more valuable city, town, village or countryside properties. In the middle range of this class are those with business or office that earns them a good livelihood. Even those barely keeping up with the necessities of life in this class are not generally destitute of resources, although landless esquires and impoverished gentlemen most likely must take service with someone in the upper middle class to remain where they are, demeaning to such persons as that is. A socman owns no land but rents large areas, brings in tenants, and prospers thus, likely owning his own house. Every member of this tier will likely possess a building in which they dwell, and possibly work as well. Innkeepers likely have the largest, although artisans might have shops and houses too. Those without such property certainly dwell in a proper leased house or large private apartment. A middle middle class residence will have from as many as ten to perhaps a half-dozen rooms. The main rooms will be furnished in such style as to imitate the opulence of the upper middle class if this is affordable, otherwise with whatever can be displayed. Those who have attained their status through their talent might have as gifts from semi-patrons quite expensive things to show off.



Members of the middle tier of this class usually need to expend all of their resources to remain where they are, unable to afford to support anyone not contributing, save for young children or elderly parents.



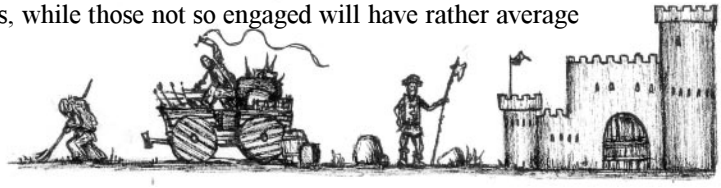
Generally, a housemaid suffices for members of this class; possibly an all-purpose servant might also be employed if the individual needs such help and can afford it. A journeyman and an apprentice or two fill in some places. Of course an exception to this is an innkeeper, but staff he or she might employ are not servants per se. in regards to his or her person.



Not a few "climbers" in this class expend more than they can afford to in order to be seen in a carriage with a fine horse or team pulling it. Practical members are content with a wagon or cart, riding a plain mount, or walking. In the city members of this class never use sedan chairs to carry themselves about. If necessary, they will use rickshaw-like conveyances and water wherries.



Those of this class who have need for wearing armor and bearing arms in warfare, will have good armor and weapons, while those not so engaged will have rather average



equipment in this regard. For example, an ordinary military officer, noble officer, or a grand serjeant might have metal mesh mail, a sturdy sword and other arms. Few others of the tier will have more, most will have less—leather or cloth armor and few if any military weapons save bows and crossbow-type weapons.

As much ostentation is not possible, most members of this class tend to make a virtue of necessity, eschewing display as "unnecessary" and "impractical" or "improper for one not of great rank" (the latter aimed at the upper strata of their class, and quietly retracted should they attain the status). What is owned is mainly serviceable, necessary, and plain. The most successful members of this tier might have one special room on which they lavish disposable income to create the impression of higher status. This ostentation is aimed at establishing their would-be superior rank in their tier, to demonstrate to their "betters" in the class that they might be considered as equals, and in all as practice for the elevation in tier that is hoped for by putting on such a display. By showing their wealth and "taste" they hope to be accepted into the upper middle class.

All that needs be said here is, it is the unusual member of this class who dresses so as to be noticed:an eccentric, a mage or scholar, or one hoping to somehow gain attention because of some fashion that will be noticed, perhaps elevating that one in rank or in stratum.

Folks here tend to serve "good honest fare," and even in entertaining, meals will be standard, ordinary, and unremarkable, again possibly with the exception of the eccentric member of this tier. Those with access to inexpensive foodstuffs will tend to overeat.

Little consumption will be noted of fine still wines, brandies, whiskies or mead, but rather gin on occasion and regularly the more traditional ales, beers, and cider in some quantity. Tea and coffee are enjoyed to some extent, hot chocolate and cocoa being a "treat" as are fruit juices.

Gentlemen, guild masters, merchants, innkeepers, and mages in this tier will have income that is quite comfortable (c. $60,000). The priests and priestesses, notaries, scholars, fencing masters, nobles' (lesser) officials, millers, artisans, and artisans will range from very comfortable to comfortable (c. $70,000 to $50,000). The esquires, tradesmen, craftsmen, gentlemen, socmen, freemen, mechanics, ordinary naval officers, ordinary military officers, marshals (law), justices of the peace, grand serjeants, scutifers, petty diviners will be comfortable to a bit strained in income (c. $50,000 to $40,000).

There is not much in the way of power exercised by the middle tier of the middle class. In all, these folk tend to be rather on the drab side, with such exceptions as would occur in any large group of people, of course.











Table 2:10

Materials of the Lower Middle Class

Land	Modest, small farms or small businesses in general.
Dwelling	A small building or house, otherwise rented quarters.
Illumination	The standard means - lamps (fat, oil and paraffin), candles, candelabras, and sconces.
Heat	Coal fireplace possible but more usually a wood fireplace and braziers.
Plumbing	Very limited indoor, no warm water, a portable tub for bathing, and toilet facilities separate and in a "water closet" or an outdoor privy.
Cooking	Little facility for this other than the fireplace, and most done by taking food to the cook house (with large stove and ovens) for this purpose.
Officers	None directly employed or otherwise likely in any capacity.
Dependents	Most unlikely, save members of the immediate family.
Servants	One possible for the most successful, generally none.
Transportation	A wagon or cart possible, mainly foot.
Arms & Armor:	Common and inexpensive. The sword is generally not permitted.
Personal Property	Very modest and inexpensive.
Dress	Mainly traditional or ordinary, occasionally modish.
Diet	Ordinary, bland, and narrow in scope.
Wealth	Generally very modest.
Capsule	Net worth here is modest at best, with income going out for support and like expenses. Upper end is at something over $200,000 in property and goods, lower end is at as little as $1,000 in personal property.
Power	None, except in their own class tier with a few persons; a few connections in the middle middle class, a few more to lower class individuals. If any power greater than indicated exists here, it will be found in the "artistic" members of the tier.
Influence	Very weak laterally and below, little or none above.



Little can be said other than it is generally dull in this class, which is perhaps why, while so many are content therein, those seeking movement are very determined. Of the lot, perhaps (country) gentlemen, guild masters, ordinary priests and priestesses, and innkeepers have the most influence. Mages, nobles' (lesser) officials, esquires of impoverished sort and gentlemen in like straits, naval and military line officers, and petty diviners are likely the ones most seeking to liven things up or progress.

Lower Middle: About 12% of the total population, or 1 in 8 persons. Petty merchants, shopkeepers, ordinary fencing masters, bailiffs, minor town officials, petty mages, minor priests and priestesses, ordinary traders, poets, artists, authors, sculptors, petty scholars, serjeants, small farmers, renowned actors and actresses, renowned singers, renowned musicians, renowned entertainers (other), men-at-arms, journeymen, large tenant farmers.

Social Mobility: Movement from this tier of the middle class is difficult upwards, fairly easy downwards, so the members of the lower middle class are very stringent in their adherence to the norms of the peer group, careful to keep a social distance from the lower class while seeking to associate with the middle stratum so as to fortify their position and perhaps move upwards in rank. The main mobility in an upwards direction is by favor, promotion earned, success achieved in business, or fortune increase by any means. Basically, only property/wealth divides this class from the one above.

The better-off members of this stratum will have agricultural land holdings of around a half-quarter-section in size (80 acres), or a lot and building in the city, town, village or countryside hamlet. In the middle range of this class are those with a business or office that earns them a good livelihood. Even those barely keeping up with the necessities of life in this class are not generally destitute of resources.

Members of the middle tier of this class usually need to expend all of their resources to remain where they are, so can ot afford to support anyone not contributing, save for young children or elderly parents.

In this tier most persons have a draft horse, or mules or oxen for work purposes. They might ride in a cart, but generally they walk to where they need to go.

Fencing masters, serjeants and men-at-arms aside (these being well-armed in general), the lower middle class has only inexpensive and common arms, little other than cloth or leather armor. The armed persons in this tier will have arms not unlike those of the lower class: inexpensive missile weapons, tool-weapons (axe, cleaver, flail), spears, or pole-arms.

All members of this class tend to make a virtue of necessity, eschewing display as "unnecessary" and "impractical" or "improper for one not of great rank" (the latter aimed at the upper strata of their class, but retracted should they attain the status). What is owned is mainly serviceable, necessary, and plain but well made. Thus, by aping the rationale and display of those immediately above them, they indeed seek to enter that higher step of the social structure.

As with the middle middle class, only the very unusual lower middle class person dresses so as to be noticed, and many in this class are unusual and eccentric—poets, artists, authors, sculptors, petty scholars, renowned actors and actresses, renowned singers, renowned musicians, and renowned entertainers. Such folk need to be noticed, yet are generally shunned by the others in the tier because of their occupations and dress and habits.

Folks here have only "good honest fare" to serve, and even in entertaining, meals will be the standard, ordinary, and unremarkable, again possibly with the exception of the eccentric member of this tier. Those with access to inexpensive foodstuffs will tend to overeat. The more "artistic" members of this tier seek such variety and "exoticism" in their dining as they can manage, of course.



Very little is consumed of still wines, brandies, whiskies or mead, but rather gin on occasion and regularly the more traditional ales, beers, and cider. Tea and coffee are enjoyed to some extent, hot chocolate and cocoa being "special treats" as are fruit juices.



Petty merchants, shopkeepers, ordinary fencing masters, bailiffs, minor town officials, and petty mages will have income that is fair (c. $40,000 to $35,000).



The minor priests and priestesses, serjeants, men-at-arms, journeymen, and large tenant farmers will have income that is barely acceptable (c. $30,000).



The poets, artists, authors, sculptors, petty scholars, small farmers, renowned actors and actresses, renowned singers, renowned musicians, renowned entertainers (other) will have income that is barely adequate (c. $25,000).

The "artsy" here might influence the immature of both higher and lower classes, however.





THE LOWER CLASS

The majority of a state's population will fall into this class. The upper class will never be large in any society, but the success of the middle class reduces the lower, and gives rise to much more wealth distributed throughout the whole structure. A lower class that comprises perhaps 75% of the total population is a "healthy" one in terms of a feudalistic system, while one that is near the 90% mark is likely poor. Of course the number of persons in the upper stratum of the lower class affects this measure to a great extent. In this model, with 1% in the upper class and 21% in the middle, we have a lower class of 78%, but with a large upper lower class tier. This class is typified by the following: rented dwellings and land, cheap clothing, ceramics, tin, and wood, no prestige or power, and hard work.

Upper Lower: About 22% of the total population, or a bit more than 1 in 5 persons. Royal officials (very minor), village officials, tavern keepers, waggoners, carters, huntsmen, stall vendors, fishermen, apotropaists, local constabulary, tenant farmers, healers, dancing masters, skilled tutors, household servants (chief), commercial servants (chief), healers, monks and nuns, wherry owners, hedge magicians, apprentices (artisans).

Social Mobility: Movement upwards to the bottom rung of the middle class is not overly difficult. Office holders aspire to this step. Those in commercial endeavors might also achieve "elevation" with or without actual desire. In all, though, many persons in this tier are quite happy and content to be where they are, seeking no advancement.

Weapons are mainly tool-like and those used in hunting, possibly some leather armor, but more likely cloth protection with an ordinary shield in time of conflict.

Basic diet is the rule here, with bread and vegetables (grains and potatoes) featured as the mainstays. Meat, poultry, and fish are what is sold cheaply or taken in hunting or fishing. Cheese and eggs are rare or else are products of the family labor.

There is virtually no consumption of still wines, brandies, whiskies or mead, but some gin, ales, beers, and cider. Tea and coffee are luxuries. Milk, buttermilk, whey, and water are typically consumed.

Royal officials (very minor), village officials, tavern keepers, waggoners, carters, dancing masters, and skilled tutors will have income that is fair (c. $40,000 to $30,000), when all things are taken into account.

Huntsmen, stall vendors, fishermen, apotropaists, local constabulary, healers, household servants (chief), and commercial servants (chief) will have income that is passably above marginal (c. $30,000 to $25,000), when all things are taken into account.











Table 2:11

Materials of the Upper Lower Class

Land	Unlikely in general, some small holdings possible.
Dwelling	Typically rented quarters.
Illumination	The sub-standard means—lamps (fat usually), candles in sticks.
Heat	Possibly a wood fireplace, otherwise only braziers.
Plumbing	None indoor, no warm water, and toilet facilities an outdoor privy.
Cooking	No facility for this likely in a large community, so it's usually done by taking food to the cook house (with large stove and ovens) for this purpose. Of course country folk will have a fireplace in which to prepare food.
Officers	None directly employed or otherwise likely in any capacity.
Dependents	Most unlikely, save members of the immediate family.
Servants	None.
Transportation	A wagon or cart possible, mainly foot.
Arms & Armor	Common and inexpensive if any. In most societies swords are not permitted to this class.
Personal Property	Very modest and inexpensive.
Dress	Ordinary, rough and serviceable garments.
Diet	Plain and narrow in scope, but ample.
Wealth	Generally very modest.
Capsule	Net worth here is virtually non-existent, with income going out for daily needs.
Power	None.
Influence	Very weak laterally, some below, none above (in the middle class) likely, save for officials, minor as they are.



Table 2:12

Typical Work Garments

Male	Female
Cap	Kerchief
Jacket	Coat
Apron	Apron
Smock	Smock
Shirt	Blouse
Knee britches	Skirt
High stockings	Petticoat
Leggings	High stockings
Shoes or low boots	Low Boots or shoes

Tenant farmers, wherry owners, healers, monks and nuns, hedge magicians, and apprentices (artisans) will have income that is marginal (c. $25,000 to $20,000), when all things are taken into account.

Middle Lower: About 26% of the total population, or about 1 in 4 persons. Great nobles' and nobles' officials (very minor), hamlet officials, deputy marshals (law), gardeners, local constables, household servants (ordinary), commercial servants (ordinary), herdsmen, pack traders, cabbies, boatmen, chimney sweeps, street vendors (chapmen), healers, apotropaists, apprentices (other).

Social Mobility: As this tier reflects the upper lower class very closely, no more need be said. Again, as with the upper lower class, weapons are mainly tool-like and those used in hunting, possibly some leather armor, but more likely cloth protection with an ordinary shield in time of conflict.

Basic diet is the rule here, with bread and vegetables (grains and potatoes) featured as the mainstays. Meat, poultry, and fish are what is sold cheaply or taken in hunting or fishing. Cheese and eggs are rare or else are products of the family labor.

Great nobles' and nobles' officials (very minor), hamlet officials, and deputy marshals (law) will have income that is reasonably above marginal (c. $27,500 to $22,500), when all things are taken into account.

Gardeners, local constables, household servants (ordinary), commercial servants (ordinary), herdsmen, and pack traders will have income that is passably above marginal (c. $25,000 to $20,000), when all things are taken into account.

Cabbies, boatmen, chimney sweeps, street vendors (chapmen), healers, apotropaists, and apprentices (other) will have income that is just above marginal (c. $22,500 to $17,500), when all things are taken into account

Table 2:13

Materials of the Middle Lower Class

Land	Unlikely in general.
Dwelling	Typically rented quarters of very modest sort.
Illumination	The sub-standard means—lamps (fat), candles in sticks.
Heat	Generally only braziers.
Plumbing	None indoor, no warm water, and toilet facilities an outdoor privy.
Cooking	No facility for this in large communities, so it is done by taking food to the cook house (with large stove and ovens). In the country this will be accomplished in fire places or over open fires.
Officers	None directly employed or otherwise likely in any capacity.
Dependents	Most unlikely, save members of the immediate family.
Servants	None.
Transportation	A wagon or cart possible, mainly foot.
Arms & Armor	Common and inexpensive if any. Swords are generally not owned, or permitted to be carried by the members of this class.
Personal Property	Very modest and inexpensive.
Dress	Ordinary, rough and serviceable garments.
Diet	Plain and narrow in scope, but sufficient and a bit more.
Wealth	Generally very modest.
Capsule	Net worth here is non-existent, with income going out for daily needs.
Power	None.
Influence	Very weak laterally, some below, none above (in the upper lower class) likely, save for officials, minor as they are.



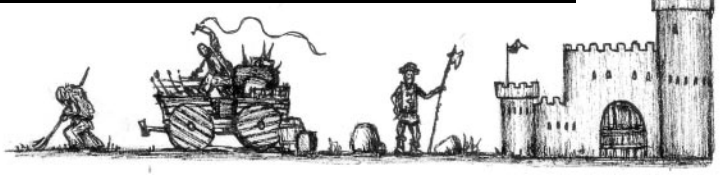


Table 2:14

Materials of the Lower Lower Class

Land	None.
Dwelling	Typically rented quarters, a room or two.
Illumination	The sub-standard means—lamp (fat), candles in sticks.
Heat	Generally only braziers if any at all.
Plumbing	None indoor, no warm water, and toilet facilities an outdoor privy.
Cooking	No facility for this in large communities, so it is done by taking food to the cook house (with large stove and ovens).
Officers	None.
Dependents	Most unlikely, not even members of the immediate family.
Servants	None.
Transportation	Foot.
Arms & Armor	Common and inexpensive if any. No swords!
Personal Property	Very sparse and most inexpensive.
Dress	Shabby, rough and serviceable garments at best.
Diet	Plain and narrow in scope, but sufficient and a bit more.
Wealth	Little.
Capsule	Net worth here is non-existent, with income going out for daily needs.
Power	None.
Influence	Very weak laterally, none above, but possible some little in the criminal underclass, (discussed hereafter).



Lower Lower: About 30% of the total population, or 30 in 100 persons. Household servants (menial), commercial servants (menial), ordinary actors and actresses, ordinary singers, ordinary musicians, ordinary entertainers (other), ordinary sailors, ordinary soldiers, peasants, dock workers (stevedores), woodcutters, laborers, chair-carriers, link boys, street sweepers, nightsoil carriers, itinerant workers, villeins, mendicant monks, licensed beggars.



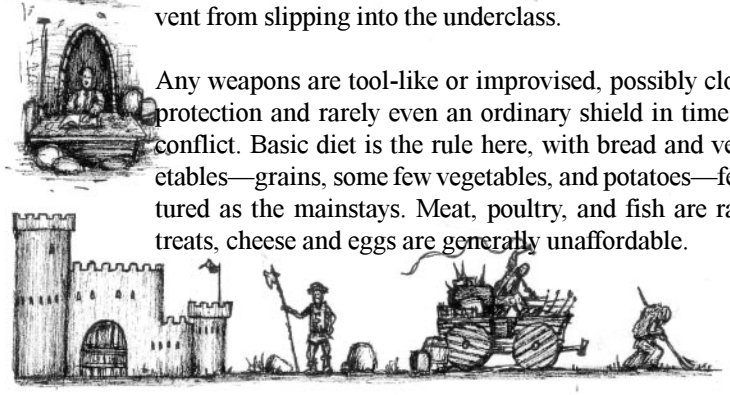
Uniforms aside, the commoners of all sorts, especially the peasantry, will dress pretty much alike in some mix of the above articles of apparel. Use only a few for warm conditions and add on as the weather grows cooler. A plowman laboring in the warm spring, for instance will probably wear a smock, knee britches, and low boots only. A woman gathering grain in early autumn will wear a kerchief, apron, blouse, skirt, and shoes.



Social Mobility: It is very hard to move upwards from this lowest rung of the social ladder. By some extraordinary turn of events one might rise from here, but generally those in this tier remain here. As there are more workers available than there is regular work, those without real skills are relegated to this tier and must work hard to prevent from slipping into the underclass.



Any weapons are tool-like or improvised, possibly cloth protection and rarely even an ordinary shield in time of conflict. Basic diet is the rule here, with bread and vegetables—grains, some few vegetables, and potatoes—featured as the mainstays. Meat, poultry, and fish are rare treats, cheese and eggs are generally unaffordable.



No still wines and the like are consumed, but gin, ale, and beer are swilled whenever possible. Tea and coffee are great luxuries, as is milk. Some buttermilk, whey and generally water are typically consumed when thirsty.

Income for this stratum of the lower socio-economic class varies from a high of perhaps $17,500 to as little as $12,500, even when all things are taken into account, charity incuded.

Table 2:15

Class and Skill Description

Upper Lower Class
Classes: As an NPC 20 % of all level advancement in Commoner and 10 % in Expert (minimum 1 level each)
Skills: Appraise, Craft, Gather Information, Handle Animal, Profession, Swim, and Use Rope.

Middle Lower Class
Classes: As an NPC 30 % of all level advancement in Commoner (minimum 1 level)
Skills: Craft, Gather Information, Handle Animal, Profession, Swim, and Use Rope.

Lower Lower Class
Classes: As an NPC 50 % of all level advancement in Commoner (minimum 1 level)
Skills: Craft, Gather Information, Handle Animal, Profession, Swim, and Use Rope.

THE UNDERGROUND

THE UNDERCLASS

This group consists of between 10% and 15% of the total socially classed population, or 10-15 additional for every 100 persons of those classes. Its members are: itinerant workers, bond servants, serfs, slaves, debtors. The class is typified by toil, lack of shelter and all amenities, and grinding poverty.

Social Mobility: There is little chance to escape this position in society. Itinerant workers can "move up" only if they find a permanent employment. Bondservants, of course, can do so when their period of servitude is done, but these persons face little prospect for betterment thereby, save some liberty. Serfs are tied to the land, and if they escape it and are not caught they still must live in relative poverty, likely in the criminal underclass. Slaves are likely well-trained in some occupation, if freed able to obtain gainful employment with little difficulty, and have the most reason for desiring to be free. Debtors are generally doomed unless friends and associates rescue them from the workhouse.

CRIMINAL UNDERCLASS

This group consists of between 5% and 10% of the total socially classed population, or 5-10 for every 100 persons of those classes. It consists of: assassins, beggars, gypsies, masterless folk (entertainers, strolling players, etc.), outlaws, peddlers, prisoners, rebels, runaways (bondservants and serfs), thieves, vagabonds (mountebanks).

Table 2:16

Materials of the Underclass

Land	Absolutely none.
Dwelling	A hovel, hut, shack, or worse. Illumination little, a candle, perhaps, heat likely nil, plumbing none, and no cooking facilities, of course.
Dependents	None.
Servants	None.
Transportation	Foot.
Arms & Armor	None, save makeshift and often illegal weapons.
Personal Property	What they wear and carry.
Dress	Shabby at best.
Diet	Poor, scant, and often very inadequate.
Drink	Typically any alcohol available, otherwise whey, water mainly.
Wealth	None.
Power	None.
Influence	Possibly a little in the criminal underclass.

An extensive enumeration of the criminal underclass is found in *The Canting Crew*™. A somewhat abbreviated and different treatment is given below.

Assassins: These will likely be the upper upper class of the underworld. If there is an organized "guild" of assassins, whether or not it is state sanctioned, such a group will possess considerable power. Perhaps an assassin might aspire to social acceptance by becoming a government officer (espionage/secret police) or gaining a title through secret "work" on behalf of a monarch.

General Data: Residences of assassins will be in large communities, secure and relatively difficult to find, generally with considerable comfort and appointments. Members will be "hidden," each in a role that is of another sort, sometimes assumed, and thus disguised amongst the normal population. However, in a society sanctioning assassination as legal, there will be less concealment of membership, a headquarters of some sort from which the leaders of the assassins' association operate.

All features of an assassin's life generally resemble the social class that their assassin's rank and income (from that trade and elsewhere, if applicable) provide. Thus, the top ones will have the equivalent of a lower upper class socio-economic environment, then the others will range downwards from there to the upper tier of the lower class.

Beggars: These are the folk at the bottom of the criminal underclass pyramid, at the apex of which are the assassins. Unlike licensed beggars, those unfortunates at the bottom of the accepted class structure who suffer actual mental or physical disability and/or misfortune, criminal beggars are connivers and thieves. They simulate infirmities, lie about misfortunes, use false documents to further their lies and in all cases take advantage of any opportunity at theft no matter how petty. Beggars have little hope of becoming members of accepted society, but a clever one can move upwards in the criminal underclass society by being accepted in some capacity, likely other than that of begging, in a higher-ranked group—as a spy for thieves, or even as a thief, for example.



General Data: There are more or less permanent metropolitan beggar populations as well as migrant ones. Residences of beggars are usually hovels, places on the street or outdoors, although a very few very successful ones might have dwellings of secret luxury of some

sort. In societies where such a thing can occur, there will be an organized association of beggars. This "guild" will protect its members, profiting from them too, and thus attain some degree of power through organization and money. Members will be indiscernible from permitted beggars, often actually appearing to be ordinary lower or even middle class persons when not arrayed in their begging costume with attendant false sores and like devices to deceive the unsuspecting.



The features of beggars' lives will in the main be similar to the lower class, mainly the lowest stratum thereof. Some might live slightly better, a few quite well, and the very uppermost in status and power amongst them could manage something akin to middle middle class possessions, considerable wealth. A "beggar king" could conceivably be a parody of the lower upper class in many ways, with of course the display concealed from ordinary view, and the actuality of it being simultaneously frightening and amusing.



A band of traveling beggars will consist of men, women, and children –(about one per four of the adult members). There might be only a dozen persons in a band of beggars, or as many as several score. When near a community, the large company will break into small groups, some working the rural surroundings, others going into the community as itinerant workers, others drifting in later as "unfortunates" in need of alms.





Gypsies: Such wandering bands of ethnically related peoples as are classed thus are about midway along the scale of the hierarchical underworld scale. Gypsy populations are "foreigners," migrants traveling about in wagons, each band a part of one or another of the several tribes of this folk. Of course, as with any group that has been for generations within a land, the "foreignness" of the gypsies is more from society and custom than from blood. As gypsies sometimes take in foundlings and others too, making them members of their tribe, the bloodlines of such people contain more than just a slight admixture of that of the national population. Whether "noble" or otherwise, however, the person raised in their culture is a gypsy.





General Data: Moving from place to place in their "housewagons," gypsies arrive in one place, stay for a short time, and then slip off. During their stay they send forth various members of their band to seek work, peddle shabby wares, beg, and call people to their encampment to be entertained. All concerned here look for opportunities to steal, pick pockets, rob and cheat. When entertaining, for a fee, of course, they likewise seek to increase their profits through knavery.

The features of gypsy life are somewhat unique. As noted, they travel in wagons in which they dwell. They also possess horses and various other reasonably valuable things, and dress flamboyantly, if not well, so as to both proclaim their unique nature and attract attention to their carnival-like shows given in afternoon or at night. Other than as noted, their personal possessions are relatively few and portable, weapons, jewelry, carpets, and musical instruments being favored. Even though occasional success in thievery or other roguery (such as carrying off an unwanted infant for a large payment) may increase wealth considerably, profligate spending and mulcting by various authorities combine to keep these folk far from being wealthy in terms of money. The lowliest amongst their group are akin to the lower lower class in amenities, whilst the leaders are quite close to the upper middle in some measure.

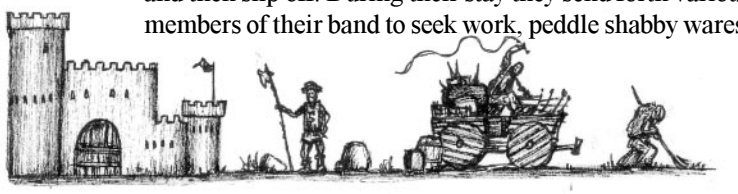


Table 2:17

Class and Skill Descriptions
The Underclass
Classes: As an NPC 80 % of all level advancement in Commoner (minimum 1 level)
Skills: Craft, Handle Animal, Profession, Swim, and Use Rope.

A band of gypsies, a caravan, might have only a handful of wagons with a few accompanying carts and riders or as many as a dozen or more caravan wagons and accompanying carts and horsemen. Assume there are on average five persons for each wagon (one or two combatants), two for each cart (one combatant), and that there is a mounted man (combatant) for each wagon and each cart in the caravan. Ahead of their train, and behind it too, will be the mounted men riding as scouts. There will also be a herd of horses and possibly other livestock moving along with the gypsies, some of which are stolen animals soon to be sold, for when stopped by authorities, these clever folk want no clear evidence of their thefts so visible.

Outlaws: In the criminal underclass, placement of this group on a "social scale" is nigh unto impossible. That is because the "Outlaw" classification is a most general one. Outlaws likely include most, if not all, of the underclass population. Specifically, though, the term is likely applied to forest bandits and that ilk. For this reason, we will consider countryside footpads and highwaymen, likely members of any brotherhood of thieves, as separate here.

General Data: It is better to deal with robbers on foot separately from those who are mounted, as they will likely fall into two distinct groups in status, place of operation, and most other features.

Outlaws who are afoot, footpads in thieves' parlance, are of middling lower tier in the thieves' hierarchy, thus somewhat akin to the upper middle class of accepted society. They will of necessity operate in terrain that lends itself to their mode of transportation and ambush.

Woodlands, wetlands, rivers and canals (river pirates in such case, a distinct group actually), and rugged ground are the place where such outlaw bands will be found. They will set up to waylay and rob passing travelers, possibly extorting supplies and the like from small communities within their "territory." Encampments will be something like lower lower class economically, and when moving about in society they will pass themselves off as some sort of lower class persons, likely, as most come from this group. Leaders, of course, might be of higher class, pretending to be honest folk of this ilk. Bandits of this nature will tend to wear clothing that promotes their concealment in their surroundings. (Robin' Hood's "Merrie Men," for instance, chose forest green garments for more than their pleasing hue.) Their numbers range from as few as six to several score armed men. Along with them in their base camp, women and various non-combatant camp followers numbering from half to the full number of actual outlaws.

The mounted outlaws, highwaymen or high pads as they are called in the jargon of thieves, will tend to operate from within cover, including woodlands, but from such ambush points move far after a robbery. In hierarchical terms, these rogues are at least in the lower upper class of the criminal underworld. They have allies and spies, and might possess considerable wealth, but because of their activities can not generally establish a permanent residence to enjoy their spoils. Some high pads will seem of the lower class, some of the middle, and a few might once indeed have been of the upper. Choice of garments is quite broad, and many such outlaws will dress in rich, stylish garments. When not on the highway robbing, such men will be mingling with "polite society," pretending to belong to the class in which they are hiding themselves. A band of highwaymen might number from as few as two or three to as large as a dozen or more of these dangerous rogues. If they are based in a camp, there will be women and servants there also, most likely, the number equal to the high pads' own strength.

Peddlers: These unlicensed dealers in minor goods, their wares mainly stolen, imitation and shoddy, are folk near the bottom of the underworld's ranks. Singly, there are not a few peddlers who are simply lower class poor seeking to earn a relatively honest living selling cheap goods from hamlet to hamlet in the country, door to door in the city. As a group, the majority of folk claiming to be chapmen and peddlers work in concert with one or another sort of the criminal underclass so as to gain spoils. Thus, they might scout for outlaws, assist thieves, or themselves rob or steal. They accompany traveling entertainers, gypsies, and tinkers as well, so as to ally themselves with one or the other for greater success in their larcenies and felonies.

Table 2:18

Class and Skill Description
The Criminal Underclass
Classes: As an NPC 80 % of all level advancement in Rogue or Warrior (minimum 1 level)
Skills: Appraise, Bluff, Craft, Decipher Scrift, Disguise, Forgery, Gather Information, Handle Animal, Innuendo, Intimidate, Knowledge (all skills taken individually), Perform, Pick Pocket, Profession, Sense Motive, and Use rope.



General Data: Peddlers camp in the open, such shelters as they can discover when moving about, or else have quarters of the same general nature as the others they accompany. Their mode of living is like that of the lower lower class in most ways, save work. Usually, chapmen and other peddlers wear garments just like those of other lower class folk. When traveling with entertainers or gypsies, though, they will likely be dressed more in accord with those they accompany so as to not stand out.

A band of peddlers, a caravan if you will, might have only a handful of wagons and/or carts or as many as a dozen or more. In addition there will be peddlers with pack animals, or simply carrying packs on their backs. In remote places all peddlers will be leading pack animals or carrying goods.

Prisoners: Classification of this group isn't possible. Some prisoners are political, some criminal, others "criminal" in that they are unable to pay their debts. A few will be masterless folk—vagabonds, escaped slaves, serfs, and bondservants. All end up in a jail (gaol), workhouse, or prison. There they await execution (not for long!), serve their allotted sentence, work to repay their debt through the produce of their labor, or perhaps languish awaiting their "master" to reclaim them.



General Data: In all cases, prisoners are likely to have to pay their own upkeep in clothing and food and supply whatever else they need, including bedding and toiletries. No coddling of criminals takes place, unless they happen to be noble ones mewed up for some political reason, not common rebels, for instance. It is possible for most prisoners to buy their way out of confinement, through payment legally demanded or bribery of one form or another. Indeed, in city prisons, some thieves might pose as prisoners, dwell in the prison, but have freedom to come and go, such freedom paid for of course…in hard coin.



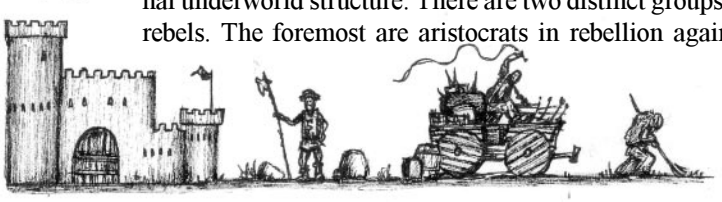


While a few prisoners might be kept in dark and dank dungeons or high in some tower, the average lot are tossed into jails and prisons that are not quite so special. Whether a small cell or a great pen full of fellow inmates, the place is stone, dirty, and likely cold. Prisoners are separated by sex but not also by age, so likely the youngest offenders will be there amongst the old and hardened criminals. In all, the prospects for such group are bleak. On the "bright" side there is much to be learned in regards to criminal practices in such a "school," and whether by serving the sentence, bribery, or escape, most inmates will eventually be released. A jail might hold only a handful to perhaps a score of prisoners. A prison will house hundreds of inmates as will a workhouse.





Rebels: This classification doesn't fit neatly into the criminal underworld structure. There are two distinct groups of rebels. The foremost are aristocrats in rebellion against the government. This means they will likely be in some remote portion of the land, the leaders dwelling in such strongholds as are there, the remainder in military camps, scouting the borders of the rebel-held territory for signs of attack from government forces. Such persons are simply various members of the upper, middle, and lower classes that are in defiance of the established governing authority. Other rebels, those less potent, are more along the lines of "Robin Hood" and the like (see Outlaws above and Thieves hereafter). That is, they are likely to fit the mold given for Outlaws. Less distinct sorts of rebels are the "Robber Baron" sort and those of the defiant noble kind refusing to accept a conqueror. The former are simply well-protected outlaws with some formal military force, the latter more a regional group resisting conquest of their lands. Regardless of the sort of rebel to be dealt with, the information given above should suffice to enable detailing of all salient features of their group.



A rebel band might be no larger than a few dozen men, or as large as several hundred in one place, with supporters numbering in the thousands. In most cases, the land in which the rebels operate should be assumed as generally friendly to and supportive of the rebels, including outlaw-types. The exception will be harsh robber barons who hold their territory by repression, fear, and force of arms.

Runaways: There are various sorts of persons in this general grouping. Serfs and villeins likely compose the majority of any gathering of runaways. Along with them might be escaped slaves and bondservants, debtors fleeing their creditors and the workhouse, even young persons who have left home for whatever reasons.

General Data: While most such persons will gravitate to large cities or else join traveling bands of wanderers, there is a likelihood that considerable numbers will form communities of their own in remote, difficult-to-reach portions of the land—places where authorities of any sort have little contact and control. These "squatter hamlets" will consist of anywhere from no more than 100 persons, to village-like ones with many hundreds of residents. Agriculture and husbandry will supply the main support for the community. In general, such places will be slovenly, the dwellings rude, and the inhabitants ruder still! If such a place grows too large, becomes wealthy, or gains notoriety as a hotbed of felons it will attract attention from noble or government authority, be attacked and destroyed.

A typical community of this sort will have a few, possibly quite a number of, other criminals dwelling in it. The runaways will likely not mind, and may even encourage this association for many reasons. They will see such persons as victims of an oppressive society. The hardened thieves and robbers will be armed and viewed as protectors. Migrant criminal bands coming and going will be the main means by which trade is conducted by the runaways' com-

munity. The only money likely to be brought in will be from such other criminals, as the community will be generally self-supporting but have no access to markets for buying or sale. Finally, there will be a certain fear factor at work in that runaways in general are simply peasants and other honest folk, not really, or immediately, actual criminals of hardened sort. Note that in a long-established community of runaways, hard experience and association will alter things so that the whole place, farmers and herders included, are more akin to the real criminal underclass than they are to the underclass or the lower class of society.

Conditions will tend to be those of bare subsistence, save in whatever place or places the outside criminals tend to come and congregate, viz. a tavern, trading post, bawdy house, that sort of place. Those coming to the community of runaways will be mainly gypsies, tinkers, and mountebanks with their attendant peddlers and beggars. Occasionally the place will be visited by robbers and thieves of various sort, by strolling players also. Trouble in or theft from such a community will be rare, as these groups will view the place as a safe haven and not want to jeopardize that. If it is a particularly convenient spot, the criminal visitors will urge "improvements" in "guest facilities," and the money spent on what "amenities" are available will engender the establishment of more and better facilities of this sort.

In all, one might draw a parallel between such a community and the oft-portrayed outlaw town in the American Wild West. Make the houses wattle and daub huts, keep the clapboard business structures, and there you have it.

Strolling Players: Masterless bards, jongleurs, minstrels and all sorts of actors, musicians, and performers fall into this category. In relative criminal underclass terms, this group constitutes one akin to the middle middle class. They are well-enough off, but most would like to be doing a lot better. While some might be loners (minstrels for instance), most such persons will be found in troupes. Such groups are more able to protect themselves, and can give better performances with a greater variety of entertainment in their shows. Along with such a troupe of strolling players will likely follow some other sorts of persons, usually peddlers and beggars who will "work" the crowd come to see the show. Strolling players put on plays and like entertainment that includes musical interludes from bards and minstrels in the troupe. Jongleurs on the other hand entertain more through performances of carnival and circus-like sort, although they too will have singers and musicians.

General Data: More likely than not, troupes of strolling players will move about in the same manner as gypsies, and with a similar form of conveyance too, the boxed or covered wagon. Small and poor groups, and single individuals, will likely lack such means and will walk. Any train of peddlers will likely be afoot, perhaps with a pack animal for their wares. Beggars following a troupe will certainly be afoot. In most applicable measures, the troupe will vary from something akin to the middle middle class for the better-off members to the lower lower class for its fringe elements. As with gypsies, wealth will tend to be in weapons, transport, and small and portable items easily carried in a wagon or on one's person. Costumes worn by such persons are typically odd, gaudy, exotic, bright and of varying degrees of condition, from fine to shoddy and patched.

A troupe of strolling players might have only a handful of wagons or as many as a dozen or more. In the latter case, the troupe being of the jongleur sort, chapmen with wagons or carts and a mountebank might be "attached," paying the main group in services and a share of their take for the privilege of being allowed to follow along.

Tinkers: Itinerants in the main, unlicensed wandering tinkers are near the bottom of the criminal hierarchy, above beggars, but below just about all others. Think of this group as handymen and "fix-it" folk. They sharpen metal cutting instruments, mend pots and pans, offer to do repairs to houses, buildings, fences, whatever. Meantime, they also pick up or purchase unwanted things, fix them so as to be usable, and sell them along with whatever handicraft items they might carry along. Of course as they do all that, they look for opportunities to pilfer, as well as note likely prospects for a later theft, burglary, or even robbery. Bands of tinkers tend to be small, so they will often travel in company with another group—jongleurs or strolling players, if allowed to, more commonly with mountebanks.





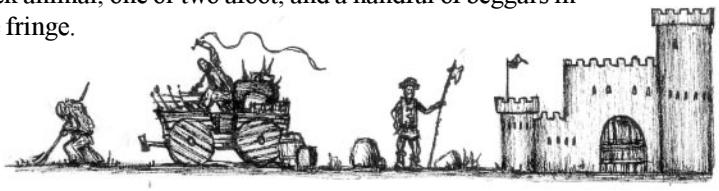






General Data: Although tinkers have wagons or carts to get around in, they have only castoff and repaired goods to sell, and get little for their work in fixing things and sharpening tools and weapons. Although they are reasonably adept at augmenting their scant income with the "weed of crime," their larcenies are perforce generally petty ones. Thus, as does the middle lower class, these folk live from hand to mouth with little to show for their daily efforts. Major roguery will bring down the irate citizenry; only minor theft can be accomplished with relative safety. So tinkers are more or less itinerant laborers and repairmen who hock second-hand goods, take whatever small items they can, and manage a marginal but free existence as vagabonds always on the move, always looking out for the law. With them will be a few chapmen and beggars. They dress as would lower or middle lower class persons.

A tinker band might number two to four wagons and one or two carts. Assume several tinkers with assistants/family, a chapman or two with vehicle and possible assistants/family likewise. With them might be a peddler or two with pack animal, one or two afoot, and a handful of beggars in the fringe.



Thieves and Prostitutes: This large group of the criminal underclass ranges from the high to the low in relation to the accepted social class structure, with even some members who are actually in those classes. At the upper end of the scale are the "grand" thieves, the well-organized ones. I have suggested elsewhere that the general classification contains, in descending rank, the following sorts of felons: racketeers, extortioners, safe house keepers, fences, highwaymen, cat burglars, forgers, horse thieves, sharpers (confidence men and gamblers), hijackers, arrangers (crooked lawyers and their ilk), courtesan prostitutes, procurers and procuresses, bawdy house keepers, counterfeiters, whore masters and mistresses, kidnappers, shipwreckers, equippers (those who make crooked gambling devices, bogus valuables, and instruments for lock picking and burglary), blackmailers, burglars, pickpockets, cutpurses, footpads (armed robbers), prostitute thieves, minor confidence men, river pirates, harlots, petty thieves, grab and run thieves, cattle thieves, poachers, sheep thieves, bullies (strong arm men), coin shavers, bear baiters, dog fighters, cock fighters, muggers, thieves of small livestock, street pimps and whores.

It is usual to assume in the fantasy world setting that all such persons are organized (to a greater or lesser extent) into some sort of a "guild." Each particular group of thieves has its own organizational structure, of course. These smaller organizations contribute to the association, and the latter then assists members who are threatened or caught by the law or some other dangerous antagonist. All "under bosses" report to their organization, the boss of each reporting to a "boss of bosses" so to speak. (In a world with highly organized criminal activity, an underworld conspiracy if you will, thieves would be further associated with all other organized groups in a grand alliance meant to assure the safety and well-being of all members, their freedom to practice their "crafts.")











General Data: The upper ranks of thieves are very much a shadowing of the upper class of accepted society, and some number of the members of this category of criminals might lead dual lives as upper class citizen and as high-class criminal. Indeed, the socio-economic ladder is mirrored well by the many sorts of thieves, and at the bottom end of the ranks of this group its members are very much like the lower lower class. This applies to lifestyle and all that goes with it.

The highest ranks of thieves indeed might own considerable estates and other property, their criminal activities hidden, and some "cover" explaining how they come to possess such wealth, power and influence. Their power and influence, naturally, extends into the criminal underclass structure much the same as it does in "polite" society—with enemies there in both areas to check it to some extent.

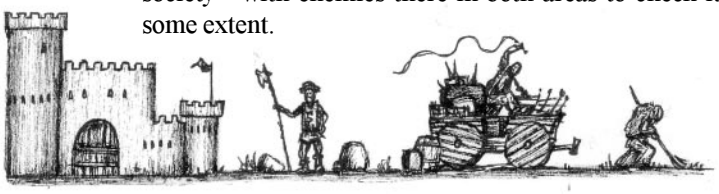


Table 2:19
The Criminal Underclass

- Actors
- Assassins
- Bards
- Beggars
- Gypsies
- Jongleurs
- Minstrels
- Musicians
- Outlaws
- Pedlars
- Prisoners
- Rebels
- Runaways
- Thieves & Prostitutes
- Tinkers
- Vagabonds

Dress is according to the nature of criminal activity pursued, and the assumed role in society that might or might not accompany their illegal activities.

Numbers are also variable. The greatest general concentrations of thieves will be in large communities, save for certain types who operate in the countryside, cattle thieves and shipwreckers for instance. Each category of thief has lesser or greater numbers depending principally on opportunity and skill required for the practice. Clearly, there will in general be greater numbers of lesser kinds of thieves than of the greater sort. Harlots and their ilk, along with petty confidence men and petty thieves are most numerous following this chain of logic.

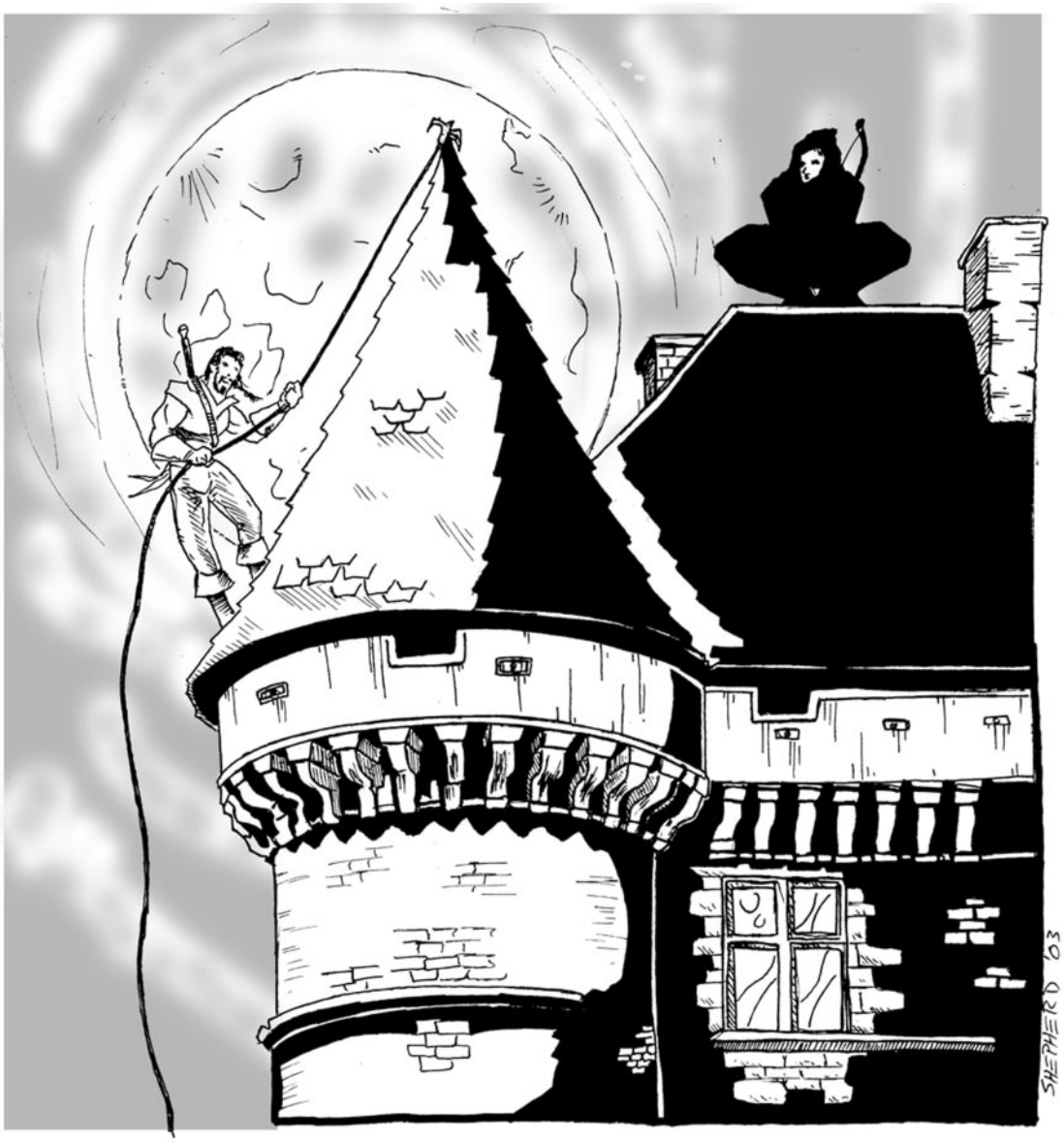
Vagabonds: While the term vagabond applies to any person of vagrant sort, one without position or a "master" and thus not within the social and economic system, for our purposes here it is restricted to those who are not otherwise considered in another category. Thus *mountebank*, an itinerant peddler of nostrums and other spurious cures and spurious marvels, is synonymous with *vagabond*. Mountebanks and the peddlers and beggars accompanying them comprise this group. It is at best the middle lower class. As do gypsies and tinkers (and between the two groups is where the mountebanks fall in status), these criminal underclass individuals travel about in wagons and carts. The chief of the band is the "doctor," "swami," "professor," or whatever like name is used. The balance of the train is his assistants, performers in the shows given to amuse folk and get them to buy the "medicines" and "wonders" offered for sale. With them will be attached peddlers and beggars. In all, a mountebank's show is something between that of a troupe of jongleurs and a gypsy caravan. It has elements of each, yet is different and sufficiently distinct to make yokels flock to it for amusement. Between the "marvels" of the "sage" and the hedge-magician sure to accompany him, the buffoonery and shows given, a mountebank's "circus" is sure to bring in a crowd. Fraud and theft will relieve the audience of as much of their money as possible, while the beggars and peddlers see to the same in the surrounding locale.

General Data: Transport and goods to peddle are the main wealth of mountebanks and their associates. The head of the group is about the equal to an upper lower class person in general terms of wealth and possessions, the remainder below that in status, wealth, and all else. Indeed, the mountebank proper is like a sham noble, those accompanying him or her a sort of contemptible "court." The grand airs assumed and the pretend titles, however, certainly impress and astound the rubes!

Dress is most common for all when moving about. When set up in a place, however, the core members of the mountebank train, the "doctor" and his chief assistants, will don such finery as they can manage, typically of exotic sort (or outlandish costume imagined to be from far-off places) so as to convey the proper "image."

A mountebank's train will have as its chief wagon that of the master of the show. Likely there will be several others, three to as many as six, in which the hedge-magician, fortuneteller, and principal acts travel. A few carts will carry the others directly attached to the mountebank—hucksters (chapmen), other entertainers, shills, and barkers—while peddlers and beggars who have attached themselves to the train, and have been allowed to remain, will likely travel afoot. There will be several persons in the group fairly able with weapons, who with the hedge-magician make the train reasonable safe and secure from minor molestations.

Note that while the chief of the train likely owns only his own wagon and draught animals, the others with him pretend that the "professor" or whatever he styles himself to be is the owner of all, the grand master of the train, they being his attendants and servants, all so as to bilk the unsuspecting.







THE CIVILIZED WORLD

CIVILIZED COMMUNITIES

Most persons, classed or belonging to the underworld, dwell in communities. There are few isolated houses and lone families/individuals. If a state has one million inhabitants, no fewer that 90% of that number will be found in one or another of the following sorts of communities.

DEFINITIONS

Hamlets are small villages and lack the same connotation as "village;" it is assumed they are settlements of generally free folk, not basically of villeins or serfs. Assume a population of one or two hundred as the basic size of a community of this sort.

Manorial villages are basically communities in which villeins of an overlord dwell, and from which place and its surrounding land they may not venture without permission of their master.



Villages are simply large hamlets, so they are not treated individually. When a hamlet is of more than about 250 persons, it is a thorp or a village. For identification purposes you might call it "thorp" when under 1000 resident population, "village" when over that size.

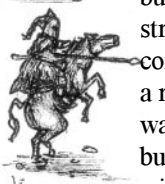


Towns and cities are larger communities. While there is no real definition in terms of population, one might consider a settlement that has more than 6,000 inhabitants a "town," while a community of over 25,000 is a "city." The terms are basically interchangeable otherwise.

CONFIGURING COMMUNITIES



For protection, convenience, and because of land considerations, all communities will tend to be closely built. Those familiar with American hamlets should forget that model, but think instead of the "Wild West town" where all construction is virtually side by side. Such compactness in the community allows for continuous "walling," whether it is a relatively fragile one for a small hamlet or a real curtain wall with towers for a town or city. Even farms will be built into the community, or very nearby, separate ones with a wall connecting all the buildings of the farm and its residents, so as to form a compound. We will begin at the small community end and work upwards to the metropolitan settlement.







HAMLETS

Hamlets comprise from 50 persons to 250, more or less. "Thorps" might be from around 300 to no more than 1,000 persons, and "villages" of non-manorial sort ranging from a small population of roughly 1,000 to a large size in the 5,000-plus inhabitant range.

Structures in such a community will be small, built from mud brick, sod, wattle and daub, timber, wood and plaster, stone and timber, stone, or firebrick depending on the resources available and builders' skills. Costs for land and construction of buildings thereon are in the lowest range for such things in a town or city. Size of the community, its wealth, the desirability of its location, and the location of the property dictate land cost, affecting building cost in a minor way.

Small livestock will be kept in all hamlet communities, both for sale and for consumption. Such animals include chickens, doves, ducks, geese, pigeons, rabbits, and swine. Depending on location, some or all of these animals will be kept by householders in the community. Small numbers of larger livestock will likewise be present from household to household—a riding animal (horse or mule), a milk cow, a few sheep or goats.

Food gathering, hunting, fishing, and trapping too are also likely in small communities where the surrounding land does not belong to a lord who forbids such activity. (Even in such case there will be poaching.) Berries, fruits, nuts, wild vegetables and roots will be used to supplement and add variety to the community residents' diet. Likewise, small and large game and fish will be taken for food and hides and/or furs. The various bases for hamlets (and larger communities in this general category) are detailed below:

Agricultural: Other than farmer's houses, such a place might contain a shrine, fane, or chapel, mill, general merchant or trader, and an alehouse or tavern. As size increases, so will the number of shops offering services or goods, perhaps one such addition per 100 residents above 250. Thus, a "thorp" of 500 inhabitants might have all of the above, while one of 600 persons might have a baker, blacksmith, carpenter, carter, thatcher, or weaver, to name a few possibilities.

Places here are built of whatever materials are on hand. Most construction will be of wattle and daub, sod, timber and sod, or stone and sod. Thatched roofs predominate.

Heat and illumination will be mainly from fire pits or fireplaces (fuel possibilities include wood, charcoal, coal, coke, and dried dung), augmented by fat lamps or tallow candles. Indoor plumbing and any other amenities are not known. Only a tavern or an inn might have anything close to approaching what city dwellers would call "bare comfort."

The diet of most persons in such a hamlet will be that of the lower class, most typified by the middle of the lower class, but better than that of the urban lower class certainly. Although meat, eggs, and cheese might be there, such things are mainly for income, not home consumption. Along with small livestock raised primarily for home consumption, food gathering and hunting (including fishing and trapping) will enhance dietary diversity and value.



Garments are those of country folk or working farmers. Most will have been made by hand at home. On special occasions, such as for worship services, a celebratory gathering, etc. clean and relatively new clothing is worn.

Personal possessions are few and generally consist of what has been made by hand, traded or purchased for a small and reasonable cost. The land, the dwelling on it, such constructions used to house livestock and crops, the animals husbanded, and crops harvested will constitute virtually all the wealth of a person in an agricultural hamlet.

A village elder and a council of a handful of persons likely make up the immediate governing authority. Likely, elder/councilmen include the largest land owner, merchant or trader, tavern keeper, and the wisest old person in the community. State or regional officers will make occasional rounds to collect taxes and adjudicate legal matters above the limited authority of the hamlet's jurisdiction (the lowest of low justice, fence-line disputes, disorderly conduct, minor vandalism, petty theft, and the like). It is likely that stocks will be available for punishing offenders judged guilty by the elder and council.

If the community has a mill, the miller is likely to be the wealthiest person in the hamlet, and will be its elder or most influential councilman.

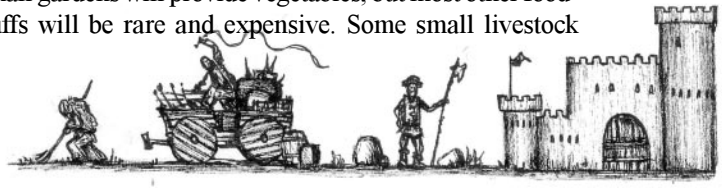
Fishing: Other than fishermen's houses, such a place might contain a shrine or temple, boatwright, general merchant or trader, and an alehouse or tavern. As size increases, so will the number of shops offering services or goods, perhaps one such addition per 100 residents above 250. Thus, a "thorp" of 500 inhabitants might have all of the above, while one of 600 persons might have a blacksmith, rope-maker, mason, carter, slater, or net-maker—to name a few possibilities.

Places here will be built of whatever materials are on hand. Most likely construction will be of timber, timber and fieldstone, fieldstone, or stone masonry. Wood or slate roofs will predominate.



Heat and illumination will be mainly from fire pits or fireplaces (most likely driftwood fuel unless coal is available in the area), augmented by oil lamps or tallow candles. Indoor plumbing and any other amenities are not known. Only a tavern or an inn might have anything close to approaching what city dwellers would call "bare comfort."

The diet of most persons in such a hamlet will be that of the lower class, most typified by the middle of the lower class, but there will be plenty of fish and seafood dishes in it—especially shellfish as these are difficult to preserve. Small gardens will provide vegetables, but most other foodstuffs will be rare and expensive. Some small livestock



being raised for home consumption will supplement the monotony of a diet of fish, while food gathering and hunting (including trapping) will do likewise.

Garments are those of country folk, working fishermen. Most will have been made by hand at home. On special occasions, such as for worship services, a celebratory gathering, etc. clean and relatively new clothing is likely to be worn.

Personal possessions are few and generally consist of what has been made by hand or else traded for or purchased for a small and reasonable cost.

The lot and the dwelling on it, the fishing boat and accoutrements, will constitute virtually all the wealth of a person in a fishing hamlet.

A village elder and a council of a handful of persons likely make up the immediate governing authority. Likely elder/councilmen include the owner of the largest boat or of two or more boats, merchant or trader, tavern keeper, and the wisest old person in the community. State or regional officers will make occasional rounds to collect taxes and adjudicate legal matters above the limited authority of the hamlet's jurisdiction (the lowest of low justice—net-tangling disputes, disorderly conduct, minor vandalism, petty theft, and the like). It is likely that stocks are available for punishing offenders judged guilty by the elder and council



If the community has a boat-building shop, the boatwright is likely to be the wealthiest person in the hamlet, and will be its elder or most influential councilman.



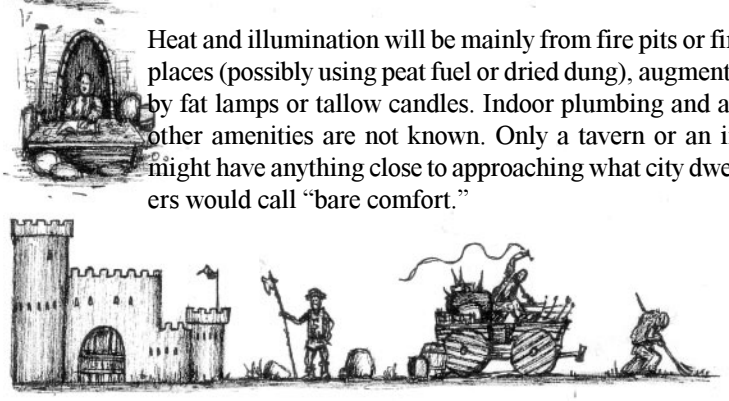
Herding: Other than herder's houses and barns, such a place might contain a shrine or temple, wool factor, general merchant or trader, and an alehouse or tavern. As size increases, so will the number of shops offering services or goods, perhaps one such addition per 100 residents above 250. Thus, a "thorp" of 500 inhabitants might have all of the above, while one of 600 persons might have a carder and spinner, carpenter or mason, carter, thatcher or slater, weaver, or a tanner to name a few possibilities.



Places here will be built of whatever materials are on hand. Most likely construction will be of wattle and daub, sod, sod and timber, timber, or timber and fieldstone. Thatched, sod, or wood roofs will predominate.



Heat and illumination will be mainly from fire pits or fireplaces (possibly using peat fuel or dried dung), augmented by fat lamps or tallow candles. Indoor plumbing and any other amenities are not known. Only a tavern or an inn might have anything close to approaching what city dwellers would call "bare comfort."



The diet of most persons in such a hamlet will be that of the lower class, most typified by the middle of the lower class, but there will be less grain in it and plenty of milk and/or cheese and more meat. Small gardens will provide vegetables. Other foodstuffs will be gained mainly from small livestock raised primarily for home consumption, food gathering and hunting (including fishing and trapping—likely to be rather extensive in a herding community) so as to provide a quite varied diet.

Garments are those of country folk, working herders. Most will have been made by hand at home. On special occasions, such as for worship services, a celebratory gathering, etc. clean and relatively new clothing is likely to be worn. Personal possessions are few and generally consist of what has been made by hand or else traded for or purchased for a small and reasonable cost.

The lot and the dwelling on it, and the herd of animals husbanded, will constitute virtually all the wealth of a person in a herding hamlet.

A village elder and a council of a handful of persons likely make up the immediate governing authority. Likely elder/councilmen include the owner of the largest herd or flock, any merchants or traders, tavern keeper, and the wisest old person in the community. State or regional officers will make occasional rounds to collect taxes and adjudicate legal matters above the limited authority of the hamlet's jurisdiction (the lowest of low justice—grazing right disputes, strayed animals, disorderly conduct, minor vandalism, petty theft, and the like). It is likely that stocks are available for punishing offenders judged guilty by the elder or council.

If the community has either a carter or tanner, one or the other is likely to be the wealthiest person in the hamlet its elder or most influential councilman, with the other and such person also prominent.

Mining: Other than miner's houses and barns, such a place might contain a shrine or temple, sawyer, assayer, general merchant or trader, and an alehouse or tavern. As size increases, so will the number of shops offering services or goods, perhaps one such addition per 100 residents above 250. Thus, a "thorp" of 500 inhabitants might have all of the above, while one of 600 persons might have a freighter (for ore or the like mined), blacksmith, carpenter or brick maker, or slater to name a few possibilities.

Places here will be built of whatever materials are on hand. Most likely construction will be stone masonry or possibly fire brick. Slate or wood roofs will predominate.

Heat and illumination will be mainly from fire pits or fireplaces (wood, charcoal, coal, or coke most likely), augmented by fat lamps or tallow candles. Indoor plumbing

and any other amenities are not known. Only a tavern or an inn might have anything close to approaching what city dwellers would call "bare comfort."

The diet of most persons in such a hamlet will be that of the lower class, most typified by the middle of the lower class, but its exact composition will depend on the location of the hamlet in relation to the nearest food-producing community. Small gardens will provide vegetables, but other foodstuffs will be rare and expensive unless a few enterprising truck farmers, farmers, and/or herders are included in the village. However, such small livestock that is raised primarily for home consumption, along with food gathering and hunting (including fishing and trapping) will enhance dietary diversity and value.

Garments are those of country folk, working miners. Most will have been made by hand at home. On special occasions, such as for worship services, a celebratory gathering, etc. clean and relatively new clothing is likely to be worn.

Personal possessions are few and generally consist of what has been made by hand or else traded for or purchased at a small and reasonable cost.

The lot and the dwelling on it, mining tools, and such mineral as is the miner's own portion, will constitute virtually all the wealth of a person in a mining hamlet.

A village elder and a council of a handful of persons likely make up the immediate governing authority. Likely elder/councilmen include the miner with the best skill at the craft, merchant or trader, tavern keeper, and the wisest old person in the community. State or regional officers make occasional rounds collecting taxes and adjudicate legal matters above the limited authority of the hamlet's jurisdiction (the lowest of low justice—digging rights disputes, division of mineral shares, disorderly conduct, minor vandalism, petty theft, etc). It is likely that stocks are available for punishing offenders judged guilty.

If the community has either an assayer or freighter or both, one or the other is likely to be the wealthiest person in the hamlet and its elder or most influential councilman, with the other also prominent.

Woodcutting: Other than logger's houses and small outbuildings, such a place might contain a shrine or temple, sawyer, general merchant or trader, and an alehouse or tavern. As size increases, so will the number of shops offering services or goods, perhaps one such addition per 100 residents above 250. Thus, a "thorp" of 500 inhabitants might have all of the above, while one of 600 persons might have a freighter (for logs and boards), blacksmith, carpenter, or charcoal burner, to name a few possibilities.

Places here will be built of whatever materials are on hand. Most likely construction will be timber and boards. Similarly, plank or wood shingle roofs will predominate.

Heat and illumination will be mainly from fire pits or fireplaces (wood or charcoal most likely), augmented by fat lamps or tallow candles. Indoor plumbing and any other amenities are not known. Only a tavern or an inn might have anything close to approaching what city dwellers would call "bare comfort."

The diet of most persons in such a hamlet will be that of the lower class, most typified by the middle of the lower class, but its exact composition will depend on the location of the hamlet in relation to the nearest food-producing community. Small gardens will provide vegetables, but other foodstuffs will be rare and expensive unless a few enterprising truck farmers, farmers, and/or herders are included in the village. However, such small livestock that is raised primarily for home consumption, along with food gathering and hunting (including fishing and trapping) will enhance dietary diversity and value.

Garments are those of country folk, working woodcutters. Most will have been made by hand at home from leather. On special occasions, such as for worship services, a celebratory gathering, etc. clean and relatively new clothing is likely to be worn.



Personal possessions are few and generally consist of what has been made by hand or else traded for or purchased for a small and reasonable cost. The lot and the dwelling on it, woodcutting tools, and such lumber as is the lumberjack's own portion, will constitute virtually all the wealth of a person in a woodcutting hamlet.

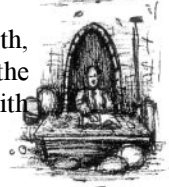


A village elder and a council of a handful of persons likely make up the immediate governing authority. Likely elder/councilmen include the woodcutter with the best skill at the craft, merchant or trader, tavern keeper, and the wisest old person in the community. State or regional officers will make occasional rounds to collect taxes and adjudicate legal matters above the limited authority of the hamlet's jurisdiction (the lowest of low justice—felling-right disputes, division of shares of lumber, disorderly conduct, minor vandalism, petty theft, and the like). It is likely that stocks will be available for punishing offenders judged guilty by the elder and council.





If the community has either a sawyer or freighter or both, one or the other is likely to be the wealthiest person in the hamlet and its elder or most influential councilman, with the other also prominent.





FEATURES OF ALL HAMLETS

INFORMATION MEDIA

Gossip: What one or another person has learned from someone else outside the hamlet will be circulated by word of mouth, changed accordingly in each telling.

Passing Travelers: All regular visitors as well as strangers will be questioned, and thus the community will gain some idea of what is happening in the "outside world" – any place more than 10 or 20 miles distant.

Written Documents: Broadsides, handbills, pamphlets, journals, books and the like brought into one of these communities will be eagerly received by those who can read. Indeed, peddlers of such goods will likely receive a brisk trade to such extent as the inhabitants' ability to pay for such informational items.

Government Tax Collector: Once or twice each year some minor officer of the authority ruling the community and land around it (king, religious official, noble lord, lord mayor, etc.) will come to the community, assess taxes in money or goods, and then depart. Some information will always be imparted thus—news the inhabitants would gladly forego at such price as they pay for it…



Government Herald: From time to time some minor officer of the authority ruling the community and land around it (king, religious official, noble lord, lord mayor, etc.) will come through with a proclamation or decree. Such "news" is generally as welcome as that from a tax collector. The information, however, is usually of important sort and relatively timely.



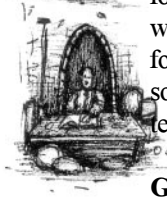
ENTERTAINMENT



A small community will rely on the following events or travelling groups for outside entertainment, meanwhile having their own social gatherings and community affairs, such as dances and sports contests.



Fairs: Inhabitants will likely not have a fair in their own community, but they will travel to the nearest one in some larger place, a village or town. At fairs there is much buying and selling by chapmen and peddlers, as well as local folk hucking their livestock, produce, or handicrafts. There will be games and contests, dancing and prepared foods for sale, drink, and likely one or several of the following sorts of criminal underclass groups come to the fair to entertain (and ply their larcenous trades as well).



Gypsies: It is likely that about once every year or two a band of gypsies will visit a hamlet, but it is very unlikely the same band will come more frequently than once every five years so as to allow memories to fade. See above for details of gypsy entertainments.

Strolling Players: Whether a troupe of carnival-like entertainers or one that features theatrical performances, it is likely that one or another group of strolling players will come to a hamlet every year. In relative terms, the size of the troupe will be pretty well matched to the size of the community. See above for the details of a troupe of strolling players.

Mountebanks: As there are numbers of these hucksters of nostrums and bogus wonders, it is also likely that one or another train will visit a hamlet during the course of a year. Mountebanks are treated in detail above.

DRINKING AND SMOKING

Alcohol: This is a form of entertainment and relaxation that is generally never done without. Home and/or locally made wines, hard ciders, ales and beers brewed, or hard liquor distilled serve as the bases for community needs. Such better alcoholic beverages as are brought in and can be afforded are gladly received.

Cider and Soft Drinks: In addition to fruit ciders (apple, cherry, etc.) country folk brew root beer, ginger beer, and sarsaparilla-like decoctions for special occasions.

Coffee, Tea and Cocoa: These are likely great luxuries mainly purchased from such chapmen and peddlers as visit small communities. Although a general merchant or trader might have one, two, or all of the above, in most cases they aren't carried because of their high cost and the local inhabitants' inability to afford any of them. Even a tavern will likely not offer such drink unless it does a considerable business from travelers.

Herbal Teas: Such decoctions are common in small communities as they can be brewed from local herbs. Chamomile and mint are mainstays in this regard.

Tobacco: This is a substance that is at least habituating, brings a mild stimulation, and causes the user to feel some considerable sense of satisfaction when consumed. Thus it is likely to be commonly used by much of the population, as snuff, chewed, smoked in a pipe, or rolled in a cigar and smoked thus. Locally grown leaf is likely not of good quality, so imported tobacco is probably in demand.



VISITORS

Accommodations: Even an alehouse is likely to have a room or two available for rent, and as a community grows larger it will gain a tavern with multiple room accommodations according to the demand for such. Where a tavern can not meet demand, a "sleeping house" will likely arise, it being of lower quality and less cost so as to serve the less affluent visitors. In the largest of small communities there might be both of these facilities as well as a hostel (hotel) or a full-blown inn.

Tinkers: These itinerant repair and handymen make a point of visiting small communities regularly. If business is brisk, larcenous activity will be kept to a minimum, with any significant theft committed after departure, the felons returning to the hamlet to commit the crime without drawing any direct parallel to the tinkers being in the place.

Wandering Theurgists: If the community has no shrine or temple with a permanent clergy, various priests and monks will likely pay calls to the community on a fairly regular basis.

MANORIAL VILLAGES

Manorial Villages are owned by a lord of royal, noble, or ecclesiastical sort, these are typically overseen by a steward, that officer having a regarder to more directly manage affairs. These in turn have bailiffs who visit manorial villages regularly to hear the reports or directly supervise of the reeve.

A manorial village is usually an agricultural community, the dwelling place for those persons who work the manor lands, these being of some several hundreds or more acres in extent. Such communities range in size from the smallest of hamlets to real village size. All therein is owned lock, stock, and barrel by a lord of some sort, royal, noble, or ecclesiastical. All persons belonging to such a community are villeins, about the lowest rank of the lowest socio-economic stratum, the lower lower class. As with the land and buildings, these persons are the property of the lord of the manor. They own only a portion of their harvest and one day of each week's work they owe to their master. They may not leave manorial lands without the permission of the lord. To do so violates the law, and an offender becomes a criminal, subject to low justice as meted out by the owner of his or her person. Villeins are, as noted, not entitled to any sort of justice system save that prescribed by their master. Freemen generally are entitled to high justice described by the principal governing state authority.

If a villein has sufficient funds, he or she can pay for liberty and become a freeman. Of course, what such a person can then do is open to question. Most likely, the individual will have to become a tenant of the lord then, paying cash rent for land worked; although they will no longer owe labor to the owner of the manorial lands, they will likely pay at least as much in rent. They are nonetheless free to leave the manorial estate.

In regards to villeinage, there are some few exceptions likely in a manorial village. The owner of the manor is likely interested in receiving cash rents, so those villeins able to pay are set free. The manorial estate lord will also rent to craftsmen and/or tradesmen who wish to pursue business in his community. A manorial village might have in it an alehouse, a baker, general merchant or trader, even a miller. As there is little money therein, the likelihood of an "outsider" renting a building and doing business, is not great. It will take about 200 to 300 residents to support a single business of this sort.

The lord of the manor appoints officers of various sorts to oversee the land the village, and its inhabitants. These officers include the following.

Bailiff: The bailiff is a minor official, but important to villeins, as one will oversee several manors and their villages. He is responsible for all that occurs in his oversight.



Bailiff, deputy: In the case of larger manorial holdings and associated communities of around 1,000 or more, the bailiff will have an assistant. Such an official is the second highest in the community, with responsibilities and authority stemming from the bailiff's office.



Agister: This minor official is in charge of seeing that crofters (those renting house and land by the month) and cottagers (cotters, cottiers—renting annually) are tending their lands, and paying their rents.



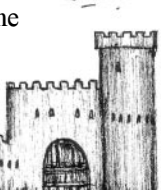
Reeve: The minor official in charge of the community and its associated lands.



Cowherd: This petty official is the one responsible for all the cattle belonging to the manor. Where there are large herds of cattle, he will have young boys assisting him.



Hayward: This petty official is the one responsible for all the crop fields and hay meadows and the harvests therefrom belonging to the manor.



Shepherd: This petty official is the one responsible for all the sheep (and goats, if any) belonging to the manor. Where there are large herds of sheep, he will have young boys assisting him.

Swineherd: This petty official is the one responsible for all the swine belonging to the manor. The remainder of the village folk are farm laborers, wives and children.

MANORIAL VILLAGE DWELLINGS

Usually these places will be row houses, build solidly against one another. Each place will be much the same. The interior will be about 450 square feet, a 15- by 30-foot space with a small bedroom partitioned off, the remainder left as an open living-eating-cooking area. Cooking will be done in a fireplace. There will likely be a root cellar below the kitchen area. There will also be a loft to house children when sleeping. Against the rear of the place there will typically be a lean-to shed providing workshop space and for penning small livestock. Behind each cottage will be a small plot of land for a kitchen garden, an outhouse facility, and space for small animal coops or hutches.

Cottage Construction: As the lord of the manor owns such places, there is every likelihood that the cottages will be well constructed and of durable material. In most cases this then removes all save masonry, brick, and (field) stone buildings. In addition, these will likely be wood-floored structures, as this increases the durability of construction.

Furnishings: These will be few, mostly made of plain wood. A table, one or two chairs, a bench, and one or two stools serve for seating and eating. A box for firewood or the like, and a barrel or two in the kitchen are likely. A few shelves or a cupboard, a chest or wicker hamper, stand, and a candlestick or two likely complete the inventory save for bed and such work-associated devices as might be included inside—a spinning wheel, a weaving loom, or the like. Children will have straw mattresses on the loft floor, perhaps on a pallet, perhaps not.





Floor Coverings: A cottage will have some few floor coverings, mainly hand-woven grass or reed mats, perhaps some braided or hooked rag rugs.



Kitchen Staples and Materials: These are likely to be found in a kitchen: whole grain of some sort as well as flour made from it, lard or oil, salt, vinegar, baking soda, herbs (common to area), molasses, honey, or sugar; lye, lye soap, scrub brush, dish rag.



Tools and Utensils: All tools will be plain, serviceable, and well cared for whether they are for farming or other use. They will likely include some of the following: an axe, splitting axe, wedge, hand axe, hatchet, cleaver, several large knives of various sort, pick, shovel, spade, fork, threshing flail, rake, hoe, broom, mop, sickle, scythe, pruning hook, adz, sledge hammer, pry bar, maul, saw, plane, gouge, hammer, chisel (stone or wood), rasp, file (metal or wood), tongs, nippers, shears, awl, hooked awl, chain, rope.



Household tools include poker, scissors, carding comb, card, spindle, knitting needles, and sewing needles.

Utensils for the house will be of wood, iron, tin, or cheap pottery and include: tub, bucket, pail, kettle, jug, pitcher, pots and pans, bowls, plates, cups, wooden spoons, scoops, cook-spit, and kitchen/eating knives.

Equipment for farming will include one or more of the following: plow, harrow, drag, pushcart, sledge, and wheelbarrow.

Cloth Items and Garments: Bedding will be handmade blankets, comforters, and quilts; bed sheets are unlikely.

Clothing will be headgear (cap, hat, scarf), hand coverings (gloves or mittens), outer garments (greatcoat or cloak and for warmer weather coat, jacket, or shawl), and personal coverings, likely two sets per person as appropriate (apron; smock; shirt or blouse; leggings, trousers, or skirt; hose, leggings, or stockings; under linen; belt, girdle, or sash; plus boots or shoes and sandals).

Household cloth materials will likely include sacks, bags, towels, wash rags, and cleaning rags.

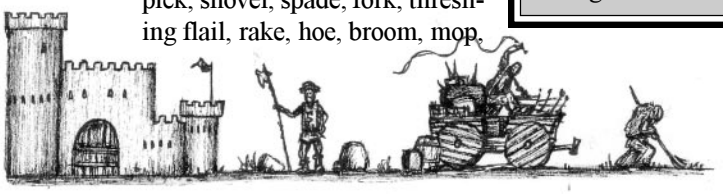
Personal items: Some of the following are likely owned and/or carried by a villein: razor, strop, comb, brush, mirror, small knife in sheath, tobacco pipe, tobacco pouch, thimble, ribbons.

Table 2:20

Land & Building Costs

Building lot cost depends on the community and the location therein. Using a lot of 50-foot width and 100-foot depth, thus 5,000 square feet size, the cost variables range as follows:

Slum area:	$1 to $6 p/sq ft. $5,000 to $30,000
Low value residential:	$2 to $10 p/sq ft. $10,000 to $50,000
Low value commercial:	$3 to $12 p/sq ft. $15,000 to $60,000
Moderate value residential:	$5 to $15 p/sq ft. $25,000 to $75,000
Moderate value commercial:	$8 to $24 p/sq ft. $40,000 to $120,000
High value residential:	$15 to $30 p/sq ft. $75,000 to $150,000
High value commercial:	$20 to $40 p/sq ft. $100,000 to $200,000
Prestige residential:	$40 to $100 p/sq ft. $200,000 to $500,000
Prestige commercial:	$50 to $150 p/sq ft. $250,000 to $750,000



TOWNS AND CITIES

Fortifications: As mentioned earlier in this work, most important towns and cities will be protected by considerable fortifications of stone or possibly stone-and-brick, or brick only. Large communities of minor importance or in underdeveloped states might have primitive protection of the ditch and palisaded rampart sort. Such fortification will have block-house/tower additions as well.

Buildings: Again as detailed in the early portion of this work, most major communities will require construction materials of fire-resistant sort—stone, stone-and-brick, firebrick, or plain mud brick in regions where such material is practical.

Architectural Styles: This information is covered amply in the opening portion of this work. Government buildings will be imposing, palaces typically ostentatious. Main styles of architecture are Gothic, Greco-Roman, and Byzantine, newer construction Elizabethan, Tudor and Baroque.

Additional costs would include fortifications, sculptured stone, statuary as a part of the construction, bronze doors (see information on iron doors below), indoor plumbing, rare interior woods for paneling, ornate carving on wood portions of the interior, figured and/or mural-painted plaster, ornamental stone interiors (alabaster, malachite, etc).

Construction Materials Least costly to most expensive
Wattle and daub on timber frame (or mud brick)
Timber and board (wood frame)
Timber, wood, and plaster (or adobe)
Timber and brick
Timber and stone
Brick
Stone

Roof
Thatch
Wood plank or tin sheeting
Wood shakes
Tile
Slate
Metal sheathing (copper or lead)
Stone (fortified constructions only)

Note that the income indicated is a guideline, not an actual median one. While in general it can be used, there can be considerable variation from it. Position might well fix one in the tier indicated despite great income, and position can likewise keep someone in a higher tier despite lack of income at the indicated level. In the aristocracy, income is not as great a measure of status as is noble title. A baron with income equal to a great duke's, even a king's, is still a baron…unless by gift and loan he manages to gain a high office or even a greater title. If the sovereign ruler has enmity for such a one beneath him, any number of means are at a king's disposal for removal of the disliked noble while acquiring the wealth of that unfortunate.

Table: 2:21
Assumed Average Income for Costs

Lower lower class:	$15,000
Lower middle class:	$25,000
Lower upper class:	$50,000
Middle lower class:	$75,000
Middle middle class:	$225,000
Middle upper class:	$600,000
Upper lower class:	$2,000,000
Upper middle class:	$10,000,000
Upper upper class:	$50,000,000

Greater income enables movement from one tier of the economic ladder to another in most cases. A villein can buy freedom from serfdom, or a successful tradesman can become a member of the middle class through property or position, although all such persons will be envied by those left behind while resented as "jumped up" by those in their new tier. The barrier between the middle class and the upper one is the most difficult to pass. Only vast wealth lavished on aristocrats, or battlefield promotion will enable passage from mid to upper socio-economic class.



Fortification Costs: All costs given hereafter assume no labor or transportation costs are involved as the builder will be owed or given the service necessary. Additionally, it is assumed that the land belongs to the one constructing the castle. Although manual labor is discounted, the following minimum experts will be required to construct a fortification.



A 10-foot by 10-foot square section of mortared stone that is of 1-foot thickness costs $250, this cost not including transportation to the construction site. Thus, the outer and inner walls for a 16-foot-thick curtain wall would have a base cost of $1,500 for six layers of stone per 10-foot height



Table 2:22
Labor Costs for Fortifications
Architect @ $25,000 per month
Engineer @ $15,000 per month
Master mason @ $10,000 per month
12 masons @ $60,000 per month
4 carpenters @ $20,000 per month
2 plumbers @ $10,000 per month
2 construction foremen @ $10,000 per month







Table 2:23

Cost of Construction

Use the following ranges for per-foot cost to find the overall cost for a completed structure without interior furnishings. Variables include cost of labor, but are mainly based on type of construction and building materials, the height of walls from floor to ceiling.

Basement: $5 to $15 per square foot; $5,000 to $15,000 for 1,000 sq. ft.
Ground Floor: $20 to $200 per square foot; $20,000 to $200,000 for 1,000 sq. ft.
Upper Floor: $15 to $150 per square foot; $15,000 to $150,000 for 1,000 sq. ft.
Attic/Loft: $10 to $50 per square foot; $10,000 to $50,000 for 1,000 sq. ft.
Roof: $15 to $75 per square foot; $15,000 to $75,000 for 1,000 sq. ft.

Computations

Adding Fortifications

Here is a simple example of a building that has added sufficient fortification so as to make it a fortified manor.
Basic size of interior 75 feet in length by 40 feet in breadth = 3,000 sq. ft.
Two towers, front left and rear right with one-quarter built into main plan from sub-basement to first floor, standing separate from the main structures smaller loft story: each 20 feet square = adding 600 sq. ft.
Loft story of 50 feet length by 25 feet breadth = 1,250 sq. ft.

Basement and sub-basement each at (most expensive) $15/sq.ft. = $54,000.
Ground floor at (least expensive) $20/sq. ft. = $72,000.
Ground floor 2 ft. thick stone walls with barred and shuttered windows at (most expensive) $200/sq. ft. = $720,000
First floor at (least expensive) $15/sq. ft. = $54,000
First floor at (most expensive) $150/sq. ft. = $540,000
Loft story at (least expensive) $15/sq. ft. = $19,000 (rounded up to nearest 1,000)
Loft story at (most expensive) $150/sq. ft. = $188,000 (rounded up to nearest 1,000)
Roof of main building and loft (2,800 sq. ft.) at (most expensive) $75/sq.ft. = $210,000
Battlement atop main building roof (55 ft. in length by 40 ft. in depth = 190 ft. total length at an average height of 4.5 ft. (parapet of 3 ft. height and merlons of 3 ft. height spaced between crenels) for 855 sq. ft. at (most expensive *roof* cost) $75 = $64,000 (rounded down to nearest 1,000)
Battlement atop loft story (50 ft. in length by 25 ft. in depth = 150 ft. total length at an average height of 4.5 ft. (parapet of 3 ft. height and merlons of 3 ft. height spaced between crenels) for 675 sq. ft. at (most expen sive roof cost) $75 = $51,000 (rounded up to nearest 1,000)
Second floor of towers (800 sq. ft.) at (least expensive) $15/sq. ft. = $12,000
Second floor of towers (800 sq. ft.) at (most expensive) $150/sq. ft. = $120,000
Battlements atop towers = 160 ft. total length at an average height of 4.5 ft. (parapet of 3 ft. height and merlons of 3 ft. height spaced between crenels) for 720 sq. ft. at (most expensive *roof* cost) $75 = $54,000
Tower roofs of 800 sq. ft. at (most expensive cost) $75 = $60,000

Total Cost: $2,218,000

The fortified manor house has two- to three-foot-thick stone walls, heavy, iron-banded doors, window barring and interior shutters on the basement (metal shutters here) and ground floors (iron-bound wood shutters pierced with loopholes here), and loopholes as well as such window in the turret's ground floors (where the basement is windowless), plus shutters on upper stories, for the indicated cost.

One can assume the height of the basement is four feet above ground level, that the ground story is 14 feet above that, the first story 12 feet in height, and the loft story likewise 10 feet in height, so the rooftop of the main portion is 30 feet above the ground. If desired, the second floor of the towers can be limited to eight feet, so as to allow some command of those places from atop the loft roof. Alternately, the upper stories of the towers might be 14 feet high, or one only eight feet, the other 14 feet height. This sort of thing is simply a matter of common sense.








of the wall. Cost of interior fill, including transportation to the site, is $1.25 per square foot, so $500 for material sufficient to fill a 10-foot length of 10-foot high double wall to achieve a 10-foot thickness. This gives a total materials cost of $2,000 for the section noted.

Wall foundation to a depth of 10 feet costs the same as actual curtain wall above it. This is unnecessary where the construction is built upon solid rock. Splaying an outer wall base adds $750 to the cost per 10-foot section.

An upper gallery in a wall section with two loopholes in it is 200% ($3,000 per 10-foot length of gallery) of basic curtain wall cost, as flooring and arching the ceiling above adds expense.

A round or part-round wall or tower or turret section costs 200% of basic curtain wall cost, omitting fill cost where applicable, splaying cost at $75 per foot of splay added to the base additional. The cost includes one loophole per 10-foot section.

A multi-sided tower or turret, or a beaked tower costs 150% of curtain wall cost, splaying cost at $75 per foot of splay added to the base additional. The base cost includes one loophole per 10-foot section.

Battlements of 3-foot height and thickness, topped by two merlons of 2.5-foot width and of 3-foot height and thickness cost $500. If the merlons are pierced by loopholes add $200. If the battlement is machicolated, the cost is 500% base cost, or $2,500, the same as a normal wall section, but $2,700 with pierced merlons.

Stairways of stone cost $30 per riser. Stairways of wood cost $20 per riser.Internal floors cost $10 per square foot of heavy wooden construction or pavers laid atop a solid foundation.

Bartizans of 10-foot outer diameter, 10-foot total height, 2.5-foot wall thickness, pierced with an entryway and three loopholes are $3,500 each.

A portcullis costs $50 per square foot, plus $50 per square foot of the construction for the mechanism used to raise and lower it, thus total cost of $100 per square foot of opening protected thus.

A drawbridge costs the same as a portcullis, including the mechanism used to raise and lower it. There is no cost for window or door opening, or a murder hole, in a construction section. Bars for such openings cost $20 per square foot. Embrasure shutter, window shutter, and door cost is $10 per 1 square foot of one-inch-thick seasoned, iron-bound oak, loophole piercing not adding any cost. Gate costs can be arrived at by using door costs. Example: A gate door of 12-foot height by 6-foot width is 72 feet square. Assuming this valve is of 10-inch thickness, the cost is then 72 x $100 = $7,200. This includes all hardware for hanging and securing the gate door.

Doors of solid iron plate cost $25 per square foot of .25-inch thickness, $100 per square foot of one-inch thickness. Because of weight, such doors usually cannot exceed a total of four cubic foot of iron (about one ton weight), 48 square feet of one-inch-thick plate, 192 square feet of .25-inch thickness plate. Bronze has essentially the same weight, and should be treated thus.

Structures built within the fortified place cost one-half the prices noted above for civilian buildings. This includes the construction of cellars beneath the interior buildings.

The cost for roofs atop towers or turrets is at the maximum cost for civilian construction roofs, but the basis for computing it is the square footage of the top of the structure it is built upon, circular or oblong structures computed as being fully square to account for the high cone-like roof.

Hoarding to be assembled and placed outside a curtain wall lacking machicolation is at a cost of $1,000 per 10-foot section. This cost excludes green hides needed to protect the wood against fire, but included the two shuttered openings and steeply pitched roofing above it.

Amenities: Posh places will have central heating of a sort, running water, bathing facilities and indoor toilets.

UNDERGROUND PLACES

Cellars and Basements: In general, single cellars or partial basements below buildings is something found in structures located in smaller communities and rural locations. Most urban buildings will have full basements, just as today's buildings have them. Large buildings with deep foundations will have a sub-basement beneath the basement. Special buildings might well have three sub-surface levels.

With the presence of non-human races such as dwarves and gnomes who prefer to dwell underground, the construction of extensive underground levels beneath major structures, including castles and forts, is very likely in the fantasy milieu.

Sewers: Considering the assumed level of technology, most communities of reasonable size, say 5,000 or more residents, will have at least some small underground waste disposal system for their main portions, with outlying sections using cesspools. In towns and cities, sewer systems will be extensive, their ways large, resembling the sewers of Paris.





Table 2:24

Underclass Dwellings

Dwelling: Hostels for the poor, abandoned buildings, sheds, barrels and crates left as refuse, in doorways, on the street, in places underground, and frequently in gaols.
Illumination: Candle stubs, small fires, ambient light, or none at all.
Heat: Small fires, ambient heat, or none at all save in shelters for the homeless.
Diet: Whatever is doled out by charitable institutions and otherwise begged for, found discarded as garbage, or stolen. In all daily nutrition is inadequate.
Dress: Mainly old clothes and rags. Use of old material such as tarpaulins and cloth pieces will be used as outer wear in times of cold.
Possessions: None, and any gained will be sold or traded for food or drink.

Fortified places will have systems for waste that empty into a nearby waterway, a cesspool, or possibly into some underground place.

Such work is made more probable with the presence of subterranean non-human races that excel at creating underground tunneling and like construction.



Cisterns: Where water supply is limited, or in locations where such supply might be curtailed during time of siege, various collection points for precipitation will be in place. In general, rainwater from various collection points, mainly roofs, is channeled by downspouts to collect in the cistern. While small cisterns will be located on rooftops, all substantial ones will be either separate, stand-alone constructions on the ground (collection tanks or covered pools as are seen on the island of Bermuda), or placed underground. Subterranean cisterns can be similar to wells or might be chambers of large sort, even huge as is the great cistern beneath Istanbul. Again assuming the presence of non-human races such as dwarves and gnomes who prefer to dwell underground, the construction of subterranean cisterns is very likely in the fantasy milieu.

Crypts: These underground burial places will be usual beneath temples and aristocratic fortifications. Crypts aree deep and possibly extensive where they occur in conjunction with upper structures that have been in existence for extended periods of time.

As is true for all subterranean construction, the likelihood of crypts existing, their extent and complexity, is enhanced by the presence in the fantasy world of non-human races such as dwarves and gnomes.

Catacombs: Where religion or custom decrees, burial of the dead will take place in subterranean places hewn from rock. The catacombs beneath Paris and Rome are good examples of what might be only modest efforts of like internment places for the remains of the deceased in a fantasy milieu. Because of magical and non-human resources available in such a world, far more elaborate and extensive catacombs might well exist beneath towns and cities, including complexes or chambers as great or greater than those of ancient Egyptian royalty.

Old Mines: It is possible that a town or city is built above a mine complex. In this case there are many possibilities for the inhabitants above to utilize them for new purposes. Some of the more obvious uses are: walled off, the mine tunnels can provide for relatively inexpensive sub-surface space below buildings; vertical shafts might be employed in community waste disposal systems; underclass urban inhabitants would use upper tunnels for dwelling places.









Table 2:25

Worker's Dwellings

Dwelling: Shanties, shacks, low-cost small apartments, shared apartments, basement quarters, uppermost loft spaces, single rooms.
Illumination: A few oil lamps, old lanterns, open fires, tallow candles.
Heat: Little except in coldest weather, this being from fireplaces, small stoves, or braziers.
Diet: Except for servants able to garner food from their masters' table, diet is monotonous but generally ample fare with bread, grain meals and vegetables as staples; occasional eggs, cheese, fish and meat, seldom any fruit or sweets. Family drink is mainly water, some whey, buttermilk, milk, and small beer, rarely tea. There is much regular consumption of ale, beer, and hard liquor.
Dress: Cheap or old dress clothing, work uniforms or sturdy and serviceable work garments, the latter worn and patched at the lower end of the scale.
Possessions: Little real property even at the upper end, possibly a riding or draft animal, some small livestock, furniture of cheaper sort and possibly only a few small pieces, personal clothing, utensils for cooking and eating, some tools likely. Weapons owned are the most common - spear, club, knife, and tools and makeshift weapons - and any protection will be the lower end - partial leather, padded cloth, and wooden shield.



Table 2:26

Tradesmen's Dwellings

Dwelling: A range from fairly substantial multi-storied buildings in trade and residential districts, through small places, to rented quarters and rooming houses in lower class portions of the community. Affluent trades men (about 20% of the whole group) will have a servant or two employed in their households.

Illumination: Possibly some magical lighting, as well as oil lamps, lanterns, and candles.

Heat: Ample warmth from stoves and fireplaces in the upper tier, braziers at the lower end providing minimal heating.

Diet: Wide and varied at in the upper tier, with plenty of meat, sweets and pastries, coffee and tea, wine as well as beer, ale and hard liquors. In the middle of this group the diet is less varied but good nonetheless. At the bottom diet is that of the better-off laborers.

Dress: The range of dress amongst tradesmen is also varied. The more affluent sorts wear garments that attempt to imitate the finery displayed by some members of the upper middle class. Generally the apparel of trades men will be their work clothing save on days off, attending temple services, etc. Then they will wear good but not particularly fashionable garments. Good but shabby and shabby can be used to describe the dress of those who fall into the lower stratum of this group.

Possessions: Once again we have a wide range of variance, with the most affluent of tradesmen having considerable real estate, vehicles, draft animals, furniture and personal possessions including modest jewelry. From this peak the group goes through the range of the lower middle class to the few possessions owned by the least.

Secret Construction: Of course both aristocratic and underclass residents of a town or city might desire such hidden places beneath the ground. Wealthy persons possibly have secret hideaways below the normal basement and sub-basement levels. These could hold captives, serve as refuge in time of invasion, or contain vaults for valuables to be hidden away from thieves and looters. Criminals will find all manner of uses for secret places underground. Subterranean passages enable movement from place to place unobserved, providing a means of escape from the authorities. Hidden chambers beneath the city facilitate clandestine meetings where criminal activity is plotted, can house wanted persons, store stolen goods, etc.

Linkage of Underground Places: Aristocratic inhabitants of an urban community would likely find subterranean ways that enable them to escape unseen from a building above to someplace outside as very desirable. Thus, they might well have special construction that provides for such passage. Far more likely, however, in the fantasy world setting is the creation by the criminal underclass of an extensive underground labyrinth of concealed and secret access to various subterranean systems. Such a network of passageways and chambers would allow for unseen mobility beneath the community, a real underworld.

Finally, the availability of extraordinary powers and means, as well as the existence of subterranean non-human races skilled in such construction, makes such linkage not only more probable, but likely a continuing operation with the system of passages and rooms therein becoming more extensive over time.

The Underclass: It is likely that the underclass, common and criminal, account for 10% of the total population of the community, plus another 10% above its stated number. Thus, a city with a recorded population of 50,000 has 5,000 underclass persons plus another 5,000 not registered, so



Table 2:27

Craftsmen's Dwellings

Dwelling: Separate workshop and residence, substantial structures housing workshop and family. Journeymen have their own residences, apprentices lodge with the master craftsmen or journeymen. Most craftsmen households will employ several servants.

Illumination: Some magical lighting, oil lamps, wax candles.

Heat: Stoves and fireplaces.

Diet: Wide, varied, and ample, with many amenities. Journeymen somewhat less affluent in their fare.

Dress: Sturdy work clothing, with very well made dress garments worn for special occasions. Apparel for such occasions will be plain and conservative.

Possessions: With respect to craftsmen, real property, vehicles, draught and riding animals, considerable furniture and personal possessions including some gold jewelry. Journeymen will likely have the above, but of lesser value and in more modest quantity.



Table 2:28

Merchant's Dwellings

Dwelling: A large city residence with business buildings (factory, warehouse, mill, etc.) elsewhere. The wealthiest will have palaces, while the lowest will have substantial dwellings of eight or more rooms. Serving staff ranging from a dozen to three or four.

Illumination: Magical, oil lamps, many candles.

Heat: Likely some central heat, with stoves and fireplaces in abundance even in the lower income range of this group.

Diet: Generally whatever is desired, although at the lower end of the economic scale of this group some budgeting will be necessary.

Dress: The most affluent will ape the aristocracy in finery, the average merchant will dress in the style usual for the group, while the least affluent will do their best to look the same as the typical wealthy merchant.

Possessions: Residential and business real estate, possibly some of this being rental property producing additional income. Vehicles, possibly including boats and ships, draught and riding animals, fine furniture, silver service, porcelains, many personal possessions including jewelry of considerable value because of work manship and gems.

the actual population figure is 55,000. Of this total only the truly poor and unemployed are considered here, so the number is around 10% of the actual population of the community, 5,500 using the example above, this number comprised of 10% of the registered population and 10% of the hidden criminal underclass.



Workers: The lower class comprises 50% or so percent of the community. These are people who are servants, do heavy work, serve as factory laborers, sweepers and laundresses, porters, chair carriers, linkboys, have undesirable employment such as waste removal, and at the very bottom end work as day laborers or are licensed beggars. The hardest-working regularly employed members of this group have something better than is indicated below as the norm. In wealthy states the norm is thus, and the better off will have a standard of living more akin to that of a tradesman.





Tradesmen: Some 25% of the municipal populace will fall into this category. These folk are the keepers of small shops, taverns, cooking and eating-houses, sellers from stalls and carts, weavers, carpenters, smiths, etc. At the upper end they are squarely in the middle of the middle class, while at the bottom end they slip into the lower class. There is thus some considerable difference in the lifestyles of this group of people.





Craftsmen: Members of guilds, artisans and craftsmen with their principal students form about 9% of the municipal population.

Merchants (principal, and other owned): This is a class of middlemen - importers and exporters, factors even owning ships and mills, providing financing—that comprises about 4% of the population. They too will have their own guild or several guilds. The merchants in a community will range in affluence from the lower portion of the middle upper class to the top of the middle tier of the middle class, so in general they are the upper strata of the middle class in economic and social terms as well.





SOCIETIES OF TOWNS AND CITIES

Merchants will always belong to one of the following:

Associations: A company of merchants with similar interests formed to protect and promote their businesses. Similar to guilds, such associations will also have as bases religious service, community betterment, charitable work, and social connection within the association. Foreign merchants will have "houses" (warehouses, factories, hall, and lodgings in compound form) in large communities in which they have regular business, in this case, a "company house."

Guilds: As with craft guilds. Merchant guilds seek to develop monopolies, set prices, protect their interests and promote them. Again, as with craft guilds and merchant associations, merchant guilds have as other bases religious service, community betterment, charitable work, and social connection within the association. Foreign merchants will have "houses" (warehouses, factories, hall, and lodgings in compound form) in large communities in which they have regular business, in this case, a "guild house."

TEMPLES

The fantasy world can't have cathedrals and churches. Those are Christian appellations. One dealing with imaginary places needs to have a vocabulary of other names describing places of service to the make-believe deities there. Herein, the following identifiers are suggested:

Grand Temple: A grand temple is an especially large structure dedicated to a pantheon and a major deity. It is presided over by a cleric of high rank, supported by six lesser clerics. A grand temple receives a tithe from all temples in its spiritual sea, serving and accommodating 1,000 or more persons who likewise tithe to support it.

Temple: A great temple dedicated to a pantheon or major deity thereof, presided over by a cleric of high rank supported by no fewer than four lesser clerics. A temple tithes to its overseeing grand temple; it receives a tithe from all fanes, chapels, chantries, and shrines in its spiritual see, and serves and accommodates 600 or more persons who likewise tithe to support it and the works of its clergy.

Fane: A large chapel dedicated to a pantheon or deity thereof, presided over by a cleric of rank supported by up to two lesser clerics. A fane tithes to its overseeing temple, and accommodates some 300 persons who tithe to support it and the works of its clergy.

Chapel: A place of worship dedicated to a pantheon or deity thereof. It is presided over by a cleric of rank, supported by an assistant cleric. A chapel tithes to its overseeing temple, accommodating some 150 persons who tithe to support it and the works of its clergy.

Chantry: A place of worship dedicated to a pantheon or deity thereof, presided over by an ordained cleric, often also a monk or friar, supported by monks or friars from an abbey or priory nearby. A chantry tithes to its supporting abbey or friary, and accommodates some 100 persons who tithe to support it and the works of its clergy.

Shrine: A place of worship dedicated to a pantheon or deity thereof, presided over by an ordained cleric of minor sort. A shrine tithes to its overseeing temple, abbey, or friary, accommodating some 50 persons who tithe to support it and the works of its cleric.

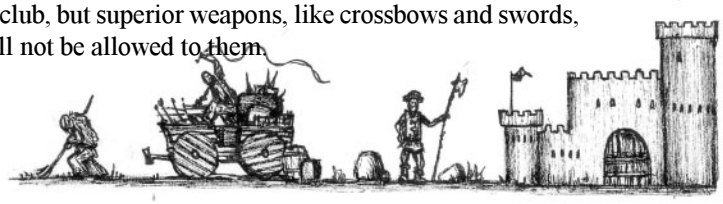
From the above, and considering the importance of the spiritual in the fantasy milieu, it should be evident that any community, and certainly urban ones, will be filled with temples of all sorts. For example, a large city might have a grand temple, four temples, and many fanes, chapels, chantries, and shrines located in all its many quarters and neighborhoods.

THE ERROR OF "PEACE-KNOT" USE

We've noticed a trend in several game products to suggest the use of "peace-knots" for limited access to weapons when in a "civilized" city. Of course men went armed without any such contrivance for several thousand years here on earth, and only in the last century or so have governments sought to disarm all of their citizens. One recent product even went so far as to suggest special knots around a spellcaster's fingers to make it more difficult for them to cast spells within a city! This too is basically an erroneous assumption in regards to the attitude that society would have towards those able to perform extraordinary things of the sort associated with magic. (There is no need to speak to the fallacy of the underlying concept that a bit of cord would hinder a wizard...) Perhaps this is the result of game designers making comparison to the modern world and the current heavy regulation of modern weaponry in modern society, such as strong gun control for the public and even for law enforcement agencies. Whatever the reason, the suggestion is quite out of place.



Basically, weapons were historically, and are in a viable fantasy milieu, considered integral to a man, as personal protection from thieves and other ruffians, and to indicate social status as well. Anybody of the upper classes will usually carry some type of weapon, be it a small sword, light rapier, cane-sword, feather staff, or even a standard sword if the aristocrat is a noble warrior such as a knight. The middle classes will usually have their swords and bows or crossbows, while the lower class will have tools, clubs and staves. Peasants, those not free men, are more regulated—if allowed to have weapons, they might have a sling or club, but superior weapons, like crossbows and swords, will not be allowed to them.



Armor is another matter. Light armor—padded, leather, etc.—would be acceptable for most commoners, but heavy armor is probably allowed only to the aristocracy, their guards, or soldiers and watchmen. Note that magical protections are not regulated and are treated as light armor—if not for any other reason than not being noticeable. If some common freeman not obviously a member of the soldiery (state, noble, municipal, or mercenary) is walking around a peaceful city decked out in full-plate armor, it would at the very least be considered as antisocial behavior—much like if a member of our modern society walked around in riot gear when going to the mall.

Armed men in the community are the rule, not an exception, and no freeman in a fantasy world based on the historical models drawn from the Middle Ages-Renaissance would accept the unreasonable demand to disarm in any community; while the aristocrat would consider such thing a mortal insult. So too, most spellcasters will be not only at least freemen, but considered productive members of society, not "dangerous weapons." Such individuals in the fantasy milieu should be free to travel within a populated area without restriction or undue suspicion. It would be akin to forcibly locking away the tool kit of a contemporary repair man because some of the tools could be used to harm or kill people.



COURTS OF LAW

In a fantasy milieu, as in our actual historical model, there are various courts meting out justice.



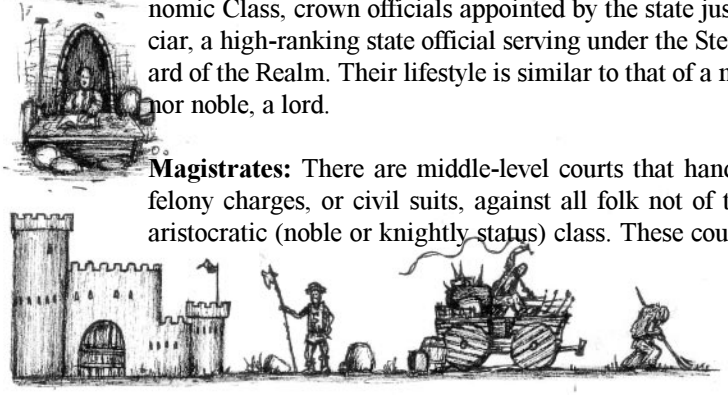
Judges: The sovereign courts, royal and palatine noble ones, deal in "high justice," that meaning these bodies can deliver sentences of death, slavery, or bondage for anyone coming before them, including aristocrats. In general, aristocrats and those accused of state crimes are the ones brought before such courts. Cases of both criminal and civil sort are tried by such courts. Courts of powerful nobles can do likewise in regards to those persons who are vassals or otherwise subject to the ruling lord. The justiciar usually manages the system, seeing to the establishment of sovereign courts and their judges. The determination of cases might be by a panel of judges or by a jury of the peers of the accused. Such courts are not held often, meeting as infrequently as four times a year and remaining in session until all cases before the court are disposed of.



Judges are of the lower portion of the upper Socio-Economic Class, crown officials appointed by the state justiciar, a high-ranking state official serving under the Steward of the Realm. Their lifestyle is similar to that of a minor noble, a lord.



Magistrates: There are middle-level courts that handle felony charges, or civil suits, against all folk not of the aristocratic (noble or knightly status) class. These courts are of sovereign oversight, or noble management in some cases, and their trials are directed by a magistrate. Sovereign magistrate courts will be held in special buildings. Those of noble direction will generally be held in the court of the noble or some building that the noble owns and has directed court be held therein. The magistrate might determine the outcome of a trial, or judgment might be given by a jury of the peers of the accused. These courts meet monthly for as many days as are needed to resolve the cases before them.



Magistrates are of the upper portion of the middle Socio-Economic Class. As are judges, magistrates are appointed by and serve under the justiciar. Their lifestyle is similar to that of a well-to-do merchant.

Justices of the Peace: Minor crimes and infractions, petty larceny, misdemeanors, and otherwise inconsequential civil suit matters will come before the court of a Justice of the Peace. These officials are appointed by the state, or aristocrats. These courts meet weekly, again for as many days as are needed to resolve the cases before them.

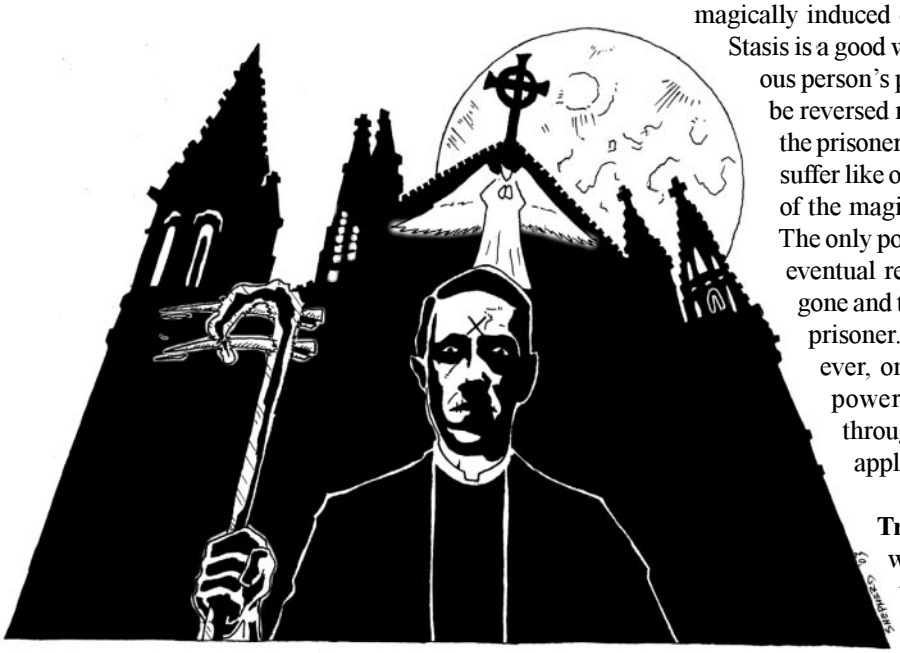
Justices of the Peace are of the middle portion of the middle Socio-Economic Class. These minor local officials also are appointed by the state justiciar and are accountable to that office. Their lifestyle is similar to that of the wealthy craftsman.

LOCAL JURISDICTIONS AND FOREIGNERS UNDER THE LAW

When in Rome do as the Romans do. That advice is well-taken in a fantasy world. The law of the land applies to foreigners as well as to citizens. As typical of times before say 1900 or so, if a character commits a crime in a given nation, he will be subject to the laws of that state. There is no extradition likely, save perhaps in regards to adjoining and allied states. As ignorance of the law will not be a defense, characters should learn as much as possible about the customs and laws of the land they are in.

In most civilized states, ambassadors will be received and given immunity. The embassy per se, the land of a foreign nation within a state, will be found rarely, if at all. Foreign enclaves there might well be, of mercantile/trade sort. Such places will be ruled by the laws of the land to which the persons therein are citizens. Lesser members of such an enclave who commit offense outside of it might be summarily dealt with by local officials without fear of causing a breach of some diplomatic agreement. Important members are a different matter, and even lesser ones might be "rescued" from imprisonment, although payment of fines and/or bribes will likely be needed, in addition to threats or intervention from "higher ups" of the state of the officials incarcerating the foreign offender, to effectuate a prompt and punishment-free release.

The exception to the general guidelines suggested above is the ecclesiastic who falls afoul of the state's laws. Such an individual will not be brought before a *secular* court, even though the offender's dedication is to a different deity or pantheon of deities than may be recognized by the state in question. The ecclesiastic who violates the law will be tried by a spiritual court. In general, such courts will be harsh only where matters of religion are concerned, and then mainly in regards to such things as blasphemy, heretical pronouncements, and acts of outright evil where there are no mitigating circumstances.



CLERICAL COURTS

Members of the clergy—ecclesiastics including priests, priestesses, monks, nuns, and friars, ordained or lay—are not subject to secular legal proceedings, even if their offense was secular in nature rather than against spiritual canon law. If such a person breaks a secular low or infracts against the laws set down by the pantheon through its hierarchy, the offender is tried in an ecclesiastical court, and punished by its laws if found guilty. Crimes and forms of punishment will vary from pantheon to pantheon, state to state, of course. In cases of major felony, it is possible that the offending ecclesiastic will be removed from the ranks of the clergy ("defrocked"), then turned over to secular authority for further trial. Other punishments include exile to a remote place, demotion, pilgrimage, and work penance with or without confinement in a monastery.

EXOTIC PUNISHMENTS

In a magic-active world, there are several possible punishments that don't fall under the typical list of punishments. Since the game system and campaign determine exactly what is possible or not, we are not going into specifics. The exotic punishments include at least the following sort:

Stasis: Imprisonment may not be of the physical variety, but it could be temporal or mental. The prisoner is kept unconscious and unaware of the passage of time. This could be the result of a type of transmogrification or mystical imprisonment (see below), or it could be some sort of magically induced coma or temporal manipulation. Stasis is a good way of neutralizing a very dangerous person's powers, and the effect can usually be reversed more easily than death. However, the prisoner is not conscious, and thus doesn't suffer like other punishment, and the expense of the magic may not be worth the benefits. The only possible "punishment" could be the eventual release after all acquaintances are gone and the world will be unfamiliar to the prisoner. This would likely be done, however, only at such time that the relative power of the offender was reduced through magical advances, with checks applicable to the individual's ability.

Transmogrification: In a world where transformative magic exists, this may be a fitting punishment for severe crimes. The criminal is transformed into a harmless and lowly creature—a mouse, a frog, a songbird, etc.—and then in such state either kept as a pet, used as a beast of burden, or set free into the wild, never to be heard from again. Alternatively, the new form might be an inanimate object. This is usually considered a permanent condition by authorities, but it might be reversed in time for sentence completion or some mitigating factor. The punishment factor usually depends upon the awareness of the offender—whether the victim is reduced to the intellect of the beast, or if he or she is kept with his or her full psyche intact.

Other possibilities can include premature aging or altering the appearance of a criminal—making him ugly or deformed.

Mental Compulsion: Mental compulsion is likely to be used to keep a prisoner docile. Mind control to force action or inaction is a very good way to stop a riot or an escape. The only problem is that long-term mind-control is not usually possible and/or would require significant concentration to maintain, or has limits in its effectiveness.



Another, likely more preferred, method is one that includes physical repercussions, has some means of causing pain or weakness if the person does not perform certain tasks or attempts something he or she should not do. This is especially useful if you want the prisoner to perform other tasks without the need for constant supervision. The *geas* is a typical example of such compulsion.

Curses: Curses are an exotic form of punishment, but they might fit the crime, especially in the case of spiritual justice. For example, a rogue caught stealing from the temple of Bast might, in addition to being flogged, be cursed to have all cats despise him. This doesn't seem like much, but when the cats in the neighborhood all howl when the thief is trying to ply his trade, and on the adventure a panther catches a whiff of him, look out! Note that a curse could duplicate most of the other effects listed here.

Mental Disability: This is a more extreme form of punishment, and there are typically two possibilities for this. The first is a "death of personality", where the felon's psyche is shattered, suffers from total amnesia, and is thereafter rebuilt, usually as a docile person, with no memory of themselves—such a victim may end up in a prison, a workhouse, a bondsman, slave, or something of the lowest "underclass" of peoples. Similar is a total shattering of mental ability; the user becomes a low-grade moron, severely retarded, insane, or regressed to an animalistic state.



The use of this punishment should likely be considered equal to a "death" or "life imprisonment" sentence, and its existence would depend on the culture and society. Astute readers will note that "mind-wipes" are not uncommon in various science fiction stories, but the impact is more extreme there since there is usually no way to reverse the process of brain damage; while in most fantasy universes, if magic can harm it can also heal just as effectively.



Banishment: The concept of dimensional banishment means exile from the mundane and material worlds. The felon is delivered into an alternate dimension. (Such as some distant and dismal netherworld, lost in the far reaches of the myriad probabilities, or sent directly to hell.)



This would probably work, but usually there is a way to get back to the home dimension, especially if the banished offender is a spellcaster. It might be used on "normal" people, but this would not be a really acceptable method to exile a potent wizard.



The best possible banishment of this sort is to planes and dimensions that only have one special means of entry or egress—say a pocket dimension that can only be accessed from a single portal or a certain unique "key," and would not be accessible via other methods of planar or probability access. This could be an isolated cell in some null-space or a huge penal colony. Note that the former sort of punishment is more like the next method treated below.



Mystical Imprisonment: This punishment involves some form of imprisonment of the body, mind, or soul, that doesn't apply elsewhere. Examples include having one's soul (and body) mystically trapped in a gem, mirror, or other object, being placed in a mystical tomb inside the earth or in outer space, or being bound to a specific physical location in non-corporeal form. Unlike stasis, the victim remains conscious and aware of his imprisonment—the psyche is intact and aware, but unable to escape or cause harm. This is usually used when the victim might have some value…or is otherwise not subject to other forms of punishment. A king who imprisons the evil wizard who kidnapped his (still missing) daughter might use this method to somehow continue to question the prisoner. An entity from another dimension might also be bound in such manner.

Annihilation: The ultimate punishment—beyond death, saved for the most severe high crimes, is that of complete destruction. It involves physically killing the body and also attempting to prevent any form of return from the afterlife or return as an undead creature. Indeed, in some fantasy universes it includes destruction of the spirit and/or soul. The physical body of the offender is totally destroyed, cremated or disintegrated, and any residue thereof is scattered as far as it possibly can be. The spirit or soul is either destroyed (if possible), or imprisoned so it can't be resurrected. (Perhaps the ecclesiastical authorities of a state pronounce an edict preventing the soul from being restored and condemning it to an afterlife of torment—although this depends on how religion works in your campaign.) Spells are cast to prevent the return of the condemned as a malevolent spirit entity. At the most extreme, the name and records of the person are destroyed via royal edict, perhaps enhanced with magical means of memory manipulation. Thus, the memory of the criminal eventually fades from the society—thus making spells that restore life to a subject harder to work—although that can be tough to accomplish.

THE INCARCERATION OF ARCANE AND DIVINE SPELLCASTERS

While the common prison is good enough for the average (or even the above-average) individual, arcane and divine spellcasters are a different matter. Those who can cast spells have significant power, and they can't be treated lightly.

In a small community, a captured and hostile spellcaster will likely be bound and/or gagged for the short term, perhaps even blindfolded (to perhaps prevent the caster from finding a target for a spell enhanced via Silent and still metamagic feats). More effective, if possible, is the use of



drugs to either make the character paralyzed (which is risky because psionics, spell-like abilities, and spells treated with the proper metamagic feats can still be cast), dazed or unconscious, although the last effect makes it harder to transport a character.

More robust holding cells can be used as well. Some communities might have a special "silenced" prison cell, to keep spellcasters, bards, and creatures with sonic-based attacks from utilizing their abilities, although magical silence has its own problems. Rooms can be warded to prevent teleportation and extra-planar access (akin to the Dimensional Anchor spell), or even altered to be "null-magic" zones (akin to an Anti-Magic Field).

However, true long-term imprisonment leaves many possible problems. You can't just keep somebody bound, gagged, or unconscious all the time. And certain metamagic feats can negate the standard imprisonment techniques.

Divine casters wield the powers channeled by their deities, but this can also be a limitation. Many divine spells need a divine focus. Furthermore, serving a deity and its religion bring a host of obligations. If the cleric went against his or her deity, religion, or alignment, his or her powers may be lost temporarily or permanently. Note that, in terms of judgment and punishment, clergy (Clerics, Druids, Paladins and other classes, perhaps including Monks and certain Sorcerers) are subject to religious courts and punishments. Incarcerating a divine spellcaster who has been faithful, however, is a chancy thing.

Those who wield arcane magic are more of a problem for a state to handle. Still, there are weaknesses. Confiscating the spell component pouch can limit both the Wizard and Sorcerer from casting some of the nastiest spells, including many major evocations, but it doesn't eliminate them all. A wizard without his spell books, scrolls, or other reading materials will soon be unable to cast many of his or her spells once such magic has been cast from memory.

The way an arcane or divine spellcaster is treated usually depends on both the crime committed as well as the known or suspected power of the mage. If the prisoner is just a lowly seer whom owes a debt—a diviner who doesn't know any dangerous spells, for instance—there should be no problem placing him in the general workhouse population. However, if we're dealing with a murderous sorcerer who has numerous metamagic feats and can constantly cast Charm Person, Knock, Fireball, and Dimension Door, then much more in the way of cautionary steps should be taken.

As we said before, prisoners aren't coddled. However, most civilized societies won't do something drastic like cripple the mage just to prevent spellcastings, since Wizard Guilds, religious institutions, and other powerful organizations have great political clout. Plus, in the "Gygaxian world," a mage or priest has powerful economic and political value.

Very likely, powerful wizards and clerics serving time will be conscripted to perform such menial duties as they are capable of. A wizard serving in a debtor's prison might spend his or her day as a scribe who copies reams of mundane (and boring) facts and statistics. Depending on his demeanor and behavior, he might just be under house arrest or placed in leg irons in a room protected by an anti-magic field, accompanied by a nasty guard (or golem) with a whip.

If possible, they will make use of the spellcaster in ways that benefit the state. If available, Compulsion effects like Geas/Quest will be used, to prevent escape or revolt. One could be forced into military or civic service for a time, or perhaps for a one-time "hazardous duty" (all of which double as great adventuring opportunities). In this manner the offending spellcaster more than pays for his keep.

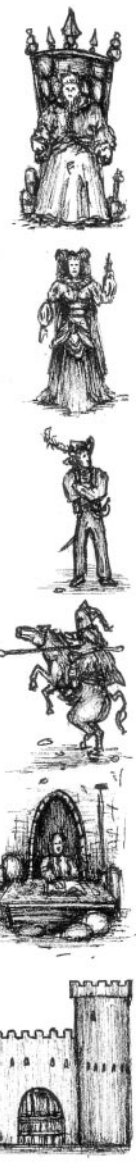
Really dangerous criminals convicted of high crimes, if not killed, will be imprisoned using magical means to prevent their spells and other abilities from working. There are several spells in d20 system that can accomplish this, though they have to be constantly renewed. GMs should consider creating special methods to handle prisoners, such as "pain collars" or special castings that are specific to long-term incarceration, rather than combat.

While mages are subject to secular justice, powerful wizard guilds might also have their internal courts for special crimes, and they will most likely assist the state in the incarceration of dangerous magical felons, as they'll probably wish to "take care of their own."

JUDICIAL OFFICIALS

Sheriffs are law officials of the crown. They are appointed to their positions by the sovereign ruler or the Steward of the Realm. It is to that office that all sheriffs report. Each sheriff is responsible for an area not otherwise held in palatine (a realm within a realm) by a great noble. The office of sheriff is important, and their precedence is somewhere around the thirteenth rank, placing them in the upper class, in the lower tier thereof, and about equal to a lord. Their lifestyle is generally equal to that of a lord.

Bailiffs are likewise crown officers appointed to their station by the office of the Steward of the Realm, usually through the sheriff under which they serve. The area in which a sheriff serves is divided into smaller districts, rural communities counting as a district. Four of these districts are assigned to a bailiff who makes rounds, one district a week, to hear complaints against persons therein



and carry them to the sheriff, as well as to convey any accused persons to the local Justice of the Peace or the sheriff's to be held for appearance before a magistrate or judge. If there is an unruly or dangerous criminal being tried, several bailiffs are present in court to restrain and control such a person. Bailiffs are in the lower tier of the middle class, and their lifestyle is like that of tradesmen.

Reeves are local officials serving under the office of the Steward of the Realm but typically appointed to their post by the local sheriff. They serve in small communities as well as overseeing events in manors (something akin to townships). They are not there to enforce the law, but rather to remind folks to be upright, for their duty is to report all infractions of the law. Reeves are in the upper tier of lower SEC, and their lifestyle is like that of petty tradesmen—which in fact most are in addition to serving in their office.

Beadles are very minor officials appointed by municipal authority to see to law and order in town and city wards as reeves do outside such communities. That is, they report infractions to law enforcement authorities. Beadles are also appointed as assistants to bailiffs in municipalities, the beadles serving to enforce the writ of the bailiffs. They might also serve to see to the proper attendance at religious services by persons within their ward.



Special marshals and local constables are law enforcement officers, in effect police. Marshals are appointed by the crown, the office of Steward of the Realm, to serve in territories or cities not directly overseen by a sheriff. Those arrested by marshals might be subject to trial before a high court, as the marshal does not operate through the office of the sheriff. Marshals are of the middle SEC, their lifestyle at the lower end of the scale there, their influence in the upper tier.



Local constables are appointed by community mayors or elders to enforce the law within the limits of the community. Those they arrest are typically tried by the local Justice of the Peace or turned over to sheriff's bailiffs for their disposition. Local constables are in the upper strata of the lower SEC, and their lifestyle is in accordance with this station.



Lawyers: Members of the legal profession, attorneys, barristers, solicitors, are fewer in the fantasy milieu because of the prevalence of active deities, magical means of determining truth, and all that follows those factors. Still, some criminal and civil actions will demand their services, as will the creation of legal agreements and other documents.



As professionals, lawyers will be of the upper tier of the middle class, and their lifestyle will be commensurate. Aside from their professional habit, lawyers will tend to dress conservatively for their class and station. Lawyers will belong to an association, of course, and this society will regulate who can be a lawyer.

Notaries: Notaries are persons who have been granted by the crown the right to seal documents of important sort, legally binding agreements, deeds, transfers of wealth, negotiable paper (such as a letter of credit or stock holding) and wills, as well as affidavits and depositions. By signing and sealing such papers, the notary certifies them as being made before him and thus witnesses their nature. In the medieval and later world such individuals were of considerable importance, and this should be reflected in the fantasy milieu. In the society, lawyers will not usually be notaries, so the occupation is narrow and specific.

Because of their position, notaries will be in the middle range of the middle Socio-Economic class, near the top of that tier. Their lifestyle and dress will be similar to that of lawyers, although their average income will be somewhat less than that of lawyers. As the state government licenses notaries, they will not have a special association, company or guild.

ARISTOCRATS

The upper class in the fantasy world will be composed principally of royalty and nobility, high ecclesiastics, important royal officials, lords mayor, knights, gentlemen landowners (persons of noble birth but lacking title), and franklins of gentle birth, franklins pledging military service in return for grants of land from the sovereign. The wealthiest of non-gentle financiers and merchants form the bottom strata of this group. Some persons able to employ magic will be included in the aristocracy even though they are not royal officials. They will be in the bottom strata of the lower upper class if not of gentle birth, possibly in the middle if powerful, wealthy, and of gentle status.

It is not likely that someone not of the upper SEC will encounter those of this high position save in cases where they are being questioned, tried, told what to do, or the like. There are members of the aristocracy to be found in larger communities—the citadels, temples, mayoral palaces, and grand houses therein. Rurally, such individuals will be in their castles and manors, great ecclesiastical compounds, or hunting lodges. These people do not associate with commoners; they keep "lesser" folk at a distance, save those whom they retain or employ as servants. Even there the latter speak not unless spoken to. All of this class distinction is amply and well conveyed in novels and motion pictures dealing with the Middle Ages and Renaissance period.



Dwelling (principal, and other owned): Aristocrats will have multiple dwellings. These will range from castles, chateaux, moat houses, and fortified manor houses to palaces, grand town houses, and hunting lodges. The sovereign head of state might have 20 such places, great nobles half that number, while those comprising the lower strata of the upper class will have at least a grand city and a palatial country house.

All in such places will be the finest available, rare, expensive, of the finest craftsmanship, and in quantity. Magical light and temperature control might well be employed. Food and drink will be as the aristocrat desires, virtually anything available. The apparel of the upper tier of the upper class will be the grandest, of course, from armor and weapons to clothing to jewelry. Next will follow the middle stratum, and lastly comes the lower tier—those very wealthy non-nobles at the bottom thereof sparing no expense to ape the uppermost.

Societies: Although the Lejendary Adventure RPG provides for a general association of nobles, such is a game device created to facilitate play. In societies based on historical models, there is an informal fellowship amongst the nobility, of course, but that lacks organization. Formal associations did exist, these being mainly orders of knighthood and religious societies. In the bottom tier of the aristocracy some persons will have associations through companies and guilds, but such commercial groups are virtually anathema to the others in the class, save when they want something that the rich non-nobility can provide…

The advantage of including a "Noble Order" or an aristocratic character class in the RPG milieu is that such enables the player's character belonging to it to be "in contact" with greater aristocracy without moving here and there through the land. Of course, in the actual medieval and Renaissance periods, that is pretty much what was required for a knight to do when seeking service. In the assumed Order, however, the beginning character is not knighted, yet has the capacity to rub elbows with such special warriors, because gentle birth is assumed in having a character belonging to the Noble Order.

TOWN SERVICES

The towns and cities in the fantasy milieu that are in the more advanced states will have many of the same services that our contemporary communities consider as indispensable to their existence. These include the following:

Garbage Collection: Refuse collectors and street sweepers will be employed by the municipality. Refuse (garbage and other trash) will be picked up and carted away in hand carts and wagons on a weekly basis. Street sweepers will clean main ways weekly, side arteries monthly. Because most "wet garbage" will be consumed by small livestock and swine kept by residents, and manure from animals will typically be put into compost piles for fertilizing gardens, the community will not generate the vast quantities of garbage seen from our contemporary communities. There are no tin cans, plastics, and fancy packaging. Most containers and other things too will be recycled, and only broken ones will end up in the refuse heap.

Refuse will be carted from the municipality and dumped in some place nearby. This place might even be an old mine or sinkhole or crevasse, such disposal means helping to fuel the strange subterranean ecologies that the fantasy RPG needs as a part of its adventuring environment, of course. Otherwise the garbage dump is just that.

Assume that in the town or city there will be a large and plain building housing the vehicles and draft animals used for refuse collection. The persons employed in this work, being at the bottom of the socio-economic scale, are likely to include those with criminal connections and a bent towards the illegal.

Sewage: Sewer systems date from ancient times, existed in some medieval cities, and including them in the fantasy milieu is not only justified but useful. These underground ways provide for needed adventure areas. The extent of any municipality's sewer system is variable. It might extend under the whole of a town, or it might be limited to the aristocratic district built on surrounding hills and run from there down through only a portion of the walled community. The sewers will empty into a waterway, or they flow into an old mine or sinkhole or crevasse, again, such disposal means helping to fuel the subterranean ecologies.

There will be a Sewer Department in each community so equipped. There will be workers who repair and clear the tunnels that carry off sewage. Because of gasses and various dangerous things dwelling in the sewers, those employed will be paid more than are refuse collectors. As the underground tunnels of the sewer system provide means of hidden movement, thieves and other criminals will likely employ them.

The collection of human waste from outdoor privies and cesspools will also be a part of the sewage service of the municipality, this provided for a charge above normal taxes, of course. Collected waste will be taken to whatever point at which sewers empty from the town or city, and added to the stream of effulgent there. Those collecting such stuff are the "Tom Turd Men," "Gong Farmers," and "Honey Dippers," the very bottom of the lower SEC, perhaps equal to licensed beggars.

Water: City water via aqueduct was common in Roman times. It is another ancient service that is logical for the fantasy municipality. Piping water from collection points



to buildings in the town or city is also something known to be used in our historical ancient past, again logical in a fantasy community. The cost of making piping, running it from the water storage points to buildings, and installing various connections and taps will be considerable. There will be many places where running water will be limited to a single tap or two, and without indoor toilet facilities.

Assume that there will be municipal fountains and wells in those locales where running water is not general. There will also be decorative fountains in some large communities, these also supplying water for washing and drinking while lending aesthetic appeal to view.

The advanced municipality will have a Water Department that sees to the aqueducts supplying the community, the water lines leading from collection points (including community cisterns) to water customers, and the fountains and wells of the place. Those employed in maintaining the system will be in the mid and upper range of the lower class.











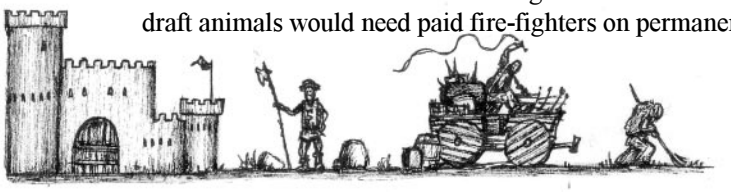


Fire Fighting: Fire is the bane of the town, for its closely packed buildings invite the spread of such destructive burning. Because the assumption for the fantasy milieu is not the medieval, a culture struggling up from dark ages after a collapse of a developed ancient time, the concepts of fire prevention are logical for advanced communities. In most fantasy worlds the society has been operating as it has for a longer time than the historical medieval period. Lessons learned from this extended period include fire-resistant construction materials, brick and stone, and organized fire-fighting in the community. Thus, towns and cities will have fire stations in which are stored water wagons, pump wagons and hoses, ladder wagons, as well as other equipment—leather helmets and suits, fire axes and hooks, and canvas buckets. Such small buildings will be located strategically throughout the community. Most of the fire stations will be unmanned, local volunteers assembling at one when fire alarms sound. A main station with large vehicles drawn by draft animals would need paid fire-fighters on permanent duty, these men seeing to the animals and answering all calls sounding a second alarm. Such a force would likely employ persons with magical ability to extinguish fire. Regular firemen would be of the upper tier of the lower SEC, while their leaders would be in the middle of the middle class, and magic-using fire-fighters would rank in the upper tier of that class.

Street Lighting: It is most probable that large communities will require some minimal amount of street lighting provided by its wards, liberties, and sub-communities (such as colleges, universities, and religious structure groups). This minimal provision might be a cresset or large lantern on one of the corner buildings where streets meet. This might extend to alley and walkway entrances also. Municipal buildings will be lit, likely by magical means. Well-to-do areas of the community will have requirements for their residents to provide street lighting, so such places will stand out. Commercial establishments seeking nighttime custom will probably be very well illuminated.

That being as it is, most of the avenues, thoroughfares, concourses, drives, roads, streets, parkways, lanes, closes, circles, ways, and paths in a town or city will be quite dark. Thus linkboys or torch-bearers will be commonly seen in places that are busy after dark. They, along with for-hire armed escorts, will be employed by the well-to-do moving in the dangerous areas of the municipality.

Watch-Police: Community watchmen are mainly volunteers. Each district (or ward, liberty, etc.) of the town or city will have its own watch. The officers and chief watchmen, perhaps six in a quarter, might be paid, these regulars then leading teams of volunteers to patrol their precinct after dark. Of course the watch depends on the "hue and cry" when trouble arises. The hue and cry sounded, all male residents are required to respond with such armor and arms as they possess so as to pursue and deal with lawbreakers such as murderers, robbers, thieves, and burglars. The city watch might also augment the city guards, paid soldiers who guard the city gates in the daytime and patrol the walls at night.



During the day the municipality will have bailiffs and beadles watching for criminal activity. Police work for the whole of the community is done by a town marshal and his deputies, a handful of "marshalsmen." In addition, each quarter will have a local constable whose arrest authority, unlike the town marshal, is limited to his precinct.

Where there is particularly high crime, the crown might send in provost marshals, these being the marshals mentioned previously as state law officers.

The reader is again referred to The Canting Crew, also published by Troll Lord Games, for detailed information on the criminal underclass and the organization of municipal guards, watch, and police.

INFORMATION MEDIA

The state and local government will wish to disseminate information to the community. Additionally, residents of the municipality will wish to have news and information. This means that there will be demand from above and below, and information flow will be wide and active.

Crier: the community will have on its payroll one crier for every 5,000 inhabitants. These individuals will ring a bell to attract attention, go to an appointed place where there is room for a large number of persons to assemble, and there read aloud whatever information or news they have been directed to broadcast. This process might be repeated several times by each crier so as to cover his assigned district. In the process of getting around therein, the crier will also nail up such handbills or broadsides as have been given to him for posting.

News and Gossip: As is true everywhere now, not just in the past, a fantasy milieu populated by humans will have ample word-of-mouth information and news, some of this gossip that is only partially true, often totally false. Assume "hot-topic" news and gossip will cover a one block area in an hour, crossing streets to spread to adjacent blocks at the same rate of speed. Thus, from a one block starting point, during a second hour the "news"—factual, rumor, or pure gossip—will have spread to up to eight adjoining blocks, and even a large city will have such word-of-mouth information reach its verges in only a few hours' time.

Passing Travelers: Travelers, be they residents returning to the city, merchants passing through the community, crews from waterborne vessels, whatever, will have news, stories, and gossip that the townsfolk will be eager to hear. Thus, inns, taverns, ale houses, and like places where travels are wont to stop for a while will be centers from which news and gossip are heard and spread. Such places are where rumors and tales are to be heard too, of course, so these locations are where the adventurous will frequent when seeking derring-do and fabulous quests.

Written Documents: In addition to the broadsides and handbills that will be posted at various locations within the community, there will be other sources of information. It is not unreasonable to have large towns and cities in which a weekly newssheet is published and sold. Likewise, pamphlets that treat many sorts of topics will be carried about by peddlers, to be sold at low cost. More substantial works, journals and books, as well as old scrolls, manuscripts, charts, maps, etc. will be offered for sale in book shops. As the milieu subsumes wood-block printing, books will not be common, but their cost will not be inordinate, say $100 and up, so that many persons will buy and collect them. Temples and like religious houses will also have libraries, as well as records of their congregations. Lastly, the municipality will have both a records hall and a library.

Singers: Various persons who earn their livelihood by singing will have ballads and ditties that are commentaries on current events—social, political, and of folk heroes and villains. Such balladeers will sing in streets, markets, and places of entertainment or refreshment. As they gain a few coins, something to quench their thirst, those hearing their songs learn what the common people are concerned with.

ACCOMMODATIONS



Municipalities are sure to have many strangers visiting them. A few will be of the aristocracy with no immediate connection for lodging. Many will be of the middle SEC, the remainder commoners without much in their purses. To accommodate all such persons, the town or city will have a variety of places in which strangers can find a place to stay.



Hotels: It is possible that the municipality will have one or two hotels or guest houses. In most cases these will be former residences of aristocrats who have built more lavish dwellings in some now-more-desirable part of the city. The former palatial residence will have been converted to a hotel meant to attract the lesser aristocrats and wealthy middle class traveler. A hotel will offer several suites of rooms, comfortable bedrooms, a dining room, a bar, a lounge, possibly a gaming room, and guest services that include laundry, valet and bootblack service.





Inns: Inns are large and multi-purpose places. They are meant to serve travelers of the aristocratic and middle class sort. A large inn has sleeping rooms, suites with parlor and bedroom, private meeting rooms, a dining room, a bar, a gaming room, a lounge in which business can be conducted, banking and currency exchange services, a notary and scribe, mending and laundry service, valet and bootblack, a storage place for goods in transit, a barn for coaches and carriages, and stabling for draft animals. Inns might have entertainment on special evenings, but otherwise they do not feature that sort of thing.



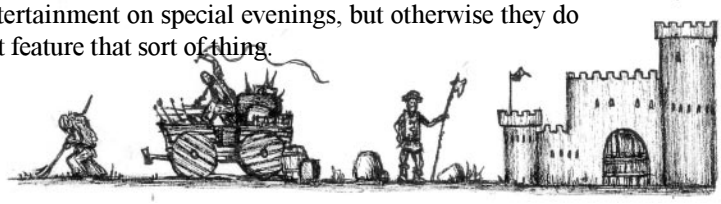


Table 2:29

Lodging and Board in Dollars

Board Costs

Meal	Poor	Common	Good	Extravagant
Breakfast	5	10	25	125
Dinner	10	25	75	500
Supper	5	15	50	250

Lodging Costs/Person

Time	Poor	Common	Good	Extravagant
One Night	25	50	125	400
One Week	125	300	750	2500
One Month	400	1000	2500	9000

Rental Costs/Month, Furnished, City

Room	Poor	Common	Good	Extravagant
One Room	200	350	800	3000
Two Room	300	550	1250	5000
Three Room	400	750	1600	7000
Five Room	600	1000	2500	10000
Eight Room	1000	1750	5000	20000

Small Villa: Same as Five room.
Large Villa: Same as Eight room



Taverns: Taverns are smaller than inns, although the largest of them might be as spacious as a small inn. Taverns have three main areas of service: drinks, food, and lodging. Those aiming to serve travelers will have more rooms, stables to accommodate mounts, and more emphasis on meals. Local taverns will aim more at ale and liquor sales. Large taverns will feature nighttime entertainment—usually musical performers, sometimes jongleurs and fools on busy evenings.

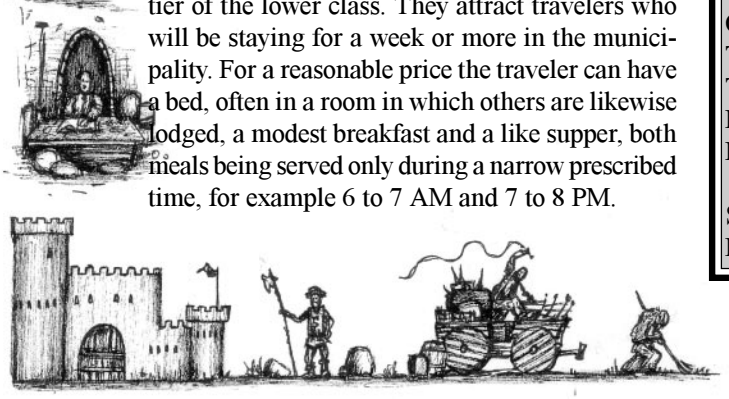


Hostels: All hostels are meant to accommodate the less affluent travelers. There are two sorts. Commercial hostels are like cheap hotels. Religious hostels are meant to provide sleeping quarters for the very poor, and often ask no more than what the guest is willing to freely contribute. Sleeping accommodations are usually in dormitory conditions. Hostels usually serve only a light morning repast to see those who stayed for the night on their way/



Rooming Houses: These places are meant mainly for the lower tier of the middle class and the upper tier of the lower class. They attract travelers who will be staying for a week or more in the municipality. For a reasonable price the traveler can have a bed, often in a room in which others are likewise lodged, a modest breakfast and a like supper, both meals being served only during a narrow prescribed time, for example 6 to 7 AM and 7 to 8 PM.





DRINKING AND SMOKING

Human and human-like race "vices" have been railed against since history began, and still they persist. In some historical times and places, these proclivities were taken advantage of by governments that, rather than proscribing such activities and things, licensed and taxed them so as to generate needed revenues. Contemporary government does this in regards the named, as it does gambling.

Alcohol: Alcoholic drink will be fond in all forms imaginable, both bottled for package sale and served to on-the-spot consumers in various places—ale houses, at bars, in bawdy houses, taverns, etc. Even "exotic" liquors and liqueurs, wines from distant places, will be available at premium prices. Such things are valuable cargoes to merchant shipping, of course.

Ale, beer, malt liquor, and stout in quantity of a quart or more will be sold in ale houses to those with containers brought in to fill. Large containers will be sold by breweries. Wine will be sold in bottles of various sizes, and in barrels, by wine merchants. Brandies will likewise be sold by such merchants.

Most other forms of alcoholic drink will usually be available only from import shops and at trader stores dealing in exotic goods.

Table 2:30

Lodging and Boarding in Gold

Board Costs

Meal	Poor	Common	Good	Extravagant
Breakfast	5 cp	1sp	3sp	11sp
Dinner	1 sp	3sp	10sp	2gp
Supper	5 cp	2sp	6sp	18gp

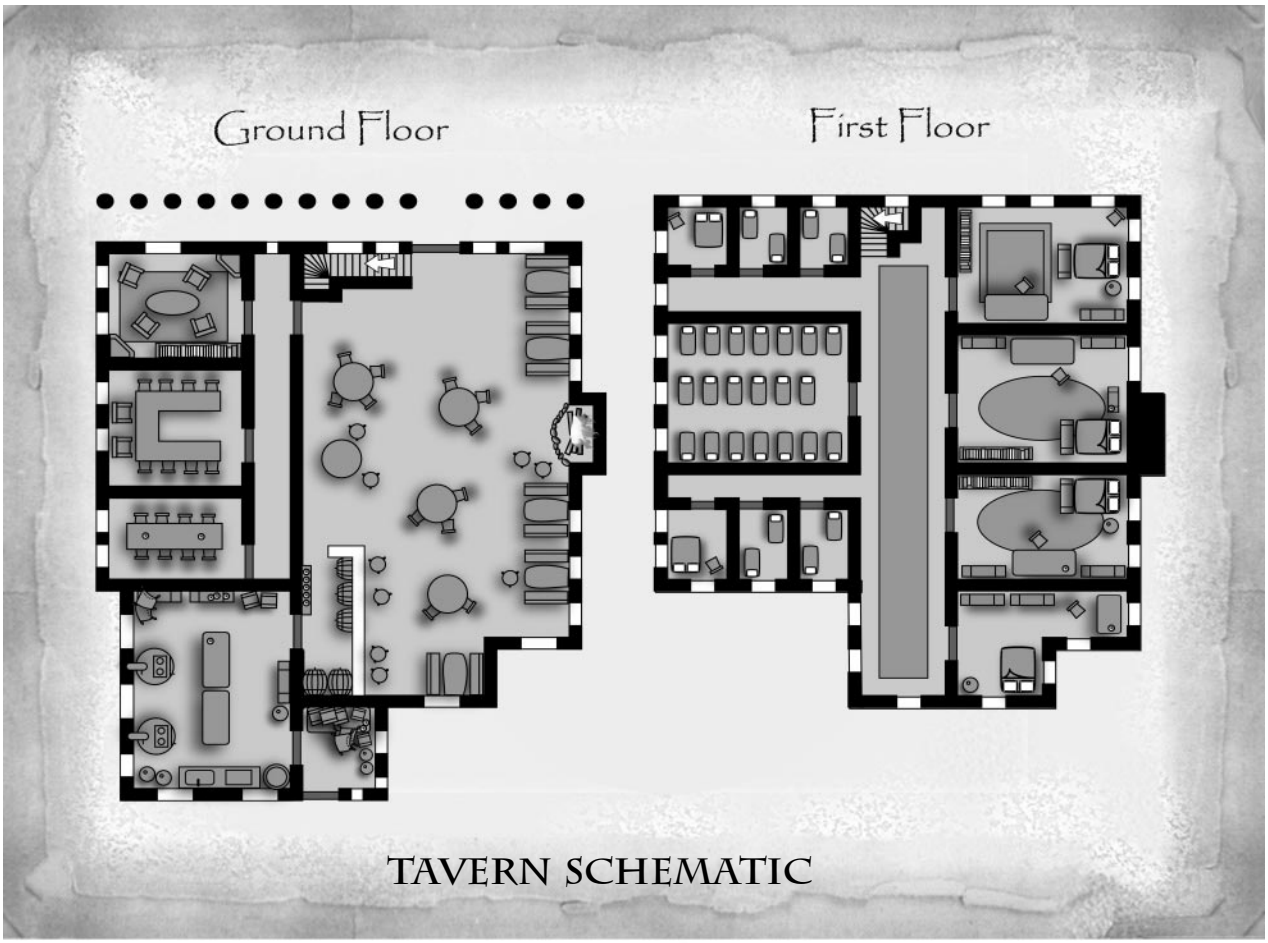
Lodging Costs/Person

Time	Poor	Common	Good	Extravagant
One Night	3sp	6sp	11sp	2gp
One Week	11sp	1gp	6gp	9gp
One Month	2gp	4gp	9gp	18gp

Rental Costs/Month, Furnished, City

Room	Poor	Common	Good	Extravagant
One Room	1gp	2gp	5gp	10gp
Two Room	2gp	3gp	7gp	12gp
Three Room	3gp	7gp	9gp	14gp
Five Room	7gp	12gp	15gp	20gp
Eight Room	12gp	15gp	20gp	28gp

Small Villa: Same as Five room.
Large Villa: Same as Eight room



TAVERN SCHEMATIC

Chocolate: this rare and rather expensive drink will be served in some restaurants and coffee houses in large metropolitan communities where imports are easily found. Of course the wealthy merchants and aristocrats will enjoy such beverage in their homes. Chocolate for food and drinking will be available from import shops and some fine grocers.

Cider: Assuming that apples grow in or near the state in which the community is located, sweet cider will be available in quantity in the autumn, and thereafter hard cider will be sold in establishments serving alcoholic drink. Hard cider is something enjoyed mainly by the lower SEC.

Sweet cider will be sold by market vendors, available in various places serving food and drink, during the autumn months. Hard cider will be sold by some traders, general merchants and grocers as well. Particularly fine sorts might be purveyed by some wine merchants.

Coffee and Tea: These imported beverages will be sold in special establishments, coffee and tea houses, their consumers offered a selection of sweets and pastries to accompany the drinks. Both will be rather costly. Wealthier persons will be the main consumers in establishments offering them as refreshment or in dry form for home brewing. Because of demand, and assuming larger ships able to carry more cargo, tea might be less expensive than coffee, or both might have lower-quality varieties available at prices that allow for wider consumption. Both coffee and tea are certainly going to be in demand.

Coffee beans and leaf tea will be available from import shops and fine grocers, all grocers where cost is low enough to enable purchase by the lower middle and lower class.

Herbal Teas: Lower class folk unable to drink proper tea, and those who are health conscious, will consume infusions of various sorts—blackberry leaf, mint, etc. Some tea houses will offer herbal as well as regular tea to their patrons.

The leaves for brewing herbal teas will be sold by some grocers and generally by herbalists in their shops.

Sherbet (iced berry and fruit juices): Assuming that magical means enable the production of ice, and/or assist in the storage of it in the warm months (in special buildings with sawdust-insulated walls, lined thickly with much straw), there will be much demand not only for ice but also for drinks cooled by it. Thus sherbet, chilled berry and



fruit juices will be sold at some coffee and tea houses, as well as vended from stands and carts moving about the more affluent portions of the community.

Soft Drinks (ginger ale and beer, root beer, sarsaparilla): These soft drinks will be brewed by small special breweries, bottled in crockery or glass containers, and sold to various shops—food shops, taverns, general merchants, grocers, etc.

Tobacco: The ubiquitous "sot weed" will likely be as pervasive as alcohol in the community. Tobacconist shops will offer it in all of its forms: finely ground to powder as snuff, loose tobacco for smoking in pipes, plugs of leaf for chewing, rolled in cut form into tobacco leaves as cigars of all sizes and shapes including cigarillos. Only cigarettes are unlikely, although if paper production in the state is advanced, including rice paper, then even that form of tobacco is likely to be found for sale. Various herbal additives and flavorings will also be likely available at tobacco shops.

ENTERTAINMENT



People everywhere want to be entertained, and this seems more prevalent in towns and cities than in the rural areas - where perhaps there are both more outdoor activities to entertain folks and work is likely to leave less leisure time. Certainly of import is the fact that there are no concentrations of affluent people to support special entertainment facilities.

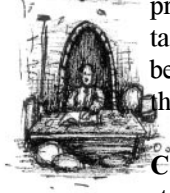


Balls: Only the aristocratic class gives such entertainments. A ball is an evening and nighttime invitational affair where socialization, refreshments, and dancing are featured. Liveried servants of the host will be many so as to attend to the slightest wish of the guests there. A ball is a lavish affair, always held at the home of an aristocrat. The host of the ball invites those of higher and equal status, and the greater the number of higher-status persons who attend, the more successful the ball. Success, of course, increases the status of the sponsor of the affair. In general, several score of persons attend, each group arriving in a carriage drawn by matched horses, coachman and footmen in livery there to make the splendidly dressed aristocrats seem more grand than otherwise.

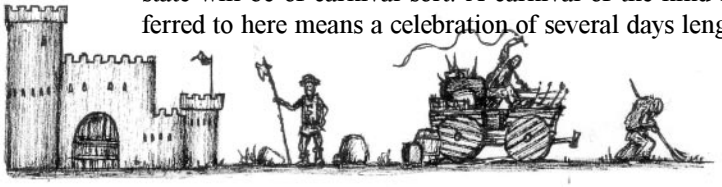




Books and Literature: As noted previously, there will be printing and publishing in the advanced states of the fantasy world. The reading and discussion of literature will be practiced mainly by scholars, university students, and the intelligentsia.



Carnivals: It is possible that one or more holidays in a state will be of carnival sort. A carnival of the kind referred to here means a celebration of several days length in which persons possibly exchange gifts, receive trinkets given to festival-goers by groups parading, dress in costume when celebrating, parade or watch paraders, dance and sing, generally revel and carouse. Although aristocrats are not likely to join the general throng, they will have their own private parties of carnival theme.



Circuses: A circus is a large group of varied entertainers performing in a large tent. It travels from town to town, not small communities, and the main entertainers that are a part of the circus perform their acts under the large tent. There will also be smaller tents, side shows, attendant to the main one. In warmer weather such groups will move about as indicated, pausing for a week or two, setting up and performing outside a town or city to entertain the residents. Attendance at circuses will be mainly by the lower SEC, although particularly famous ones will draw considerable numbers of the middle class, even a few aristocrats.

Dance Shows: Although ballet is not likely to have been created, dancing exhibitions will be known. For the upper class these will be troupes performing traditional dances of religious sort, exotic folk dances, and acrobatic performances. These shows will be sponsored by aristocrats for the entertainment of their invited guests. For the lower classes there will be places of entertainment that have hired dance acts, and traveling troupes of dancers will come to communities to perform outside the town or city, or within at some hired hall or similar place.

Dancing: Most people enjoy dancing, so there will be places where this activity is provided for, with musicians playing and a floor for dancing available for paying customers. Refreshments will be sold in such establishments, of course. Those patronizing a dance hall will tend to be lower class, with some higher-class young persons "slumming" there for amusement. Of course the middle class and aristocrats will have private parties in rented spaces, or associations will sponsor such events for their members. Aristocratic balls and parties likewise feature dancing.

Fairs: Fairs are gatherings of folk from the surrounding countryside, and more distant places, held outside the municipality. Fairs are generally held once or twice a year in set locations and feature some sort of livestock - cattle, horses, etc - or goods. Livestock and goods are brought to fairs for exhibition, judging as to merit, and sale too. Additionally, there will be contests for participants, including races of mounts and on foot, possibly gambling, and certainly various entertainments provided by wandering troupes of jongleurs, players, gypsies, mountebanks, and so forth.

Fencing: This is both a necessity for survival and a popular sport amongst the upper middle class and the aristocrats. There will be various fencing schools in the munici-

pality, places where master swordsmen teach the art to students. The aristocrats will also likely have entertainments where fencers fight in matches against each other, relatively bloodless affairs where a single "pink" (slight wound) decides the winner.

Fights, animal: Using the medieval and Renaissance as a basis, the town or city will have within it various pits for cock fights and also for dog fights. Outside the walls will be places for the baiting or fighting of larger animals. These will include the following: bear baiting, bear and bull fights, bull fighting, dogs and bear fights, dogs and bull fights, terriers killing rats in a small arena. Some of the other creatures of the fantasy milieu might well be included in such matches, of course, assuming they are sufficiently numerous to provide specimens for these contests, and that the creatures are as manageable as a bear, bull, etc.

Gambling: As has been true throughout human history, gambling will be very popular in most places in the fantasy world. Towns and cities will have casinos and gambling houses for card and table game play. The grand casinos and gambling houses will cater to the aristocracy and upper middle class, while smaller places will serve the less affluent citizens with a bent for wagering. Games will be based on cards (or tiles), dice, a wheel (including roulette, perhaps), and will possibly have special boards (backgammon, called "tables" in the period) or playing tables. One can assume that casinos and gambling houses will not be as formal as are seen now. Guests will be able to play whatever game they wish, with the "house" skimming 10% of pots and wagers for providing the facilities for the games.

Gaming Places: Aside from those noted above, there will be places for games that are not necessarily centered on gambling. Such facilities include those for bowls (bowling on the green) and nine-pins as well as darts, horseshoe pitching, skittles, etc. See also Sports below.

Hawking: This hunting activity will take place outside the environs of the community, there likely being a sufficiently "wild" area within a few miles distance. Aristocrats dwelling in the town or city ride forth with their hawks and falcons to enjoy the sport in the woods and fields set aside for hawking and hunting. Such places might be provided for by the municipal authority, or could be land reserved for such activity by the nobles inside and/or near the town or city.

Hunting: See Hawking above.

Jongleurs: Shows featuring acrobats, clowns, gymnasts, jugglers, minstrels, musicians, tumbling, all that goes into such activity, are covered under this heading. The town or city will have within it a few such performers who provide entertainment at various establishments within the municipality and its environs. Troupes of traveling jongleurs will also come to the community during such events as carnivals, circuses, and fairs. It is not unusual to find criminals amongst such entertainers.

Jousting and Mock Combats: The upper aristocracy in or near a town or city will be likely to stage jousts and mock combats annually. The former concern only mounted knights (and possibly esquires), while mock combats feature knights and their retainers in mass melee afoot. Such events will be held outside a nearby castle, or possibly on a fairground or green on the outskirts of the municipality. Many people will come to view the contests, and with them there will likely come all manner of other entertainers who will perform after the noble events. The latter include gypsies, jongleurs, mountebanks, and strolling players. All of these folk, however, will be separate from, and well removed from the jousts or mock combats, of course.

Museums and Art Exhibits: Large towns and cities will probably have within their precincts a museum or two. There will likely be a small charge to enter a museum and view its exhibits. Some such communities will also have a sufficiently large artists' enclave, and aristocratic and upper middle class interest in what they produce, to warrant an art gallery or two to operate within the town or city. To attract customers, these galleries will stage periodic exhibitions of new work.

Music Performances: Fine music performed by an orchestra might be a feature of a large town or city. In such a case a separate building, perhaps sponsored by a great noble associated with the community, or a municipal structure, will be in a desirable portion of the community. In this hall will be held symphonic performances, possibly something akin to opera and ballet performances too, if the society is assumed to have developed these musical art forms. Those attending such performances will be drawn from the aristocracy and the upper middle class, along with the intelligentsia, professors and students of a college or university in the town or city, and the artistic community therein.

Music Halls: The fantasy milieu will surely have places for the common folks, students, and young gallants who are "slumming" to be entertained by music, singing, and dances of the sort that appeal to them. These music halls will be boisterous, have roistering acts and patrons, and provide much of the "night life" for those patronizing them. Comedy will be a feature of many such places.

Parties and Fetes: In addition to the grand balls held by the aristocracy of the town or city, there will be smaller events, parties and fetes, held by them, by individuals in the upper middle class, and parties and fetes sponsored by associations, companies, guilds, etc. Those invited to such affairs will generally be in the same socio-economic class as the person or entity hosting the event.








Puppet Theater: this form of entertainment is aimed mainly at the lower middle and lower class of the municipality, the true "commoners" if you will. Some puppet theater plays will be staged inside buildings for them and like entertainments, attendees paying a fee to enter. Many, though, will be done in mobile facilities, a cart or wagon that moves from place to place within the municipality to bring the entertainment to the folk. In such cases, the puppet master, assistants, and helpers will rely on collection of coins from the audience to remunerate them.

Receptions: Receptions are held by the upper class, and possibly associations, companies, and guilds, for important visitors. These social-event entertainments are by invitation only.

Sports Events: In and around the municipality will be places where various sports can be played and watched. These include: archery, boxing, croquet, football games, foot racing, (possibly) golf, handball games, horse racing, horseshoe pitching, jumping contests, shuttlecock and battledore, strength contests, tennis, and wrestling. Particularly aristocratic sports are croquet, golf, horse racing, shuttlecock and battledore, and tennis. Horse races will attract all manner of spectators, of course. In cold climates winter sports will be included—ice skating and skiing in particular.



Story Tellers: The lower class will be entertained by storytellers who take up a place in some marketplace or courtyard, gather an audience, and relate well-known tales and spin new yarns. Tales will be of mythical events, legendary heroes, famous criminals, distant places, and so forth, all with some amount of fabulous content. Listeners are expected to toss a small coin or two to the storyteller for his efforts.



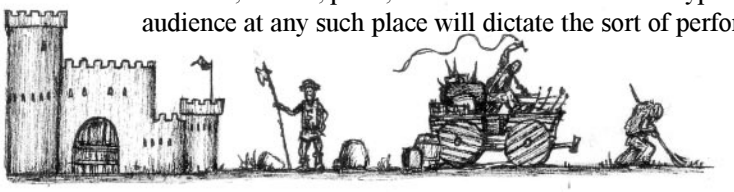
Theater: Formal plays of religious or secular nature will be staged in houses built especially for such productions. Those familiar with Elizabethan England will know of the several playhouses, built in the round, outside London to accommodate the large audiences that would come to see a play by William Shakespeare and other playwrights. All classes will attend such plays, with the commoners ("groundlings") paying only a little, having no seats, and the aristocrats in boxes close to the performance with the best view of the stage. At any given time one or more theatrical stage plays might be in matinee and nighttime performance.





Variety Shows (music hall): Some music halls will have performances other than as noted above (musicians, singers, dancers, comedians). Such additional entertainers might include acrobats, fire eaters, balancing acts, knife throwers, mimes, poets, tumblers and the like. The typical audience at any such place will dictate the sort of performance additions to be given at a particular music hall. Where there is much demand for different acts, the music hall will likely identify itself as being a "musical variety hall." Audiences for such performances will be the same as for a typical music hall—common folks, students, and young gallants who are "slumming."





RECREATION AREAS

Several or all of the following places will be located in or adjacent to a large municipality.

Auditoriums: A town or city will most probably have a public auditorium for meetings, speeches, and the like. An auditorium is self-contained in a large public building.

Baths and Natatoriums: Depending on the society, there will be community bathing facilities with both cold and hot water pools and/or one or more large pools for swimming. A bath will be separate from the natatorium. Each will be housed in its own structure, usually a building of some considerable size. There will be a fee required to use such facilities, so those patronizing them will be of the middle class. If the society encourages bathing and/or swimming, aristocrats will also use such these facilities.

Note: A bathhouse is a small place where mainly lower class people gather for cleansing their bodies.

Commons: Common grazing land, greens or commons, are likely inside a walled community at its verges, otherwise immediately outside the walls. Races and like events are typically held on the commons. Such areas of a municipality, in total, might cover several hundred acres.

Fair Grounds: A part of the commons is likely set aside for the holding of large outdoor marketing days and full-blown fairs. Large communities might have fair grounds that cover as considerable an area as 40 acres, to provide for all the exhibits, tents, vehicles, and animals gathered together for these events.

Gardens and Parks: While the great palaces of nobles will typically have such amenities, the old and small walled communities will not have any extensive gardens or parks within their confines. Newly enclosed portions of a city might include a park and/or garden, or a part of the old city razed by fire or because of poor construction therein could be made into such places. Any large scholastic institution within a city might have one or more small park or garden areas within it. Large religious complexes (convents, monasteries, grand temples) will probably have in and around them small park and garden areas. If a citadel-like freehold within a city is given over to the municipality, it might be made into a park and/or garden. Large parks and extensive gardens will be found outside the urban communities, these being nearby so as to allow easy access by

townsfolk. Public parks and gardens will be frequented by most people of the community, save the aristocrats. Even some of the upper class will visit gardens where special entertainments occur, especially nighttime dancing, drinking, and dining. This will draw wealthy young rakes and those who are drawn to such persons.

Gymnasiums: Once again, if the society is such that fitness and sports are held to be important, there will be public and/or facilities for exercise and indoor sport. In general, use of gymnasiums will require a fee from those so doing, so the lower levels of the lower class will not be found there unless sponsored by some wealthy person or a group. Aristocrats will not generally patronize such places, although they will come to gymnasiums in which sporting contests (boxing, wrestling, etc.) are staged.

Libraries: Most urban communities will have a municipal library. There will be temple libraries and possibly private libraries sponsored by associations, companies, and guilds. There might even be a lending library that collects a fee for each book checked out to read. Perhaps a quarter of the population in the community will be literate, using such services.

Menageries: It is likely that any large town or city will have a small zoo of some sort. The menagerie might be sponsored by a noble or other aristocrat, or the complex might be owned and managed by the municipal authority. In most cases, though, entrance to the zoo will require payment of a small fee.

Museums: See this heading under Entertainment above.

MONUMENTS

All urban communities will have some combination of monument-like things within their limits, and the large ones will have from a few to many of each sort.

Arches: These memorial structures erected over some avenue commemorate special events such as the reign of some mighty ruler, victories in war, etc.

Columns, Obelisks, and Steles: Such structures are generally self-explanatory. They commemorate events and people.

Fountains: These dual-purpose structures serve to remind persons viewing them of some person, place, or event even as they provide aesthetically pleasing sources for needed water. Many fountains will include statuary (see below).

Statues: These are self-explanatory, for the reader will surely have seen actual city statuary. Deities will often be figured thus in the fantasy milieu. So too various famous persons will be depicted in bust, full-figure afoot or mounted, in stone or cast metal (bronze). Other statuary subjects include groups of persons, persons and animals, animals and/or plants of all kinds, even places and things—natural sorts and man-made.

Tombs: Great mausoleums holding the remains of famous rulers, leaders, and like renowned figures might be featured within the urban community rather than in a burial place. Such tombs will be architecturally splendid, ranging from modest to great size, and be venerated and guarded, or generally ignored and forgotten.

HEALTH CARE: WHO GETS IT?

Even the simplest clerics can cure the problems ailing most of the common folk. However, as there are more people than clergy, there are limits to what can be done, and so-





cial class determines access to such services. Even the most altruistic religions know their limits. All the world's problems can't be cured—even today people suffer.

Aristocrats can expect the highest priority of treatment. They both are the "important" folk of society, and they have the most wealth, so they can contribute donations or tithes for the ecclesiastical organizations; also they might outrank the priests' roles in society and thus can order the tasks done. Aristocrats will probably be the only people who can get access and afford to be raised from the dead, have body parts regenerated, severe curses lifted, etc. Wizards and others may also help with more optional desires that would qualify as "health care," such as dental care or cosmetic alterations to remove scarring or make one more beautiful, and would assist in lengthening the span of life.

The middle class can expect to have access to services based on their ability to donate or their needs. They would likely be able to afford access to minor cures, disease removal, etc, but many would not be able to afford services like *Regeneration*, *Resurrection*, or *Restoration*. The most affluent of this class will also take advantage of wizardly services mentioned above.

The lower classes will usually be dependent on the cures they can afford based on whatever standard tithes they give to their local place of worship, as well as the altruism of the community. The tithes paid by the middle and upper classes help support the charity done to the lower classes. Because most of the population belongs to this tier, however, there will likely be more demand than supply, so the clergy will prioritize by the following factors:

Is the person in general supportive of the religion, pantheon, deity, sect, dogma, or alignment? Does the injury in question prevent the person from doing his or her normal duties, or can the victim go on without it? Was a great injustice done—was the person a victim of a vicious attack or evil spellcasters or creatures? Will it affect the needs of many (for instance, curing disease is a priority because it could spread to many people)?

In any case, restoring such elements as brain damage, lost organs or limbs, or life will not usually be available. One would have to make a pilgrimage to a great temple and hope that they could be healed, or else hope that a high-level cleric would travel to their location on a visit. Great acts of charity like this are rare.







Table 2:31

Healthcare, Magical

			Cost/Class*			
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Availability**
Cure Minor Wounds	–	5gp	5gp	–	–	1,2,3,4,5,6
Cure Light Wounds	30gp	10gp	10gp	60gp	200gp	1,2,3,4,5,6
Cure Moderate Wounds	100gp	60gp	150gp	360gp	360gp	2,3,4,5,6
Cure Serious Wounds	240gp	150gp	280gp	600gp	600gp	4,5,6
Cure Critical Wounds	440gp	280gp	450gp	–	–	4,5,6
Heal	–	660gp	910gp	–	–	5,6
Remove Blindness / Deafness	–	150gp	–	360gp	–	4,5,6
Remove Disease	240gp	150gp	150gp	–	360gp	4,5,6
Lesser Restoration	–	60gp	60gp	–	–	2,3,4,5,6
Restoration	–	280gp	–	–	–	4,5,6
Greater Restoration	–	3410gp	–	–	–	5,6
Regenerate	–	910gp	–	–	–	5,6
Resurrection	–	1410gp	–	–	–	6
Delay Poison	100gp	60gp	60gp	200gp	60gp	2,3,4,5,6
Neutralize poison	440gp	280gp	150gp	600gp	360gp	4,5,6
Purify Food and Drink	–	5gp	5gp	–	–	1,2,3,4,5,6

1-Hamlet, 2-Thorpe, 3-Village, 4-Manorial Village, 5-Town, 6-City

* These are the minimum costs for these services. The cost for additional levels of experience, other components or higher costs due to location are not taken into consideration. The monetary values may also represent services the characters may perform for payment, at the DM's discretion.



The underclasses—bondsmen, cotters, serfs, slaves, etc, are treated as lower-class. However, their lords and masters may have influence on the care given. A well-loved slave who died in an accident might be raised by her master, or a popular and kind serf whose daughter was struck blind might be cured based on community support and their local lord's desire to keep the populace happy.

The criminal classes will likely be treated as the lower classes, of course—though their contributions based on wealth they've acquired will make the difference. A beggar depends on charity, while the cat burglar can usually pay for services. As individual deities can span all alignments and spheres of influence, it is probable that they will be a few deities who are more likely to help rogues and other criminals as part of their dogma.

Note too that healing may not be exclusively the province of the cleric, druid, or paladin. Adepts—wise people who know folklore, and those with skills in herbalism or alchemy—might also be able to help with minor cures similar to the ones that low-level clerics would have access to. This will depend on your campaign.

In short, while the general population of the Gygaxian fantasy world will have it better than that of the true Middle Ages/Renaissance, and especially in regards the D20 system, there will still be cripples, people with eye patches, people with bad teeth, scars, and lost limbs. (Although most will not be found in the gentry or aristocracy.)

EXTRAORDINARY (MAGICAL) SERVICES

Magical practitioners, secular and spiritual, will provide the following sorts of services to the community.

Diviners: Augurs, diviners, fortunetellers, and seers will actually, or pretend to, predict the best times for performing various things in the future, or predict future events, advising as to what a person should or should not do. All such services will come at a cost. All but a few special diviners will be of lesser status in the society, with not a few in the lower class.

Enchanters: Those practitioners of the spectrum of what most commonly is considered as "magic" will be available to provide their spells for a price. These magical castings might include concealment, protection, offensive capacity, illusions, flight, physical alterations, discovery and detection. Enchanters will range from the upper to middle class, and some likely will be of the criminal underclass.

Geourges: Those able to command magical forces of elemental sort will hold royal office, be employed by aristocrats and wealthy businessmen, or themselves be engaged in some commercial enterprise adjunct to their magical one. This is natural if one considers the elements—air, earth, fire, and water. The vast majority of geourgy practitioners will thus be found in the upper middle class.

Theurges: Those able to use magic because of their devotion to one or another deity, ecclesiastics, and the clergy of the fantasy milieu.

Other: Practitioners of alchemical operations will be similar to geourges in the society. Practitioners of what can be considered as primitive magic (shamans and the like) will not be commonly found in urban settings. Necrourges and sorcerers (those who summon the dead and demonic spirits) will usually be at least shunned, more probably proscribed in society, tried and executed if found out. The latter is also true of witches and warlocks, those having made contracts with demonic beings so as to have extended life and the power to do harm.

TECHNOLOGY

Technological developments will be mostly of urban origin. While general thinking will not be in terms of technological sort, certain occupations will naturally develop such an outlook in order to bring advances in their fields. Of course, some of the technological advances gained in these fields will be enabled by magical support. This is logical and reasonable in an environment of this sort.



Architects and Builders: With stronger metals developed by metallurgists, and better concretes developed by alchemists, architects will be able to design and builders build larger structures, cantilevered ones, and in time metal cable suspension bridges. Advances will be slow in coming, small individually, larger over time. Lack of heavy machinery will make construction of major building projects more difficult and time consuming, but this will not prevent them from being done. (Witness the pyramids in Egypt and China's Great Wall.)

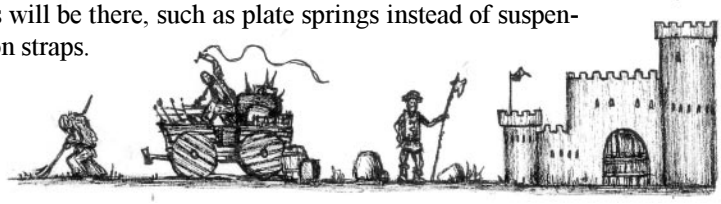


Boatwrights: The best makers of small watercraft will be developing better designs to serve the particular purpose of the craft. This will include masts, sails, hulls, keels, etc. Again, advances are slow and relatively minor. But they will be made. For example, the ferry boat employing treadmill-turned paddle wheels will be a very recent technological innovation if it is found in the milieu.



Carriage and Coach Makers: Serving aristocrats and wealthy middle class customers, such craftsmen will be continually seeking ways to make their vehicles ride more comfortably, be more stable and safe, faster, and have greater room inside for passengers. While opulence and serviceability will be the obvious "new" features, the others will be there, such as plate springs instead of suspension straps.





Engineers: Engineers will be the ones who think in technological terms, conceive the majority of new ideas, and then seek to put them into practical use. This impacts many areas such as heating and cooling, building construction and associated machinery, shipbuilding, port facilities, mining, bridges, siege equipment, and fortification.

Healers and Herbalism: Although not technology per se, the study of the effects of natural vegetable substances by herbalists, and possibly alchemists too, will develop new uses for normal substances as well as to create new combinations with natural or magical properties for healing and prevention, strengthening the body and its organs, and so forth. Often the properties of the extraordinary compounds will convey magical things. At the same time, malign practitioners of herbalism will be seeking deadlier and more insidious poisons and drugs affecting mind and body.

Mechanics: When engineers and craftsmen seek assistance in developing their new technological ideas, much of the practical work will be done largely by mechanics laboring in their workshops. In company with alchemists and/or metallurgists, or not (so not employing magical forces), mechanics will deliver the solid machinery and materials needed to realize new things.



Shipwrights: Because most of the commerce of the world will be likely to be carried on by sea, the shipwright will be working continually to improve the vessels he is construction. Those purchasing the ships built will want ones that sail faster, can carry more cargo without loss of speed, are able to withstand storms better, are stronger in battle, and so forth. Herein it is suggested that the ship technology for an active fantasy world should be at least that of the sixteenth century, so that voyages can be made to virtually any continent. Given that, then seafaring states or associations of merchant communities (as the Hanseatic League of our world) will be vying to dominate trade, and have warships able to clear the waters of threatening sea monsters and deal with pirates. It is in such states that technological advances in shipbuilding will likely originate.





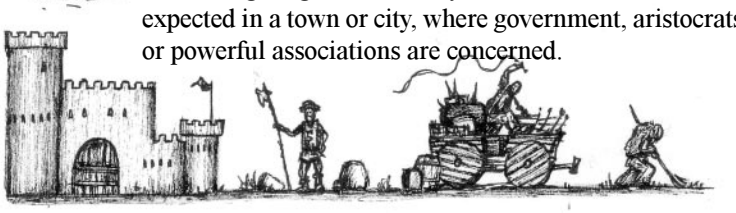
COMMUNICATIONS



General communications have been treated previously. Here we consider them in the urban setting.



Extraordinary Communications: Transference of a messenger and thought-sending are the principal means to accomplish instant or very rapid communication. Magical flight is possible, but unless the messenger and the flying transport are invisible, this means is likely to be too noticeable. As all of these are typically enabled by the scope of working magic in a fantasy milieu, so their use can be expected in a town or city, where government, aristocrats, or powerful associations are concerned.



Signal Communications: The urban government is likely to have signal communications between its citadel, gates, and main administration building. With high masts visible, flags and colored lights can convey set information day or night. Signals of this sort can warn of impending attack, call for mobilization of the guards, watch, or militia, the closing of the gates, etc. Detailed information is not likely to be transmitted by such means, simply that set forth in a code book showing what sets of flags or combinations of colored lights means.

STANDARD COMMUNICATIONS

Messengers: The chief official of a municipality will have at his disposal various messengers. Men running afoot or riding a steed can carry a verbal or written message from one place in the community to another in relatively little time. Official couriers will have the right of way to speed their progress, and those impeding it will suffer immediately or thereafter if apprehended.

Post: Post riders, or even a full-blown postal service, will, or might, be operative in a state. Thus, the government of a municipality will have access to such service, and the ordinary citizens could also be able to send messages by post. Post delivery will be privileged and protected by the government. Delivery recipients will be expected to pay the fee normal for what is delivered. It is doubtful that a state in a fantasy world will have devised pre-payment stamps, although such is not entirely out of the question.

Waterborne: Messages sent via boat or ship can travel from any community with access to a navigable waterway or major body of water. Port towns and cities will regularly receive all manner of letters, parcels and packages for the inhabitants of the community or for forwarding to other persons removed there from. Official materials of this sort will be carried by post officials, while other sorts will be carried by common delivery services.

COMMERCE

Most major urban communities will rely on commerce to maintain themselves.

Land Commerce: A town or city will be on at least one major road, more probably where two or more roads meet. There will be regular and constant traffic into and from the community: foodstuffs, needed "imports," and goods for shipment elsewhere coming into the place, and finished goods and products of various sorts leaving the town or city for other places. Along with this commercial traffic will be many persons entering and departing the municipality: messengers and post riders, businessmen, traders, teamsters and guards, carters, peddlers and chapmen, entertainers, craftsmen, workmen, farmers, people seeking employment, pilgrims and travelers.

Hijacking and Robbery: The stream of traffic to and from a town or city will attract all manner of criminals. The most noticeable of these are the bandits. Highway robbers, footpads, and waylayers who hijack wagons will be a bane that is not suffered lightly. Prudent shippers will have armed guards accompanying their goods trains. The local authorities also have soldiery patrolling the roads to discourage banditry and catch criminals preying on commerce. Where such depredations are particularly egregious, noble troops and state government forces too will be active in patrolling and attacking lawbreakers. This makes life difficult for all persons on the wrong side of the law—villeins who have left the land, runaway bond servants, vagabonds and masterless men, and the many sorts of itinerant folk who travel about living by their performances and wit.

Waterborne Commerce: Many large towns and cities depend on waterborne commerce for their continued prosperity. Most will have considerable land traffic as well, especially communities that are situated on navigable rivers. Seaport communities will be likely to have their major commerce carried both ways by ships. Of course, shipments coming into the place might be sent overland, and much of what is shipped from the town or city might have come in by roads. In any case, the freight carried in ships' hulls is of greatest volume, and communities that handle such cargoes will be the most active commercial ones.

Piracy: As bandits plague the roads, pirates will raid the coastal waters and sea lanes leading to ports. Merchant ships will be armed, thus keeping would-be reavers at bay, but the main deterrent to piratical activity will be in the form of warships patrolling to discover and sink such commerce raiders. Again, patrolling warships will also affect smugglers and other lawbreakers who seek to come into port to clandestinely commit crimes.

River pirates operate in barges and boats, or with equal facility lure river vessels to shore where they can board them. River pirates kill all their victims, pillage the vessels, and after doing away with as much of the evidence of their deeds as is possible, disappear. The most effective means of dealing with these murderous criminals is to have river patrol craft working in combination with land patrols.

Ship-wrecking: Equally villainous but less prevalent than pirates are those gangs who lure ships into locations where they will be wrecked. Ship wreckers work at night, showing false lights so that the pilots of vessels believe they are coming into a safe anchorage while actually they are being lured into a reef or shallows where their hulls will be breached. Ship wreckers use boats to reach foundered ships, kill survivors, carry off valuable cargo, and hide their loot. They are thus able to melt into the normal population and evade detection. Cavalry patrolling the shore where ship-wrecking activity can be practiced is the most effective means of countering this form of criminal activity.

SCHOOLS

Municipalities are no more likely to have government-run educational institutions than are states. Education will be provided by apprenticeship, on the job training, and the institutions noted below.

Note that many specialized sorts of learning will be provided by apprenticeship training. This includes most magical sorts of practices as well as those of trade and craft. Clerical training comes from schooling and entering that class. Knightly training is learned from being "apprenticed" as a page and working upwards from there. Soldiering is learned by serving in the ranks or from special military schooling and then active service. Entertainment skills are learned from youth by training with experienced older persons and then the practice of what they have been taught.

Ecclesiastical Schools: It is likely that general elementary education in large communities will be provided to young people by the clergy of the fantasy world. This teaching will be done on ecclesiastical property, for members of their congregation, and at some moderate fee to pay for the upkeep of the facilities and the teaching faculty. The classes will cover religion, reading, writing, mathematics, civics, history, and geography. About four years of education will be provided thus. Promising students will be offered higher education. The others go on to various apprenticeships and similar sorts of training or to regular work. Schooling of the sort provided thus will be taken advantage of by the middle and upper tiers of the lower class, and the lower and middle strata of the middle class.



Private Schools: There will be a few private primary schools for the children of the more affluent. These students will come from mainly from the middle and upper tiers of the middle class. The curriculum will have the basics noted for ecclesiastically run schools, adding such subjects as grammar, literature, manners, and commerce in up to six years of schooling.

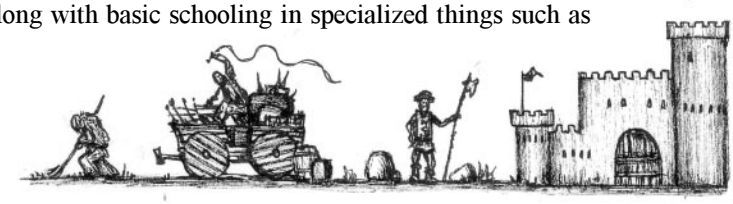


Tutelage: The wealthiest of the upper middle class and aristocrats will typically have their children schooled privately by tutors.



Academies: These private educational institutions are for the young people who have completed primary schooling. Academies thus are middle schools. While some of their students might come from an ecclesiastical school background, most will be children who have completed their basic education in a private school, or else have been taught by tutor(s) to come to the point where they can enter an academy. The classes taught in an academy are advanced studies in the basic areas noted above, music and dancing, along with basic schooling in specialized things such as





alchemy, art, economics, engineering, fencing, finance, law, philosophy, poetry and religion. There might also be advanced sorts of academies as well, places that are actually of collegiate or university-level instruction in some highly specialized area or field. For example, there could be an Academy of Wizardly Arts.

Colleges: In the fantasy milieu it might be that the normal age for college entrance is around 16 years, but otherwise these higher learning institutions are much like those of our own world in the commensurate historical period. There will be various schools in a college that teach courses in an area of learning.

Universities: Just as on this world, a university in a fantasy community is a collection of colleges working together. Far more than a lone college, a university in a town or city forms an independent community within the greater municipality. It will be ruled by a president (or one with a similar title), deans, etc. These figures will be important in government of the municipality, have control of the likely extensive grounds of the university, and all upon them.

TEMPLE STRONGHOLDS



Within the city there will be certain ecclesiastical places that are fortified and serve as effective strongholds in time of trouble. Such places will include some grand and regular temples usually in a minor way only. The main strongholds will be those complexes that include a temple and abbey or priory.

A LORD'S CASTLE



It is probable that within the environs (two or three miles) of the walls of the town or city there will be one or two castles of nobles associated with the place or independent from it.



The castle might be a fortified manor or moat house or a full-blown fortress, a castle. These places will be substantially the same as any like stronghold elsewhere, although the proximity of the large community will probably mean it is wealthier and has the latest style and improvements.



Wherever most needed, there will be such magical form of lighting as is found in aristocratic places like the castle. This includes the exterior and interior of the stronghold. In addition, the "usual" forms of illumination are employed: cressets and torches as backup in case of counter-magical extinguishing of enchanted lighting, candles and fireplaces as traditional and costly ways of lighting principal rooms. Where strong and steady light is necessary for work, rooms for servants will be magically illuminated. Elsewhere oil lamps will serve.





Although stone buildings are cold, some form of magical or engineered central heating might be found in a castle. If a flame elemental or two are not imprisoned, a boiler fired by coal or wood might be the source used to send hot water or steam to various rooms of the main portion of the castle to assist the fireplaces and braziers otherwise used to fight the cold.

Where the climate is hot, there is also likelihood that an ice elemental (or ice) will be harnessed to cool the air, which draughts will then be magically or mechanically sent forth in the place to make the environment more pleasant for the master of the castle, his family and guests. As with all aristocrats, the master of a castle possesses the full range of food and drink available. Of course the less affluent knight or noble, or those who tend to be miserly, will not expend vast sums on expensive things such as caviar, truffles, and imported wine. Likely game taken hawking and hunting, and fish from local waters, supplies a considerable part of the diet. Local produce is the main fare, and castle-brewed ale and beer, along with local brews and wines are served for standard drink. If the master has a palate that enjoys the sweet, likely a castle apiary will provide honey for sweetening as well as for making mead.

Because of being proximate to a large community, the costume of the aristocrats dwelling in the castle is in the latest mode in the town or city. Because appearance is generally of great importance to aristocrats, dress garments are of the finest materials and tailoring affordable. It is not uncommon for aristocrats of less-affluent sort to owe large sums to haberdashers, tailors, and dry goods merchants.

As with their apparel, display of wealth is indicative of station, so most aristocrats display their wealth as much as possible. If not riding caparisoned steeds, they ride in coaches and carriages drawn by fine horses, many liveried footmen in attendance, when traveling thus. Furnishings of the castle are many and of the finest craftsmanship. Personal arms and armor, as well as jewelry and accessories are costly and splendid.

The castle will likely have its own musicians and a jester for ordinary entertainment. The aristocrats visit the town or city area for their main amusement, so as to be seen at balls, plays, and the like. Of course they host gala affairs too, sponsoring such things as jousts, races, and possibly even theatrical performances.

It will be usual for the master of a castle to have many guests. In addition to playing host to visiting peers, including officials, it is possible that some great noble, or even the sovereign head of state will come to the lord's stronghold for a stay. On such occasions, no expense is spared to put on as grand a display as is possible, even though the cost is near-ruinous to the host.

Although the master of the stronghold might be a cleric or bandit chief, the odds are that the place will belong to a noble with a title, a long pedigree, and all that goes with it. In most cases then, there will be a "Lady—" perhaps a baroness, countess, or the like, whose title is derived from her husband or possibly held separately on her own.

That marriage given, there will also be the likelihood of children from the union, the heir to the title and various other offspring destined for whatever calling they might have. It is assumed that as typical of a feudalistic system, primogeniture will be the rule in regards title, and lands held will be entailed, indivisible save for the prime male (or female) heir. The younger children might become clerics, inherit some lesser title and land held by their father, or separate title and land held by their mother, or gain knighthood and seek their fortune. Females, of course, generally have an easier time than the males do, because they will likely marry a titled noble or at least a wealthy knight. At worst they enter the clergy in a privileged role or perhaps are married to an untitled but extremely rich magnate with prospects for gaining a title because of his wealth.

A noble, or knight for that matter, with a stronghold of some sort usually has more than mere feudal military service to worry about. In most cases the lord will own various manors, agricultural land upon which villeins (persons bound to the manor to work thereon) and other common folk live and labor. Some work the lord's lands in return for dwelling and a part of the produce reaped (cotters), while others rent from the lord, paying in money, produce and labor. Manors have villages where the villeins and some others dwell. As noted previously, some inhabitants of a village might be renters or small landowners.

The lord of the land might well have additional income besides that from agriculture and husbandry. He might own a mill. Perhaps there is a quarry or mine on his land that is worked and brings in income. He might have woodlands from which timber is harvested, pastureland from which rent is collected, city buildings from which rents are collected. In all, the castle dwelling is more than a place of safety for the noble lord and lady; it is the center of the business enterprises owned and managed by them.

A noble will have the right to determine all forms of justice to those persons on his lands who are not at least of freeman status. This includes the power of life and death. Otherwise, low justice only is within the power of the lord of a castle. Those crimes normally tried by a Justice of the Peace can be tried in the noble's courtroom, and possibly a number that are usually tried by a magistrate will fall into that venue. The latter sort of crimes will likely be: assault (including that with a deadly weapon), burglary, debt, horse theft, leaving area of villeinage, purse cutting/snatching, receiving stolen goods, robbery, rustling, sale of stolen goods, and theft.

A ROYAL PALACE

There are four basic divisions of function within the organization of the government, and a separate one to oversee the monarch's personal comfort and affairs, including his private property:

Administrative and Judicial: Steward of the Realm.
Military: Constable of the Realm.
Financial: Chancellor of the Realm.
Sovereign's Personal Affairs: Royal Seneschal.

Note that the head of each office has a direct reporting relationship to the monarch. This access is, of course, of inestimable worth in a monarchy. In addition, the three lesser but directly-serving offices of the crown, those of Royal Chaplain, Wizard of the Realm, and Royal Secretary, are likewise of great standing.

Steward of the Realm: (First in precedence.) This is the office of viceroy of the realm, the first royal government office in order of precedence. Next to the monarch, the steward is the highest ranking person in government, and in the absence of the monarch stands in his stead, before the noble peers. The basic duties of the office pertain to the oversight of the kingdom outside the royal domiciles and demesnes. The Steward is also in charge of legal matters. Thus, the chief office hereunder, that of Justiciar, is of great rank.



Constable of the Realm: (Second in order of precedence.) This office is principally charged with the duties of 1) policing the state and 2) military matters of both defensive and offensive nature. These responsibilities begin in the royal domicile and extend to the borders of the realm. In the absence of the monarch and the Steward of the Realm, the Constable of the Realm is commander of all. The principal offices under this one are those of Lord Marshal and Lord Admiral.



Chancellor of the Realm: (Third in order of precedence.) The Chancellor is directly responsible to the Crown for the finances of the state including taxation, minting, revenues, accounting, and, because of its extensive activities in regards to revenues, intelligence. An important post under this office is the Keeper of the Seal, the instrument that makes a royal writ legal.



Royal Seneschal: (Fourth in order of precedence.) This office is principally accountable for the immediate residence of the suzerain, all state residences, castles, and lands. The Royal Seneschal has responsibilities as follows: 1) oversight of the dwelling and working places of the sovereign, 2) internal security thereof, 3) oversight of the





Table 2:32

Royal Officials

Great Officers (Typically great knighted nobles or knighted nobles)
1. Steward of the Realm: Chief of administration, foreign, and judicial affairs
2. Constable of the Realm: Chief of policing and military affairs
3. Chancellor of the Realm: Chief of finance
4. Royal Seneschal: Chief of all royal property

Second Rank Officers (Typically nobles, knighted lesser nobles, or great knights)
5. Justiciar: Chief judicial officer
6. Lord Marshal: Commander of the army
7. Lord Admiral: Commander of the navy
8. Royal Chaplain: Counsel on spiritual affairs (an ordained cleric)
9. Wizard of the Realm: Chief of magical matters
10. Lord Treasurer: Oversight of tax collection and minting of coinage

Third Rank Officers (Typically nobles, knighted lesser nobles, or great knights)
11. Royal Secretary: Oversight of official state records
12. Auditor General: Oversight of all state expenses, property, equipment, accounts
13. Sheriff: Oversight of law and order in a district of the state
14. Commander of the Royal Guards: Oversight of royal security
15. Major Domo: Oversight of the royal residence
16. Chamberlain: Oversight of the royal quarters and of guests

Fourth Rank Officers (typically knighted petty nobles or knights)
17. General: In charge of some branch of the army
18. Vice Admiral: In charge of some branch of the navy
19. Keeper of the Seal: In charge of official seals and records of all writs, etc.
20. Herald: In charge of armorial bearings, records of nobility, knighthood, etc.
21. Cofferer: In charge of royal personal treasure, including jewels of state
22. Royal Almoner: In charge of royal charity

Fifth Rank Officers
24. Keeper of the Royal Stables: In charge of royal mounts and transportation
25. Royal Forester: In charge of all timberland
26. Castellan: In charge of a royal fortress
27. Royal Porter: In charge of royal residence security
28. Usher: In charge of official functions, security thereat, and guests
29. Captain of the Royal Guards: In charge of armed protection for the sovereign
30. Chief of Engineers: In charge of building projects
31. Chief of Artillerists: In charge of siege and counter-siege equipment
32. Spy Master: In charge of intelligence

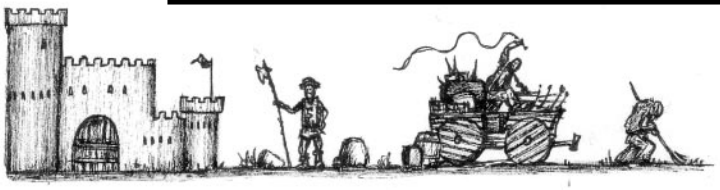
There are, of course, great numbers of other offices, from judges administering high justice, magistrates (middle justice), and justices of the peace (low justice) through clerks and the like to humble woodwards and haywards.

Palatine nobles will have similar organization in regards to their officers.

Nobles will have fewer offices, and these will include as important ones Castellan, Porter, Usher, Captain of the Guards, and Spy Master.





monarch's (thus the state's) fortresses, 4) all matters relating to the demesnes of the monarch and 5) all matters pertaining to such lands and estates as the monarch leases to tenants. As these duties are extensive, the chief office under this one is that of the Major-Domo.

Royal Justiciar: (Fifth in order of precedence.) The office of justiciar, the chief judge of the royal courts, reports to the Royal Steward and also directly to the monarch. The justiciar ranks just below the parallel line between the four great royal offices often also reporting directly to the crown. The official precedence would come immediately after the office of Royal Seneschal, thus fifth in the line of officers. (This individual might well possess the Extraordinary Ability of Psychogenic Thought Reading.)

Royal Chaplain: (Sixth in order of precedence.) The ecclesiastic, likely of high sort, serving the monarch as spiritual advisor and seeing to religious matters of the royal family. Under this office is that of the Royal Almoner caring for charity and the poor. Various other minor clerks will be found in this office and friars, monks, and nuns to distribute alms and see to the poor.

Wizard of the Realm: (Seventh in order of precedence.) This very high-ranking individual directly under the command of the sovereign will have a retinue of lessers beneath his or her office. The wizard is probably an individual of noble sort most able in one or more of the Extraordinary Abilities of Enchantment, Geourgy, Necrourgy, Psychogenic, and/or Sorcery.

Royal Secretary: (Eighth in order of precedence.) The grand scribe, and often also a churchman (Theurgist), and organizer of the monarch's daily schedule and short- and long-term itineraries. The Royal Chief Clerk will serve the Royal Secretary in seeing to the organization necessary to manage this, and under that individual will be many lesser scribes and clerks.

Major-Domo: (Ninth in order of precedence.) This office is charged with the maintenance of the sovereign's current residence and all matters pertaining to the household finances and domestic matters, with the Seneschal directly managing oversight and security.

The palace is not a fortress in the sense a castle is. The grounds around a palace will be walled and fenced, patrolled, but this protection is far different than towers and curtain walls. Its entrances will be protected, possibly by towers and bartizans, but the main one will be grand, not grim, and without drawbridge and portcullis. The royal palace will be larger than the main building and all the others besides that are in even the largest castle. The walls will be thick, but nothing like the great thicknesses of castle walls. Instead of loopholes and small windows, the palace will have large openings so as to allow for light and air. Inside the palace will be gold and gilt, marble and fine wood highly polished. In short, the palace is a sumptuous court and dwelling where protection is much seconded to grandeur and comfort.

The palace is a sign that there is no immediate threat of large and organized bodies of enemies nearby to threaten those who are quartered inside. Thus, palaces are found only in the interior portions of advanced states where such threats are minimal, or inside walled cities. In all cases, the number of guards needed to maintain security for a palace is greater than that needed to give the same security in a castle that covers the same amount of land. The palace requires that men serve to protect where fortifications did in the castle.

The nature of the palace is such that where available magical lighting will be in general use. Of course for grand events, hundreds of beeswax candles are called for. Tradition, ambiance, and conspicuous consumption call for that.

Magical or mechanical central heating (and cooling), if anywhere, will be found in the palace. Fireplaces will be retained for added warmth, their light and ambiance, even though quite unnecessary in most cases.



The palace will be a, or the, seat of the sovereign head of state and his or her consort. In some societies the consort is not styled in an equal manner as the sovereign ruler. Thus the emperor might not have an empress as a spouse, perhaps a princess instead; or the queen might not have a spouse who is styled king, but perhaps prince or duke or the like. Generally, however, it will be emperor and empress, king and queen, (palatine) duke and duchess, etc. With the head of state and spouse will be their children, various relatives, officials, guards, and a host of menial servants.



Within the palace there will be a facility for the educational instruction of children, both royal and those of the important royal officials. Tutoring in religion will be overseen by the Royal Chaplain. If applicable, tutoring in magical arts will be overseen by the Wizard of the Realm. Other educational subjects will be the purview of the Royal Secretary who will appoint various tutors.





Just as in a lord's castle, the palace will be more than a showplace and domicile. Receptions for visiting heads of state and foreign dignitaries will be held there, as will galas, but on a day-to-day basis the principal affairs of state will be directed from the palace. The various noble officials, ministers, and the like will assemble to report to their royal master, receive instructions, and then go to their various offices, in the palace or at separate locations nearby, to manage the affairs under their charge.





The personal business of the sovereign and his family will be dealt with separately from matters of state. After the latter have been taken care of for the day, the Royal Seneschal and such under-officials of that worthy, great and small, will report to the suzerain as to his personal affairs—castles, lands, etc., and various matters pertaining to the palace and private appointments.

Only cases of greatest import, such as rebellion or treason of a great noble or royal official, will demand the sovereign's attention in court of law. The royal court attends to too many other matters to also hear legal cases regularly. Such matters will be handled under the office of the Steward of the Realm by the Justiciar serving under that person.

The monarch and his retinue dwelling in the palace do not have a true life of leisure. There are many matters of state and personal sort to attend to on a daily basis, and there are also many functions pertaining to such things that the ruler and his or her family must host or attend. Of course there are many persons there to assist and serve, but the schedule of a sovereign will be busy, if not grueling, much of the time, if the ruler is active in managing the state of which he or she is the head. The Royal Secretary is responsible for creating the schedules of the royal family, this done in consultation with them, of course.



Whatever is commanded is delivered if at all possible, including rare delicacies forbidden to all others save the royal family. For example, historically in England the deer and swan were dishes reserved for the king. The Major Domo, as overseen by the Royal Seneschal, oversees the Butler and Royal Chef and all the many others employed in seeing to the nutrition of the royal family, their officers and guests.



When not in robes of state, the royal family will typically dress in the most costly of apparel, their choice of garment style, color, and fabric setting the fashion for the court and thus the aristocracy. Seeing to all of this is the duty of the Keeper of the Wardrobe.



Everything in the realm that isn't expressly the property of another belongs to the crown. That observation aside, the royal family will have virtually everything desired, or needed, plus the most gorgeous of jewelry aside from the state jewels. Responsibility for furniture and the like is in hands of the Major Domo. The Cofferer is responsible for valuables –(money, jewelry, etc.).



Seldom will the sovereign head of state and consort venture to common places to be entertained—although their late adolescent and mature male children might do so. Beside the usual royal musicians, singer, poet, and jester, the suzerain can command of any entertainer or group thereof performance at the palace. Although banquets, dinners, receptions, and balls fill most of what would otherwise be dull evenings and nights, when such a possibility looms, a command performance will be ordered. The Major Domo is in charge of entertainment.



Of course one does not drop by the palace uninvited, or slip in to see the ruler unannounced (save by royal connivance). The nobility and knights, even the wealthy non-noble members of the upper class can formally request an audience. Such persons might also be invited (read commanded) or actually ordered to attend the suzerain at his palace. Other sovereign heads of state, and their ambassadorial officials are invited to be guests. Other persons are not welcome. Of course, someone famous, or who has done something remarkable and beneficial in regards to the realm or the person of the ruler of his or her family might be invited to be a visitor.

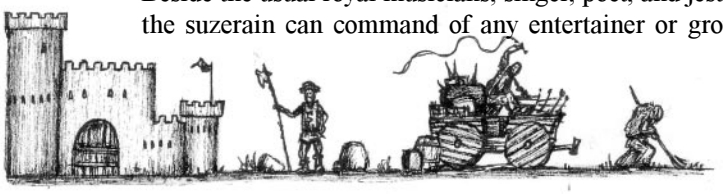
Similarly, such a person might by considerable "gifts" to the right officials, be allowed to be on the audience list for the royal court when the ruler sees various persons in such audiences.

The Royal Secretary is responsible for all appointments, while the Royal Porter is responsible for admitting persons, the Usher directing them to the correct place, and the Serjeants-at-Arms he directs see that the visitors arrive at the correct place.

RECREATIONAL AMENITIES

Bath and Natatorium: Depending on the proclivities of the monarch, either or both will be present in or as an adjunct to the palace. The bath, of course, will be completely private. Other, non-royal bathing facilities might also be present in the palace. Any pool for swimming will be large, private but possibly made open to invited guests. Such areas will be seen to by the Chamberlain (royal baths) and the Major Domo (other baths and natatorium).

Gardens: Fountains, pools, streams, mazes, grottos: Of course there will be various beds of flowers and flowering plants, shrubs, and trees arrayed on select spots of the palace grounds. It is also most likely that amidst the gardens will be fountains (with sculptured figures) and pools, some of the latter reflecting ones, fish ponds, or pools in which water flowers bloom. Palace gardens might also include carefully placed and perfectly maintained brooks, mazes created by tall hedge plants perfectly trimmed by the gardener's staff and real or artificial caves (grottos) so that those enjoying the gardens can have a private place to meet, or rest in cool comfort on hot days. The Parker is responsible for all palace grounds, while immediate charge for the gardens and associated features will be in the hands of the Chief Gardener.



Gymnasium: Whether used or not, the palace will likely contain such a chamber. The gymnasium will be where fencing is practiced. The royal family will use the facilities for such physical exercise as they might wish to undertake, and the major royal officers will have access to the place when not otherwise reserved. The Major Domo will have charge of such a facility, while the Captain of the Royal Guards will be responsible for trainers in fencing and exercise.

Library: Whether or not the works are ever read, the Royal Library will be extensive and contain all manner of books, manuscripts, maps, scrolls, etc. The Royal Secretary will have under him a Chief Librarian who sees to this facility.

Menagerie: If the ruler is so disposed, somewhere on the grounds (well removed from the palace proper), there will be buildings with outside cages, buildings, and fenced areas with sheds in which are confined various animals—large and dangerous ones, herbivores of interesting sort, birds, reptiles, fish—according to the desires and means of the monarch. In a fantasy milieu, this menagerie might well contain fabulous beasts as well as ordinary creatures. Note that if there is a menagerie, there will be a lesser official added to the list of royal ones, a "Keeper of the Royal Zoo" or some such, with rank just below that of the Keeper of the Royal Stables, the Royal Forester, or a Castellan, depending on how dedicated the ruler is to the menagerie and how large it is.

Museum: While a gallery will suffice to display trophies from war and the chase, it is likely that various artifacts, relics, rarities, exotic and strange objects will be acquired and kept for like display. Together with battle and hunting trophies, such items form a museum. The royal collection will likely be fairly extensive, shown to amaze and edify visitors, reminding the royal family of their own greatness meanwhile. This museum collection will be the responsibility of the Royal Seneschal, the Cofferer reporting to him overseeing a Royal Museum Curator.

Park: Beyond the immediate palace grounds, the drives, gardens, lawns, game courts, ponds, pools, appurtenant structures such as kennels, mews and stables, there will be considerable open woodlands, the park or parks. There the royal family will ride on bridle paths, game will be loosed for hawking and hunting, and the common folk will be screened from view. Such useful land is also under the office of the Parker, that worthy with many lesser officials serving him, he, in turn, being overseen by the Royal Seneschal.





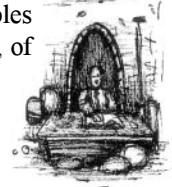
THE CHASE

Whether open or forested, royal hunting (and fishing) reserves are in the charge of the Royal Forester. Under this official are verderers, foresters, gamekeepers, huntsmen, and hornblowers. The Royal Forester reports directly to the Royal Seneschal. When royalty wishes to hunt or hawk in the "wilds," their wishes in this are seen to by the Royal Forester. The extent of royal hunting reserves depends on the size of the state and its development, but in general terms the smallest of such places will extend over several thousand acres. Some reserves might cover tens of square miles. There will likely be several such reserves in the state. Smaller hunting reserves owned by great nobles will also be available to the monarch, of course.











Hunting Mounted: Coursing after game while mounted is generally the hunt for deer and like fleet animals such as wolves. The Keeper of the Royal Stables will be responsible for seeing to the proper mounts in hunting forays.

Hunting Afoot: Such sport is typically aimed at the taking of such dangerous animals as bears, boars, leopards and other great cats. As hunting dogs are usually employed in such chase, the Keeper of the Royal Kennels will be on hand to see to the hounds or other sorts of dogs employed.

Falconry: Hawking with raptors—falcons, hawks, even eagles—is a royal, and noble, sport. Various sorts of game birds are hunted thus. The list includes cranes, ducks, geese, partridge, pheasants, and quail. In this form of hunting, the Keeper of the Royal Mews is responsible for the raptors that take the game birds.

Fishing: While fishing is a secondary sport, if the monarch is so inclined, there will be streams, ponds, and lakes at his beck and call to serve his desire for angling. The Royal Forester will see that such fishers as are needed will be on hand to assure the royal sport is successful and satisfies the suzerain in all ways.



Poaching: Anyone taking any sort of game from a royal reserve is guilty of poaching. All poaching is considered a considerable crime, but that done on royal lands is severely punished, the guilty party typically being branded and condemned to up to five years of penal servitude. In some states poachers caught in the act will be summarily hanged.

MILITARY COMMAND



In fantasy milieu's the details of military command can be relatively simple, as is the case in the medieval period or a bit more complex, as in the case of a Renaissance model.

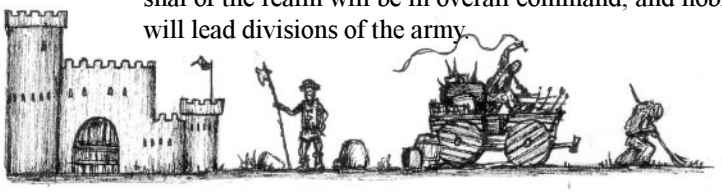


The Medieval Model: As you read this part bear in mind that obedience to even the king's direct commands might be ignored in the field if noble/knightly honor were brought into question in obeying orders. Also, as peers of the realm, not a few nobles had their own agendas, switched allegiances, etc. Mercenaries serving under their own leaders might be bribed to not fight or even turn their coats. If they were not paid beforehand, they would not fight anyway.



The sovereign lord is the commander in chief, and in the field he leads, appointing sub-commanders who will be nobles and/or knights. Thus, a feudalistic army with three divisions (the usual) will typically have the sovereign commanding the center force, the steward or marshal one of the others, and probably some great noble leading the third. If the monarch is not in the field, the steward of the marshal of the realm will be in overall command, and nobles will lead divisions of the army.





Within a division there might be cavalry composed of nobles, knights, esquires, and mounted "serjeants" serving under the various nobles there. One leading noble will be in command of such force. There will also be militia infantry from nobles and cities/towns of the realm. Each such unit will be commanded by its own "captain" with the assistance of a lieutenant or two.

A general might be leading all "royal" units—assuming there are sufficient regular troops to warrant this. Each unit of "royal" troops will be led by a captain. Royal knights, members of an order of knighthood controlled by the sovereign, will be led by a knight commander, and sub-units of 20 "lances" are commanded by knights banneret. Unless the general in overall command is a knight and noble of great sort, it is unlikely that his orders will be obeyed.

Religious warrior orders are led by a knight commander, having knights banneret under him. Such forces are unlikely to obey any orders not given by their commander.

Mercenary units are typically "companies" of 100 or 200 men. Each such unit is independent, serving directly under the one who hires their services. Mercenary companies are led by a captain, having one or more lieutenants. They obey their leader, but ignore orders given from others. Where allied forces take the field, simply multiply the difficulties of command accordingly. The most common difficulties will be unordered charges and refusals to march.

An exception is the Swiss army. Each territory composing the state sends men to the army. A band of this sort is led by an elected captain and supported by leading men who are well armored and "front rank men" who are paid more. These bands are formed into divisions led by a renowned warrior that the captains accept and obey thereafter. The captains also elect an overall captain, a "captain general" if you will. Assuming determination and commitment, such a force is obedient and steady to the point of fearlessness.

With regard to naval command, the state-owned ships will be commanded by an admiral aboard a flagship. Each ship will have a captain who will obey orders conveyed to him by the admiral. Ship's captains are served by lieutenants. There might also be vessels in a fleet that are sent there by peers of the realm. Ships commanded by nobles, with captains appointed by nobles, are in a separate squadron, and be less rigid in their obedience to orders from the admiral.

The Renaissance Model: The first difference in such a force is less reliance on troops furnished by nobles owing fealty to the monarch. That is, the state will have a standing army and navy of some size above that needed to guard the sovereign's person and to carry him and his messengers from place to place. Thus the general will command more men and have greater respect. The admiral will likewise have more ships with regular crews.

Units under the general(s) might have officers in command with rank titles such as "brigadier," "colonel," and "major" instead of the older "captain" designation. A captain of mercenaries commands a company, so larger forces, even mercenary ones, will likely have rank names commensurate with the size of their command. Of course a general will command a large force, a division at least, and that most likely containing both cavalry and infantry.

The main portion of a renaissance-like army, the center most probably, is formed of "royal troop" units. For example, to counter the influence, as well as to gain the force, of mounted chivalry, the French Crown instituted the gendarmerie, royal heavy cavalry as well-trained and equipped as were nobles and knights, and much more likely to obey orders. Foot units were likewise formed and trained to have combat and missile forces of trained and obedient sort for the field army and to serve in the role of guards in fortresses and frontier outposts owned by the crown. The latter replaced the role of most "marcher lords" of course.

Cities will be larger, attain their privileges from the monarch, and so contribute larger, better equipped, and likely better trained units. These forces typically are placed together under the command of another royal officer. The same is true of levied troops. If sufficiently large, militia and conscripted forces form a division or corps of the entire army in the field. Finally, forces sent to the army from nobles will usually be brigaded (or otherwise) together as a separate unit or units of the whole. A great royal officer or officers, or perhaps a noble or several such, from their number, possessing sufficient rank, power, and prestige, will command that portion, or portions, of the greater army. Allied forces will typically be managed in like manner, possibly included in the noble division or divisions.

Naval forces will be mainly of state owned sort, commanded in the same manner as noted for the medieval model. The chain of command aboard ships will include petty officers under the lieutenants, the latter likely now ranked in standing—First, Second, Third, etc.—as the ships will be larger and the crews more numerous so as to require more officers. Non-"royal" and allied-state vessels in the fleet will most probably be organized as separate squadrons. They will most likely be commanded by nobles and/or "commodores" of their own choosing, such officers being subject to the orders of the fleet admiral.

Of course supporting a standing army and navy is a costly proposition, so neither sort of force was ever large in the European Renaissance period of history. In a fantasy milieu, where there exist both monsters and magic, it seems probable that considerable reliance on independent warriors, the feudal model, would need to persist alongside the more centralized armed forced of the state.

LORDS SPIRITUAL, LORDS TEMPORAL & LORDS MAGICAL

LORDS SPIRITUAL: SERVING DEITIES AND AIDING MAN

For over a quarter of a century the clerics in the fantasy RPG realms have been treated in two basic ways. The few are active adventuring characters accompanying parties of other sorts of persons who engage in quests and exploits. The majority are supporting cast sorts, seldom encountered characters directed by the game master and who are basically sedentary dwellers within castles or religious compounds, those of "nature," shamanistic sort generally relegated to "sacred places" such as groves or trees and the like. That seems to fit well with historical fiction, and history too, in regards such figures. But wait. A closer look at medieval history indicates a far greater pervasiveness of the ecclesiastic in all society. Couple this with the nature of the environment subsumed in the genre, and an entirely different picture emerges.



With the template for the clerical role in the FRPG as noted, there is disharmony between the subsumed active presence of deities and their representatives dwelling on the mundane world. Indeed, but a year or two previous I would have been quite content to point to such a state of affairs as an "accomplishment." As is now apparent, I was in error. Two things called the matter to my attention, the second being the trigger for this essay portion of this work dealing with a developed fantasy world environment.

Initially, assertions of having characters in fantasy games that were atheists gave me pause. While that didn't draw the veil from my eyes, it did ring an alarm bell. How, pray tell, in a milieu where deities were manifest and active could a person dwelling therein not believe in the existence of potent spirit beings? Attempts to assert that such beings were not "gods" set aside as fatuous, for by definition the make-believe entities in question qualify as such, I considered if there could be any other basis for justification of atheism. As the deities in a fantasy universe generally become material or send lesser entities to do so, intervening thus in mortal affairs, empowering magic, and doing all manner of other supernatural things, the obvious answer was that there was no logical foundation for a player asserting such creed on behalf of his game persona. The persona denying the existence of deital beings in a milieu in which their active presence was continual and plainly evident would have to be either mentally deficient or insane. As that conclusion is arrived at through only a casual ex-





amination of the working premises for the fantasy universe, it was far too easy for me to dismiss the subject. Doing so was an error.

When developing the fantasy universe for the *Lejendary Adventure* Role-Playing Game system in 1996, the rules and mechanics for the game were foremost in consideration. That there were active deities, and their servants, the priesthood if you will, was never in question. The various pantheons of deities, the Ability of Theurgy, and the Ecclesiastic Order were fundamental portions of the primary work. It was subsumed that the potent spirit beings would be active. There was no question that the Extraordinary Ability of Theurgy was a major one. Similarly, the archetypal Ecclesiastic Order was designed to be a major feature in the milieu, its members of great importance therein. At that time, though, I still had not put the second portion of the equation into place. That happened only recently, when I set about defining the typical socio-economic structure of the cultures to be encountered in the fantasy world setting.

To accomplish the task it was necessary to examine our own past. Given that the audience for the game form is oriented towards the model of medieval Europe, that treated primarily in the English language and centering around the British Isles, that is where I concentrated my attention. Because of considerable former reading and research done in the Anglo-Saxon period through the Renaissance in England, only specialized works dealing with everyday life of the various classes –(noble, gentle, yeoman, common) were perused. In so doing, I discovered an extensive detailing of the religious community, ranging from their buildings through their roles in daily life. Eureka! At last the light came to my eyes.

In the whole of the Dark and Middle Ages, the clergy, lay and ordained alike, played a central role in all life. From the courts of kings to the peasants' hovels, religion and clergy were paramount. That term is used advisedly. The central theme of life was religion, and even the rulers were elevated to their lofty heights by the grace of God.

Returning to the history of this earth, we need but examine the British Isles from the 9th through 13th centuries to get an idea of what the religious life in a universe with diverse and active deities would be like. The ancient Egyptian model also serves to provide us with a model in which the various deities of a controlling pantheon are revered.

What follows applies to the worship of and service to the good, benign and tractable agathocacological beings belonging to a pantheon. The harsh and evil deities of such a group that are worshipped openly, if at all, receive mainly propitiatory offerings, usually by a minority of persons in the pantheon's area. Malign deities of a pantheon typically have no recognizable organization, clergy, places of open worship, etc. Thus the material hereafter is not generally applicable to these deities.

As in England in the medieval period, every community, large and small, will have religious buildings. The cities will have great temples, lesser ones, fanes, shrines; chapels and abbeys, convents, and priories will be found there as well. Smaller communities will have perhaps a single great temple, with such lesser places of worship and religious life as are supportable or otherwise founded and maintained there. In rural areas a religious house (abbey, convent, or priory) might serve for the local folk to congregate to observe worship, or a small place of specific sort (a fane, chapel or shrine) will serve the community or the locale, persons from several miles around coming there to observe services.

Now turning to the ancient Egyptian model, we see that as there are multiple deities in a pantheon, the chief city of a state will be the seat of the great temple of the chief deity or deities of the pantheon, with temples for the other principal gods and goddesses there as well. Other large cities will generally have a large temple to a principal deity other than the chief one. In all metropolitan communities major and minor places of worship and religious houses that honor a specific deity will usually at the same time acknowledge the chief deities of the pantheon. Think of a cathedral with its many small shrines to various saints for a model here. Also, think of various churches named for saints, but replace the name of the saint with a deity of the pantheon. Thus, assuming the Tenoric Pantheon (based on the Teutonic and Norse myth of this world) of the Lejendary Earth World Setting, one might find the fane of Baldur or of Freyja, a chapel of Byggvir (god of barley, grain, brewing), or a shrine of Torge the mountain giant.

Abbeys, convents, priories too will be established in the name of one or more specific deities of a pantheon. For example, there might be a Convent of Ran (the sea goddess) or one of the Walkeries (Nordic Valkyrjr) or Asynjur (Frigga's handmaiden demi-goddesses). An abbey might be dedicated to Volund (Wayland) the smith god or to the Einheriar (the hero-warriors of Valhalla). Priories, with preaching and teaching friars, could be dedicated to the Norns, Baldur, Byggvir, Holdur (god of wisdom)… you get the picture.

As was the case in both medieval Europe and ancient Egypt, the clergy will be pervasive and rank high in each socio-economic tier. The great priests and priestesses will range from just below the sovereign of the state to just below the nobility. In the middle tier will be the ordinary clergy who serve that class. Likewise, in the lower stratum will be those religious persons who tend to the ordinary folk. Note that this applies in more primitive societies equally with the most advanced. There is no difference in regards to the obvious and direct relationship between the acknowledgement of and service to deities and the welfare of the community.

ECCLESIASTICAL CONCERNS

An examination of clerics in history reveals that their roles were basically in four areas: government, performing worship services, religious instruction in regards to faith and service, and general education. In comparison, their role in the fantasy milieu would be broader. The functions accomplished in the historical model remain, and in addition there come a host of duties that directly impact virtually every aspect of life, from the highest to lowest classes. What will ecclesiastics do in the fantasy universe? Let us consider each aspect separately, adding in the yet-unnamed other functions:

Government, other than that of the theocratic sort, will have the ecclesiastic or shaman involved mainly in counsel (advice) and judicial roles. These clerics will, of course be of the upper class, ranking as nobility. This is actually similar to the clergy of the middle ages in Europe. These potent theurgists and shamans will serve also as the personal priesthood of the rulers and aristocracy, assuring their devotion to and acceptance by the deities recognized in the land. Going with these roles will be considerable wealth—fiefs, manors, estates, annuities, and stipends.



This raises a question as to accumulation. Would the clergy, by grants and gifts from high and low, come to own more of the state than any other group, sovereign and nobles included? Unlikely indeed in a deity-active universe. Although the priesthood of a benign or even agathocacological deity would be dear to that entity, greed and power-seeking beyond the bounds would not be "blessed." Such activity would indicate either self-seeking, not service, or an inability to distinguish what would best serve the state. Why serve the state? Simple. A powerful and prosperous state reflects upon the pantheon it acknowledges, promoting the worship of the deities concerned by its citizens, greatest to least, thus benefiting the deities.







Worship services, mentioned briefly above, will be many. Depending on the pantheon and deity, the ordinary sort will take place regularly, from a weekly to daily basis, perhaps several times daily. There will be holidays and feasts to direct. All such activities will be to propitiate and bring active assistance of the pantheon, one or another deity thereof, in regards to the state, the people, health, fertility, the weather, etc. Part of that means protection by the pantheon deities of the worshippers, especially against evil beings. Of course such benefits are not expected, rather requested through worship, prayer, and sacrifice. A part of the latter will be such portion of the worshippers' income and/or labor as is called for by deities in question. For example, the pantheon might require a tithe (tenth) of income in produce or money. On the other hand the contributions



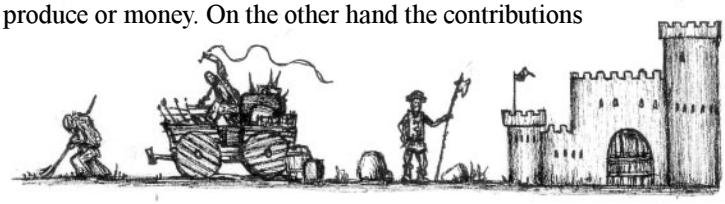


Table 2:33

ECCLESIASTICAL HIERARCHY

Prelate: representing the entire pantheon, equal to an emperor in precedence.
Sub-prelates: representing a major deity of the pantheon, equal to king or palatine noble, a prince or duke.
Sub-prelates: representing a minor deity of the pantheon, equal to a lesser noble, from viscount to baronet.

Hierarchy serving a Deity
Grand High Priest/Priestess
Serving a state or region of the world
in a grand temple
(equal to a duke)
High Priest/Priestess
Serving a part of a state or region
of the world in a grand temple
(equal to an earl)
Master of an order of warrior clergy
(equal to a baron)
Prior of an order of friars
(equal to a lord)
Chief Priest/Priestess*
Serving a High one
in the state or region
in a temple
(equal to a baronet)
Abbot/Abbess
(equal to a lord)
Officiant Priest/Priestess*
Serving a Chief one in the state or
region in a temple, alone in a fane or chapel
(equal to a grand knight)
Warrior-clergy
(equal to a grand knight)
Priest/Priestess*
Serving a locale in a chantry
(equal to a esquire)
Under Priest/Priestess
Serving a locale at a shrine
(equal to a gentleman)
Friars, Almoners, Monks/Nuns

Hierarchy Serving a Deity
Grand High Priest/Priestess
Serving a state or region of the world
in a grand temple
(equal to a marquis)
High Priest/Priestess
Serving a part of a state or region
of the world in a grand temple
(equal to a viscount)
Master of an order of warrior clergy
(equal to a lord)
Prior of an order of friars
(equal to a baronet)
Chief Priest/Priestess*
Serving either a High
one in the state or region, or else
representing a lesser deity in a temple
(equal to a grand knight)
Abbot/Abbess
(equal to a baronet)
Officiant Priest/Priestess*
Serving a Chief one in the state or region
in a temple, alone in a fane or chapel
(equal to a knight)
Warrior-clergy
(equal to a knight)
Priest/Priestess*
Serving a locale in a chantry
(equal to a gentleman)
Under Priest/Priestess
Serving a locale at a shrine
(equal to a gentleman)
Friars, Almoners, Monks/Nuns
Lay Warriors & Ecclesiastical Servants, Friars/Monks

*Here is about the level at which a shaman fits in.

The above sort of structure, altered to suit the culture and society of a people, thus provides multiple layers of ecclesiastical care. At the top we have the prelate in some especially holy place where pilgrimages come for special things. Below that we have special grand temples in special places in the state, also places for pilgrimage, of course, with clerics of great potency. In the middle we have temples, places in cities and towns, with potent heads and various lesser clergy because of the needs to be served. Closer to the bottom are the "parish" places of worship -fanes and chantry- located in metropolitan wards, small communities, and in the domiciles of warrior-clerics, priories, abbeys, and convents. Scattered form middle to bottom there are chapels and shrines for the immediate, and sometimes also special, needs of the populace.

Warrior-clergy protect the people.
Friars preach and also educate, go from place to place to assist with mundane and special problems.
Monks educate the young, serve travelers, pray, and create medicines and the like.
Nuns help protect women and children, pray, teach, and create medicines and the like.








expected might be according to the free will of the faithful giver, be it in whatever form chosen by that one as suitable. The whole of the hierarchy of the ecclesiastics will be involved in this activity, the great serving the great, the middle range caring for the middle class, and the least providing for the commoners of the lower tier of the society.

Religious instruction, seeing to the spiritual needs of all persons, will be a very central and key function of the ecclesiastics in the milieu. To be acceptable to the pantheon, to gain the benefits bestowed by the deities upon their followers, to help in assuring this for the whole of the state, not just the individual, and to gain the benign afterlife, all persons in the state will be sought for and given teaching. Payment to support such activity by the clergy will be covered mainly in the contributions required from the faithful. Again here, the activity of instruction will be done from highest ranked to least of the clergy for the corresponding social classes of the laity. Friars will serve here to find and teach those otherwise missed by the priesthood proper.

Education, beyond the teaching of the proper form one must follow to give acceptable worship and service to the pantheon, is another ecclesiastical matter. While all places of higher learning will not necessarily be of religious nature, many will be. Special training by the clergy, whether religious or secular, this being akin to college or university instruction, will typically require tuition payment so as to help support the institution providing such learning. In general, the middle stratum of the ecclesiastical community will be most involved with the education of the secular upper and middle classes. Monks, nuns, and friars alike are likely to be found in many roles in such institutions.

Seeing to the needs of the poor and disabled speaks for itself. Some portion of even a highly prosperous realm will be of the sort unable to properly care for itself. Funds for this charitable care will come from the greater ecclesiastical organization, from patrons, and from the local community. All ranks of the clergy will be involved in such care. The higher will oversee the large efforts in regards the needy. The middle range of the priesthood will attend the local needs, with abbeys, convents, and priories playing central roles too. The wandering ecclesiastics will seek out and help the isolated and otherwise unreachable ones who are deserving of charity.

Providing for widows and orphans is similar to the charitable work noted above, but it also covers such aspects of care as protection (legal and physical), gainful employment, adoption, apprenticeship, and education. Funding for this is much the same as for the poor. Although sometimes the provision will be for the upper or middle class persons of the society, generally it will be the lower strata that are in need. Thus, the brunt of this work will be borne by local clergy, the abbeys, convents, and priories nearby.

Health care for persons falls into two separate categories. The main portion of caring for persons who are diseased, sick, injured, or in need of eye or dental treatment will be at special hospices maintained for this purpose, or else done in religious houses from temple to abbey. Those unable or unwilling to come to such places will be treated by those spiritual workers who travel about and see to the needs of such persons. Patients able to pay for such care are expected to do so. Those unable to pay for the actual costs, or even part of them, will receive charitable care. In general, all such work will be done by the whole range of the clergy, but the brunt of it will be borne by the middle and lower ranks of ecclesiastics.

Health care for animals will be accomplished mainly at the local level, with some assistance from those spiritual workers who are itinerants. This work is mainly for agricultural livestock, thus assisting the state and the people on all levels, of course. Costs for animal care will be borne by the owner of the livestock, wholly or in part. The poor will not be deprived because of this need, and when applicable the treatment will be of charitable sort. Generally speaking, the middle and lower ranks of the clergy will manage such matters.



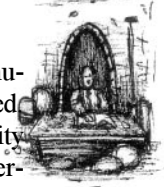
Care of crops is much like care for animals. Apply the material for the latter to this function of the spiritual workers in the milieu.



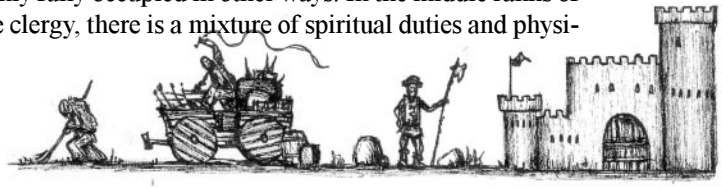
Maintaining clerical properties is generally self-explanatory. There are two sorts of property to consider, however. Buildings belonging to the clergy and of religious nature must be maintained and cared for. In regards to places open to all, the work will typically be done through a combination of hired persons and volunteer labor. Structures in generally closed religious communities will be cared for by the members of the community, with little hired or volunteer work done by "outsiders." Such places include abbeys, convents, and priories. Costs incurred will be paid for by pantheon funds and contributions from the laity. With regard to other real property, buildings and lands not used for worship, the most common means for maintaining these will be through tenants. The ones residing in the buildings, working the lands, will pay a rent in cash, land produce, and/or labor to the ecclesiastical owners. From such payments the real property will be maintained, and excess from such contributions will assist the pantheon in maintaining its religious places, supporting the general works of the clergy.







Clerical labor should be evident from the foregoing enumeration of with what the spiritual workers are concerned. Although the upper ranks of the ecclesiastical community are not much burdened with physical labor, they are certainly fully occupied in other ways. In the middle ranks of the clergy, there is a mixture of spiritual duties and physi-



cal ones too. At the lower end of the spectrum, and into the associated, non-priesthood orders (such as that of the Friar Order), the emphasis shifts to include as much or more physical labor as the sacred duties to be performed. In general, such labor brings in income that supports the workers, and excess of that will accrue to the benefit of the Order, the pantheon, and thus eventually to the people as a whole.

The seeking of charitable gifts is a necessity. This is something that the clergy practices on all levels, from highest rank to lowest. Considering the many duties needed to be performed, the needs of the state and its folk, it is plain that additional funds and assistance of many kinds that promote the efforts of the clergy benefit all concerned. Certain sorts of ecclesiastics, and those of the Friar Order in particular, eschew the ownership of income-producing property, and must depend mainly on charitable gifts to support their work.

Daily Routine: With the main concerns of the clergy enumerated, it is time to move on to consider the daily routine of persons so dedicated. Because of the variable nature of the deities of a pantheon, exact schedules cannot be set forth. However, general routines can be established to some degree. While this assumes a dawn-to-dusk sort of timetable, keep in mind that it might actually be from noon to midnight, dusk until dawn, or any variation that accords with the nature of the deity being served.



What is a day in the life of a spiritual worker like? Here we have the guidelines:



Grand Vicars: Those of the very highest rank, the "royalty and great nobility" of the spirit workers are busily engaged in matters of worship, ecclesiastical direction concerns, and things pertaining to their state duties. They are the pantheon's prelate, sub-prelates of major deities, and grand high priests and priestesses. In general it is assumed that while their schedule is less rigorous than those beneath their station, such clerics are nonetheless fully active on a daily basis. As exemplars, they will arise at a set time, perform worship services, and fulfill such special routine duties as are reserved to and required of a theurgist of their calling and rank. Obviously the Prelate of the Olympian Pantheon, for instance, will have a different routine than will the Sub-prelate of Bacchus-Dionysus and the Grand High Priestess of Artemis-Diana. As a general rule all such very high ecclesiastics will be surrounded with various assistants and servants, so that mundane things will be done for them wherever possible. They lead busy but privileged lives, associate mainly with the uppermost society, and enjoy all the comforts and benefits allowed to them by their religious canons. The daily routine of the highest of clerics might be something like this:







Morning: (5th - 8th hours - 5 AM to 8 AM) Sleep (?), arise, perform ablutions, dress, worship, break fast, read messages, receive intelligence.

Forenoon: (9th -12th hours—9 AM to Noon) Lead worship services, consult with secular rulers, perform state duties, meet with foreign dignitaries, noon meal with such figures.

Afternoon: (13th-16th hours—1 PM to 4 PM) Perform state duties, meet with clerical associates, worship services, conduct religious affairs.

Evening: (17th-20th hours—5 PM to 8 PM) Retreat for meditation, prayers, study, correspondence, conduct religious services, sup; or after religious services attend banquet.

Night: (21st-24th hours—9 PM to Midnight) Conclude celebration or reading, always prayers, retire and sleep.

Late Night: (1st-4th hours—1 AM to 4 AM) Sleep.

High Clerics: "Lesser nobility" of ecclesiastical sort are the high priests and priestesses, masters of orders of warrior clergy, sub-prelates (or lesser deities), priors, chief priests and priestesses, abbots and abbesses and officiant priests and priestesses. All such persons will have a considerable number of assistants and attendants, and their station will admit to such privilege and luxuries are commensurate with their religious canons. The daily routine of the lower tier of the great ecclesiastics will be similar to the uppermost one, perhaps something like this:

Morning: (5th-8th hours—5 AM to 8 AM) Sleep (?), arise, perform ablutions, dress, lead worship services, break fast, read messages, receive intelligence.

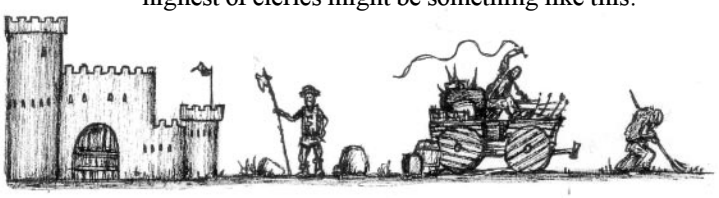
Forenoon: (9th-12th hours—9 AM to Noon) Consult with advisors, perform official religious duties, meet with dignitaries, noon meal with such figures.

Afternoon: (13th -16th hours—1 PM to 4 PM) Perform official religious duties, meet with clerical associates, perform worship services, attend to special matters.

Evening: (17th-20th hours—5 PM to 8 PM) Retreat for meditation, prayers, study, correspondence, conduct religious services, sup; or after religious services attend banquet.

Night: (21st-24th hours—9 PM to Midnight) conclude festivities, or reading, always prayers, retire and sleep.

Late Night: (1st-4th hours—1 AM to 4 AM) Sleep.



General Ecclesiastics: Warrior-clergy members, treated as of the aristocracy in social standing, fit into this middle range where one finds the priests and priestesses and under-priests and priestesses that make up the bulk of the ordained clergy, and who are in the middle social strata. At the bottom of this class come the higher-ranking friars, almoners, monks, and nuns. These ecclesiastics might have assistants and/or servants, but might not. Their social station and income will admit to some small privilege and minor luxuries, again as allowed by religious canons. The daily routine of the clerical "gentry" might be something like this:

Morning: (5th-8th hours—5 AM to 8 AM) Sleep (?), arise, perform ablutions, dress, engage in worship services, break fast, receive instructions.

Forenoon: (9th-12th hours—9 AM to Noon) Consult with fellows, perform official religious duties of sacred and/or secular nature, meet with visitors, visit with parishioners, noon meal with such persons or at religious institution.

Afternoon: (13th-16th hours—1 PM to 4 PM) Perform official religious duties of sacred or secular nature, meet with supplicants, visit parishioners, perform worship services, attend to special matters.

Evening: (17th-20th hours—5 PM to 8 PM) Visit parishioners, attend to special matters, retreat for meditation, prayers, conduct religious services, sup; or after religious services host meal for visitors of the needy.

Night: (21st-24th hours—9 PM to Midnight) dismiss guests, study, prayers, retire and sleep.

Late Night: (1st-4th hours—1 AM to 4 AM) Sleep.

Common Clergy: In the lower class are found the mass of ordinary friars, monks, and nuns plus all lay warriors, lay ecclesiastical servants, lay friars, and lay monks. These common spiritual workers indeed do physical labor in addition to their clerical activities. In most cases the lower station they have admits to little privilege and no luxuries, as much by choice as by stricture of religious canons. The daily routine of the ordinary low ecclesiastics might be something like this:

Morning: (5th-8th hours—5 AM to 8 AM) Arise, perform ablutions, dress, engage in worship services, break fast, receive instructions, perform duties that include ministering to laity, various work pertaining to their religious establishment, and physical labor.

Forenoon: (9th-12th hours—9 AM to Noon) Carry on with religious duties of sacred and/or secular nature, engage in worship services, noon meal with fellows at religious institution or amidst those that are being served.

Afternoon: (13th-16th hours—1 PM to 4 PM) Carry on with religious duties of sacred and/or secular nature, attend to special matters as required.

Evening: (17th-20th hours—5 PM to 8 PM) Finish work or labor, retreat for meditation, prayers, engage in worship services, sup, brief study.

Night: (21st-24th hours—9 PM to Midnight) Prayers, retire and sleep.

Late Night: (1st-4th hours—1 AM to 4 AM) Sleep.

Shamans: Coming from a less stratified and codified societal form, shamans are not so easily placed. In effect, most of their higher-ranked membership will be of the upper class of whatever society they belong to. The lower-ranked shamans will be in whatever group falls just under the upper one of the society. A few might be found in the lower strata of their society.

SUMMATION

In the fantasy world one thing is certain. The cleric (including the various forms of shaman) is able to deliver what we would consider the miraculous here in the real world. Originally, the magical powers of priest and priestess were included to facilitate the well-being and health of various heroic and not-so-heroic archetypes—warriors, wizards, and thieves. As the working concepts of the fantasy milieu developed further, it became evident that the role of ecclesiastic figures in the magical world extends far beyond the mere activities associated with adventurous undertakings of some daring group bound for heroic action. So then, what beyond healing wounded comrades, curing them of poisons and sickness, and combating demonical monsters confronting them is the calling of the priest or priestess?



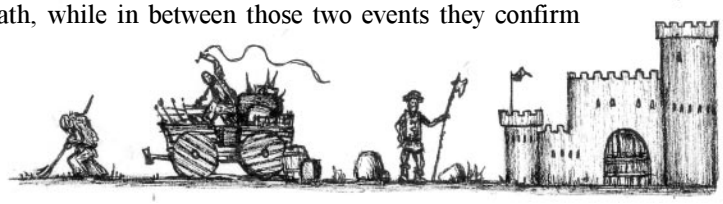








The answer is, virtually everything in the fantasy environment! The representatives of the fantasy world's active deities impact culture and society in all ways. The few active characters represented by players in a game operate in a wide world against a backdrop of millions of other make-believe persons. The whole of the world is very much the concern of the clergy. At the upper end of the social strata they ordain and bless the head of state and all those who are associated with such figure in government. Always they will be there to advise and also to assist in judicial matters. The ecclesiastics see to the general welfare of not only the upper class, but also to all those below that station, all the way to the least in the social pyramid, the underclass. The priests and priestesses are active thus in the middle and lower strata of the society. They are there from birth to death, while in between those two events they confirm



young members of their flock in the faith, assist in educating them, conduct marriage ceremonies and take part in the concerns of everyday life for all.

The clerics of the fantasy world fulfill multiple roles. These functions must include such things as the following: the propitiation of deities, binding of political arrangements, conducting of social ceremonies, the protection of persons from inimical spirit forces, the bringing of supernatural wisdom to legal judgments, healing and curing as physicians and surgeons do here—including eye, ear, and even dental care, health of crops, the welfare of domestic animals.



The reader might think of the matter this way: in the historical middle ages, and before, the general populace only hoped for what the clergy of the fantasy world actually deliver on a daily basis. Thus, the ecclesiastical presence in the fantasy milieu is logically major, active, and virtually omnipresent. From priests and priestess through friars, to monks and nuns, all such dedicated persons serve the remainder of world in critical ways that the general population depends upon spiritually and temporally, for the long term and the daily routine too.





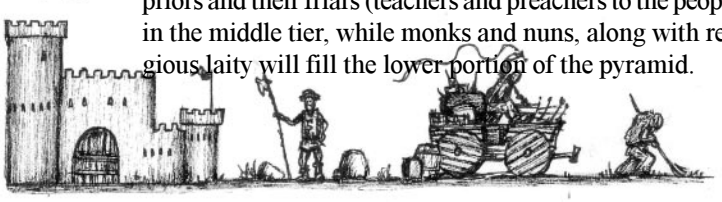




To reflect the relative importance of places of worship, assume that a grand temple is the seat of a major ecclesiastic (those equal to the Pope, cardinals, and archbishops), a temple houses the middle rank of the clerical hierarchy (those akin to bishops and monsignors), and the lower ranks of the priesthood serve in fanes, chapels, chantries, and shrines in descending order. These are, of course, game devices that serve to order the hierarchy of the priesthood.



Each pantheon of deities will likely have a generally similar hierarchical structure. Priests and priestesses will be in the upper ranks, next will come dedicated warriors and priors and their friars (teachers and preachers to the people) in the middle tier, while monks and nuns, along with religious laity will fill the lower portion of the pyramid.



THE TYPICAL ABBEY

Because of the need for Theurgically trained persons, the developed society will generate certain religious institutions. These will be places where dedicated persons can gather to live communally and be trained to serve both the deities honored by such organizations, and the folk who likewise accept such beings. Using the historical model of the medieval European religious organizations as a basis, we can identify various forms of communities for those dedicated persons—abbeys, nunneries (also known as convents), and priories. We can then develop such places for use in the fantasy world environment.

The typical community has a social structure based along the following lines:

LEJENDARY ADVENTURES™

The Priesthood

As the impact of potent and responsive deities on a fantasy world is considered more fully, the greater the model of the Western European world in the medieval period comes to mind. It is as if this historical example were tailored for the RPG game master of today…in this case a Lejend Master, of course!

As the priest/priestess is well modeled in the Ecclesiastic Order Avatar in the *Lejendary Adventure*™ game, this model being included herein, let us turned our attention to the supporting cast, so to speak. A special new Order, the Friar, is likewise shown herein as well as the basically Non-Avatar Character Order, the Monk. These dedicated servants of deities are far more numerous than are the ordained priests and priestesses.

Unlike the usually cloistered Monk (and Nun) Order, Friars will typically be found outside the priory as they preach, teach, and seek alms. They are a key element in the maintenance of the ecclesiastical structure as are their more sheltered brothers and sisters. Where the friar is mobile, however, the monk or nun remains primarily in a fixed location to deal with local folk and provide hospitality to visitors.

As a reminder to the reader, the Rank system for Orders in the *Lejendary Adventure*™ game provides a handy tool for you when detailing encounter areas, the hierarchy being set forth by Rank. Of course, all persons might not match the exact qualifications indicated. For example, an abbot or abbess, or a prior, might not actually be of 1st Rank, having gotten his or her office through preference or some other attribute rather than through the route manner indicated. Here are the Orders for the Ecclesiastic, Monk, Friar, and Warrior Monk as found in *Lejendary Adventures*™:

Ecclesiastic Order (Upper Lower to Upper Society): The priesthood, clergy, and religious society, from the humble monk to the high prelate, is found in all states of the world, although not necessarily in formal hierarchy. They are recognized, sometimes perforce, by all in such states as their deities are honored, and elsewhere, possibly respected or dishonored, as their pantheon has renown or not. Typical places for association are universities, shrines, religious establishments, temples, noble courts etc.

Table 2:34

12th Rank, Acolyte.
11th Rank, Aspirant.
10th Rank, Novice.
9th Rank, Postulant.
8th Rank, Almoner.
7th Rank, Under-Priest/Priestess.
6th Rank, Priest/Priestess.
5th Rank, Officiant Priest/Priestess.
4th Rank, Chief Priest/Priestess.
3rd Rank, High Priest/Priestess.
2nd Rank, Grand High Priest/Priestess.
1st Rank, Prelate.

Friar Order (Upper Lower Society): The monastic association of scholars involved in the lay priesthood. This is an Order akin to that of the Ecclesiastic. Friars are clergy organized into religious societies that place knowledge first, preach theology, and shun materialism, depending for their livelihood upon alms. They are found in all of the world's nations, although not generally in formal hierarchy. They are recognized, sometimes perforce, by all in such states as their deities are honored, and elsewhere, possibly respected or dishonored, as their pantheon has renown or not. Typical places for association are priories, universities, shrines, religious establishments, temples, noble courts etc.

12th Rank, Acolyte Brother.
11th Rank, Aspirant Brother.
10th Rank, Novice Brother.
9th Rank, Lay Brother.
8th Rank, Postulant Brother.
7th Rank, Brother.
6th Rank, Brother Preacher.
5th Rank, Brother Minister.
4th Rank, Brother Almoner.
3rd Rank, Brother Chaplain.
2nd Rank, Reverend Brother.
1st Rank, Prior.

Monk (or Nun) Order (Upper Lower to Middle Society): The monastic association of religious persons involved in the lay priesthood. See following page.





Lejendary Adventures

Table 2:34 continued

The Priesthood

Monk (or Nun) Order (Upper Lower to Middle Society): The monastic association of religious persons involved in the lay priesthood.

This is basically a Non-Avatar Character Order. Monks will generally be devoted to a male deity of less than greatest sort that is serving a more exalted god, as they serve the lesser deity. Nuns will generally be devoted to a female deity of less than greatest sort that is serving a more exalted one, as they serve the lesser deity.

This Order is similar to the Friar Order, akin to that of the Ecclesiastic. Monks (or Nuns) are clergy organized into religious societies that take holy vows, shun materialism and carnality, seclude themselves from society, work to support their separate community, and offer care and hospitality to others that come to them. Monks (and Nuns) are looked to in particular by the lower classes for guidance and inspiration, as well as theological help. They are found in all of the world's nations, and they are generally considered in formal hierarchy. They are recognized by all in such states in which their deities are honored, and elsewhere, possibly respected or dishonored, as their pantheon has renown or not. Typical places for association are abbeys (and convents), shrines, religious establishments, temples, and sometimes even in noble courts.

12th Rank, Postulant.
11th Rank, Novice.
10th Rank, Novice Brother (or Sister).
9th Rank, Lay Brother (or Sister).
8th Rank, Younger Brother (or Younger Sister).
7th Rank, Brother (or Sister).
6th Rank, Elder Brother (or Elder Sister).
5th Rank, Brother Superior (or Sister Superior). Order members of this Rank and above are permitted to travel alone outside the boundaries of the abbey lands.
4th Rank, Brother Magister (or Sister Magistress).
3rd Rank, Brother Proctor (or Sister Proctress).
2nd Rank, Brother Dean (or Sister Dean).
1st Rank, Abbot (or Abbess).

Warrior-Monk Order (Low to Middle Society): The Monk is a martial artist/mystic who combines unarmed combat and the disciplines of the mind. Through arduous physical training and religious study the Monk seeks to develop the power of the mind over the weakness of the flesh. Monks are generally reclusive by nature, spending endless hours of meditation and study in the confines of a monastery, temple, or similar place. Monks are principally recognized by Ecclesiastic, Noble, and Soldier Order associations.

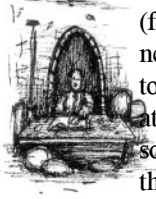
12th Rank, Martial Artist.
11th Rank, Pupil.
10th Rank, Initiate.
9th Rank, Monk Aspirant.
8th Rank, Monk Disciple.
7th Rank, Monk.
6th Rank, Monk Superior.
5th Rank, Monk Master.
4th Rank, Monk Grand Master.
3rd Rank, Monk Adept.
2nd Rank, Monk Superior Adept.
1st Rank, Monk Transcendent.





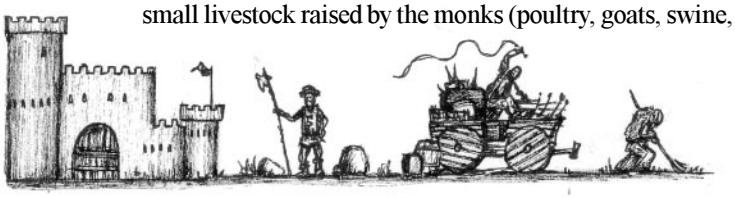






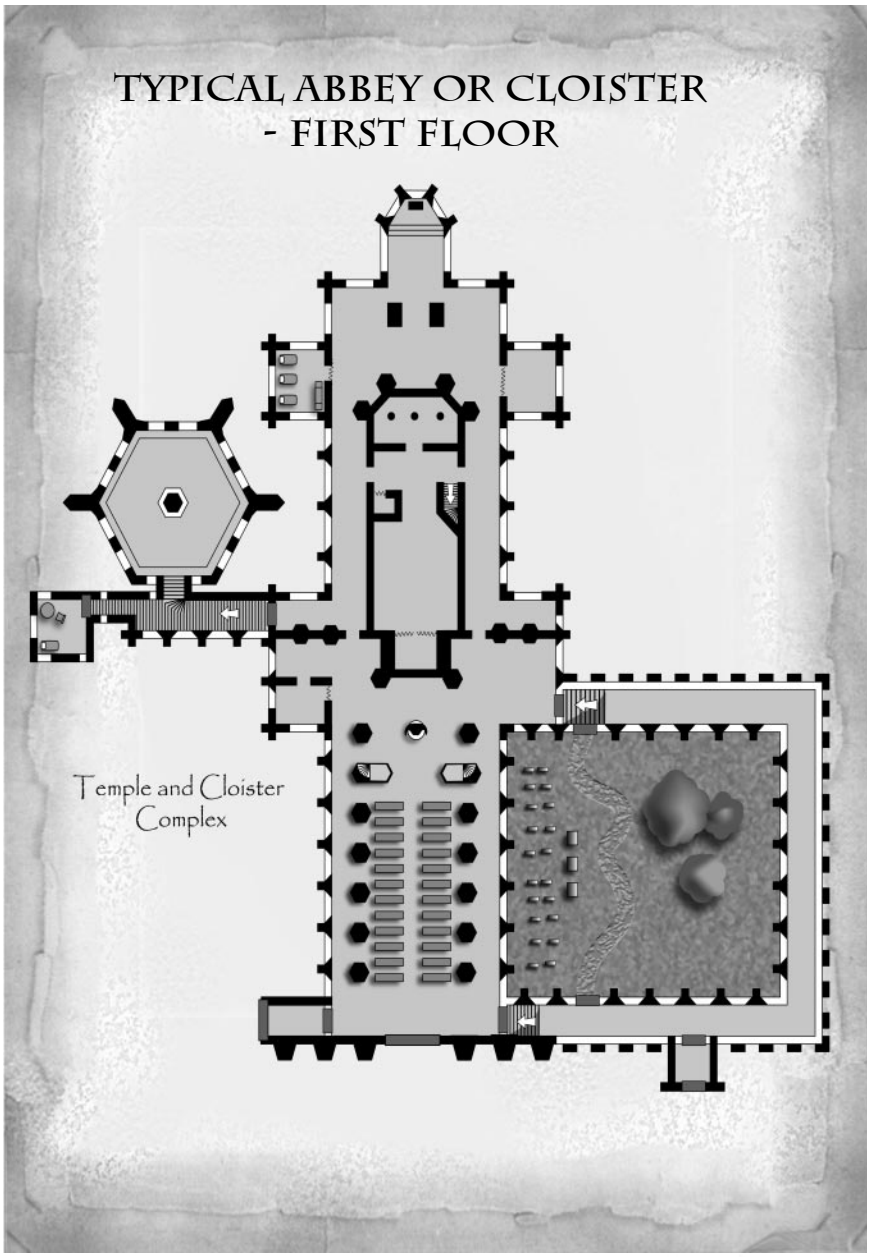
Abbot, Abbess, or Prior (ordained priesthood)
Officials of the community
Monks, nuns, or friars
Lay brothers or sisters
Secular workers

Again using the medieval European model, here is a likely example of the housing of the community. The typical abbey (for example—this will most likely hold true as well for nunneries and priories) is walled in its entirety, with an open yard to the east for gardens and small livestock. The far east wall, at the north border of the yard (extending along the line of the south wall of the temple), will have along it a large stable for the mounts and draft animals of visitors, as well as pens for small livestock raised by the monks (poultry, goats, swine, etc.).



In a large abbey where many travelers are hosted, the stable will be about 26 feet wide with stalls of 6-foot width and 10-foot depth on either side of a central aisle. Thus, a building 66 feet long would have 21 stalls and a central entry. Large abbeys will have larger stables, as they will host more travelers on a regular basis.

The abbey proper (illustrated opposite) is connected to the western portion of the temple as indicated below, and may share a wall with it as well. Although only one level is shown, the structure has a basement and one upper floor, with perhaps a loft above that. There also might be one or more towers at the corners of the enclosure, with the main gate near the center of the building. Otherwise, the main gate might be located in a gatehouse that is part of the compound.



THE PRIORY

The priory will not own lands, as the friars will seek alms to support the place. Most priories will be in or close to a relatively large community. In a more rustic locale, the priory will have three main occupations. First, it sends forth its friars to preach and to gather alms to support the establishment. Second, it seeks to bring in students to learn within the priory proper. Third, it works to produce some specific goods of educational and religious sort, the sale of which will earn income for the priory.

"Mendicant monks" are generally friars. They are often resented for their preaching, because they are educated and teach, and certainly because they ask for donations to support their efforts.



The following are significant areas one might find in a typical abbey or cloister:

1. Chapter House of the order of monks
2. Abbot's parlor
3. Offices
4. Storerooms and cellars below
5. Cells for monks above
6. Monks' refectory and kitchens
7. Hospital
8. Storerooms and cellars below
9. Dormitory for lay brothers above
10. Visitors' refectory and kitchens
11. Warming room (for visitors and monks) with great fireplace
12. School rooms
13. Storerooms and cellars below
14. Hospice above for poor travelers (typically in loft)
15. Gate
16. Abbot's lodge
17. Library
18. Grand quarters for honored guests
19. Storage and workrooms below
20. Regular guests' quarters above

Lands belonging to the abbey will typically lie to the to the south and east of the place.



LORDS TEMPORAL: SERVING DEITIES AND AIDING MAN

What is the relationship between the lay heads of state and the high clergy in the fantasy world? This same question applies to the leaders of non-organized groups such as nomadic tribes and their shamans. Assuming that the deities of a pantheon have established a sort of dual oversight for government of their faithful followers, and that priest-kings are not called for, there is very much a necessity to define the two separate roles in order to develop proper models for the states and other political groups of the fantasy milieu. Two basic facts are subsumed in the following exposition.

First, the temporal head of state is invested in office by a high ecclesiastic representing the entire state pantheon and/or the chief deity of that pantheon, or a like cleric of a special patron deity of the state pantheon. Thus, the sovereign rules exercises power under the aegis of such deity group or special deity.

Second, the ecclesiastics of the state are themselves concerned with temporal as well as spiritual matters. They not only invest its rulers and advise them, but such clerics have both a voice in mundane political affairs and duties involving the ownership and/or control (as a fief) of land upon which citizens of the state reside.

There are thus two principal questions that need to be determined in regards to such lords. The two are so intertwined that they are actually one, for when the answers are determined, the government of the state (or group) is broadly defined. From the power structure defined by deciding upon the scope of power held by the respective lords, the temporal and the spiritual, details of government can thereafter be constructed on a known and logical foundation. The key questions are:

Imprimus: What temporal authority does the sovereign ruler and lesser lords have in regards to lords spiritual; what voice in spiritual affairs has the monarch and such nobles?

Secundus: What temporal authority do the lords spiritual hold; where does spiritual authority exceed the power of the lord temporal?

In both cases noted above, the informal, shaman-type cleric is included. Of tertiary concern is the priest-king, that sole ruler spiritual and temporal. This low place in regards to our study is justified, as will be explained later on.

To quantify the relative status and authority of temporal rulers, it is useful to set forth a chart of their office, from highest to lowest, this also detailing the spiritual office rank held, and indicating what ecclesiastical appointments such a secular lord would be able to make. In the latter regard note that the qualification of the ecclesiastical figure placed into a spiritual office is subsumed as a given.











Table 2:35

Title of Nobility and their Spiritual equivalents

Secular Title	Spiritual Rank	Office Appointable
Emperor	Sub-Prelate, major deity	High Priest, pantheon/deity
King	Grand High Priest, pantheon	High Priest, deity
Prince Palatine	High Priest	Prior, pantheon/deity
Duke (any) Palatine	High Priest	Prior, pantheon
Count Palatine	High Priest	Prior, pantheon/deity
Master of an Order Of Warrior Clergy	Chief Priest	Knight-Priest, deity served
Duke	Chief Priest	Officiant Priest, any
Prince	Chief Priest	Officiant Priest, pantheon
Marquis	Chief Priest	Officiant Priest, deity
Count	Officiant Priest	Priest, any
Viscount	Officiant Priest	Priest, pantheon
Baron	Officiant Priest	Priest, deity
Lord	Priest	Under Priest, any
Baronet	Priest	Under Priest, any
Grand Knight	Under Priest	Almoner
Tribal-type Leader	(accepted by spirits)	(new shaman)
Priest-King	Prelate	Sub-Prelate



As the secular ranking of the various ecclesiastical offices has been set forth previously, the matter of precedence in both hierarchies is established. If you refer back to the spiritual offices, you will see that the prelate of a pantheon is the equal of the greatest of the lords temporal, while the reverse is not true. Thus, in temporal matters, the greatest ecclesiastics have much weight in council; conversely, in spiritual matters mundane rulers have strong but not equal voice.

The priest-king is essentially a despot in regards to the spiritual and the temporal.

Let us now turn to the rights and duties and concerns of the two sorts of lords, those temporal and those spiritual:

The Temporal Lord*:
Order
Secular law and justice
Protection (defense and offense)
Taxation
Granting of fiefs to nobles and gentlemen
Granting of rights to cities
Oversight of secular magic
Public works
Commerce
Coinage
Records
Secular education

*This includes not merely sovereigns but also at least many nobles whose lands are extensive yet are still vassals to a sovereign lord. These lords, though, have somewhat more limited rights, duties, and concerns:

Order within their fief
Secular law and justice, low only
Protection (defense and offense) of their folk
Taxation likely limited to tolls, tariffs, and feudal service due them
Granting of fiefs not allowed
Granting of rights to cities not allowed
Oversight of secular magic within their fief
Public works within their fief
Commerce within their fief
Coinage, minting not allowed
Records within their fief
Secular education within their fief
Answering a call for feudal service from their overlord

Table 2:36

Emblems of Office

The Sovereign	The Prelate
Palace	Grand temple
Robes of state	Robes of office
Emblems*	Emblems*
crown	crown
orb	book
scepter	staff
axe, no scepter or crown	all-seeing eye chain
crook & flail (no orb or scepter)	chief deity symbol
mace (no scepter)	offertory item
short scepter (no orb)	thurible
sword & flower (no orb or scepter)	
neck chain	pantheon symbol
Trappings	**Trappings**
artifacts*	artifacts*
artworks	artworks
jewels	jewels
objects d'art	objects d'art
precious metal objects	precious metal objects
relics*	relics*

*See hereafter for further details of these items.



The Spiritual Lord
Ecclesiastical order
Spiritual law and justice
Protection (propitiation and intervention)
Taxation (of ecclesiastical orders and persons)
Tithing (or similar support from secular individuals)
Granting of rights to ecclesiastical orders
Spiritual health and welfare
Physical health and welfare
Husbandry and crops (health and fertility)
Public institutional services (birth, marriage, death)
Records (spiritual and service above)
Spiritual education

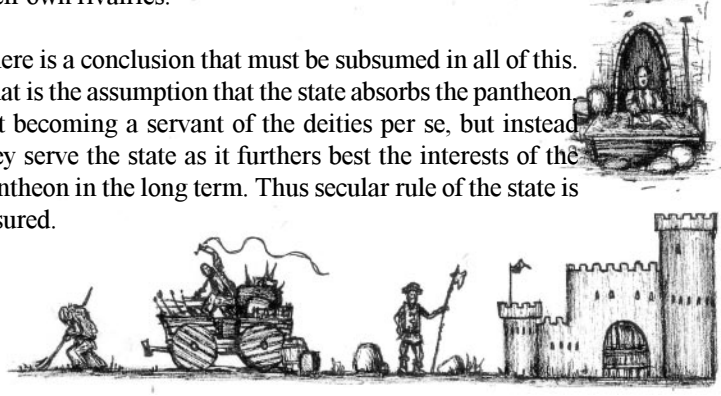




Note than this does not preclude secular rivalries within a state, those between sovereign and noble vassals, for example. The same holds true for ecclesiastical rivalries, especially considering the various deities in a pantheon and their own rivalries.



There is a conclusion that must be subsumed in all of this. That is the assumption that the state absorbs the pantheon, not becoming a servant of the deities per se, but instead they serve the state as it furthers best the interests of the pantheon in the long term. Thus secular rule of the state is assured.



In order to promote and promulgate the special position of the sovereign of the state, much the same as the prelate of the state pantheon does, there are special things used such as that listed in 2:36 Emblems of Office.

In addition, there are rituals that will be performed for or by the sovereign or prelate:

Sovereign Related Ritual and Prelate Related Rituals

confirmation (of)	confirmation (by)
coronation (of)	coronation (by)
entry, formal	entry, formal
funeral (of)	funeral (by)
investiture	investiture
judicial procedure	judicial procedure
presiding over assembly (secular)	presiding over assembly (spiritual)
wedding (of)	wedding (by)

STATES, PANTHEONS AND POLITICS

The model we are presenting here assumes that the religions of a particular pantheon occupy a specific geographic territory. Naturally, religion and politics mix at times. In history, the Catholic Church and its various sects, mixed with politics and the results shook the world—those being such events as the rise and fall of the Knights Templar, the Inquisition, the Anti-Popes, and the Reformation, etc. And that was a monotheistic religion! Imagine what a pantheon with dozens of deities, of various creeds, spheres of influence (and ethos/alignments), sects and followers might generate. In short, a lot of political and theological intrigue can abound, and will likely have a great effect on your campaign.





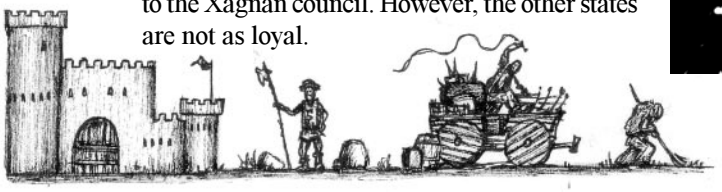






Let's create a specific example. We have 10 states that belong to the overall Greco-Roman pantheon: We'll call them the Empire of Gigga, which includes of the Kingdom of Gial, the Duchy of Hedda and the Duchy of Ellinas; then there are the kingdoms of Lukku and Ernern that also honor the pantheon, as well as the Republic of Alexia, the Free Shires of Cindia, the City-State of Hughha, and the Isle Kingdom of Jertro.

The main pantheon is overseen by the Xagnan Territory, a sovereign temple-city where the subprelates of the pantheon have their senate. The senate consists of the 12 major Greco-Roman gods, which rule by majority vote. Gigga, Gial, Hedda, Ellinas, Lukku, and Ernren all are loyal to the Xagnan council. However, the other states are not as loyal.



First, Alexia is a republic where many mages have come into power, and it seems that several immigrants from a nearby state which worships Egyptian deities have had some influence on the pantheon. In particular, the state seems to be somewhat taking a heretical stance, combining the images of Thoth and Mercury, and bringing that deity to prominence. While those deities are allied—this is a syncretistic sect—they are basically respectful of the Xagnan council, and want to reconcile the deity with the pantheon. Things are tense, especially considering Alexia contains the most powerful concentration of mages and mage guilds.

Cinda is another story. Cinda is a state where recently a ruling faction of women came into power—after taking in some immigrants from a land of "amazons" as well as having a large number of elvish citizens, and some problems with a recent marriage between the families of Cinda and Lukku. They are trying to set up a more female view of the pantheon, accepting Athena, Hestia, and Venus as the ruling triumvirate of gods.

Hughha never followed the Xagnan dogma. This city-state is a gateway to other ports of call, ruled by a merchant council, and they respect all the various sects, variant interpretations, "heresies," and other factions—so long as



Table 2:37

Emblems for the d20 System

Emblems should be considered Minor Artifacts. While the knowledge of their creation is not unknown, only the grand priests (and wizards) in service to the pantheon and the state know the methods of creating these items, and they also probably require the direct action of one or more deities or at least the servants of such deities.

The crown is likely to contain spells that protect the sovereign and/or provide insight or wisdom. The scepter may be used to direct spells that heal friends or harm enemies. The orb probably performs miscellaneous tasks. The more powerful effects occur only when the three emblems are combined.

Note that emblems are not worn or used all the time, most likely are used only at official functions or in the direct service to the state, so a sovereign won't have access to these powers all the time.

Listed below is a sample set of emblems that might be typical for a powerful king or emperor. Unless noted, all abilities are at the equivalent of an 18th level cleric.

Crown

Protect the sovereign as if a *Mind Blank* spell was active
Detect Invisible at Will.
Provides a deflection bonus +4
True Seeing 1/day

Scepter

If necessary, can transform itself into a *+2 Ghost Touch* Mace, with the *Bless* spell active
Can be used (as a scepter) to cast *Hold Person* via touch.
Cure Serious Wounds 3/day
Neutralize Poison 2/day
Flame Strike 3/day

Orb
Command (at will)
Daylight (at will)
Greater Dispel 3/day

Orb with Scepter

Heal 1/day
Greater Restoration 1/day
Banishment 1/day

Crown with Orb

Greater Scrying 1/day, the Orb is the focus
Greater Planar Ally 1/day
Demand 1/day

Crown with Scepter

Zone of Truth at will
Geas/Quest 1/day
Resurrection 1/Week
Trap the Soul 1/Week—the soul is trapped in a miniature figurine of the victim, which appears when the spell is successful

Crown, Orb, and Scepter

Miracle 1/Month. Unlike the other powers

If the Crown, Orb, or Scepter is taken by a person not of the Royal family, the following drawbacks will occur.

The Crown conveys 2 negative levels while worn
The Orb conveys 1 negative level while held
The Scepter conveys 1 negative level while held
The first time any power is attempted, a *Bestow Curse* spell effect occurs,
as if cast by a 18th Level Cleric (The exact curse is up to a GM.)
The *Greater Planar Ally* and *Miracle* powers will not work.

These drawbacks can be negated only with the help of a powerful cleric serving a deity of the pantheon, with knowledge of the rituals that recognize the sovereign rules of a realm. In short, the cleric(s) could assist in performing a coup-d'etat against the state and alter the current worship of the pantheon.



it's not a malevolent cult. It is a place where those deities not officially recognized by the Xagnans are worshiped, including the Titans and Numina gods. Many who feel their beliefs are persecuted come here for the religious freedom. Jertro is an island kingdom founded by the merging of several pirate bands, orcs, and a powerful witch-queen. She has set up a religion recognizing only Hecate, along with the minor gods Dispater and Orcus (note to D20 fans—these are real Greco-Roman gods here, not who-you-think, although they are similar).

In short, this is just a small sample of how a large group of states might interact with an overall pantheon. Add another 100 states and a half-dozen pantheons, and imagine the intrigues that are likely to be brewing!



KNIGHTHOOD

There are many assumptions made in most fantasy games in regards to the aristocratic warrior. Indeed, the knight is generally a fixture in all systems that use the medieval European model, and rightly so. The armed rider was the backbone for the feudal lord. That figure, in turn, was the key component of the feudal system. So, following the model, I suggest that these "general laws" be applied to the matter:

Eligibility for Knighthood: The candidate must be an esquire, that meaning a mounted warrior in service to a knight.

Making of an Esquire: Any noble may make a noble person, a gentle person*, or a common warrior of proven merit into one with the status of esquire. The military page of noble or gentle birth, or the warrior of common birth, will typically serve as a shield bearer (scutifer), and then arming man (armiger), prior to being appointed as an esquire. When appointed as an esquire, that individual must then be in the service of the (knighted) noble or that of a knight willing to accept his service.



Grant of Knighthood: Any noble may grant (military) knighthood to an esquire. The ceremony for this honor will vary from place to place, but in general it will involve vigil and prayer, fasting, and at investiture as a knight, vows of fealty, loyalty, and of protection of the weak, with such an oath sworn to a deity. The symbols of knighthood are belt and spurs, traditionally of golden color. Knights of a chivalrous order will also have badges indicating their order and rank therein.



Ranks of Knighthood: Ordinary knights are of lower status than are those knighted by military orders of knighthood, as the latter are of lesser status than those made a member of a princely order by sovereign rulers. In general, the knightly titles are:



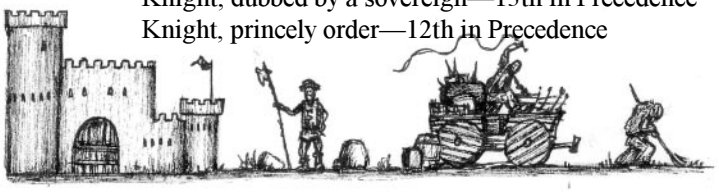
Page, Military
Scutifer
Armiger
Knight (pennon, single tail, an aristocratic lieutenant)



Knight Errant (dovetailed pennant, an aristocratic 1st lt)
Knight Banneret (pennant with three tails, an aristocratic captain)
Knight Commander (rectangular pennant, an aristocratic colonel)



To classify these four ranks according to precedence, then:
Knight, ordinary—16th in Precedence
Knight Errant, ordinary—15th in Precedence
Knight, warrior order—14th in Precedence
Knight, dubbed by a sovereign—13th in Precedence
Knight, princely order—12th in Precedence



Knight Banneret, ordinary—11th in Precedence
Knight Errant, warrior order—10th in Precedence
Knight Errant, dubbed by a sovereign—9th in Precedence
Knight Errant, princely order—8th in Precedence
Knight Commander, ordinary—7th in Precedence
Knight Banneret, warrior order—6th in Precedence
Knight Banneret, dubbed by a sovereign—5th in Precedence
Knight Banneret, princely order—4th in Precedence
Knight Commander, warrior order—3rd in Precedence
Knight Commander, dubbed by a sovereign—2nd in Precedence
Knight Commander, princely order—1st in Precedence

Because social status is an important consideration in the feudal organization, this ranking system should assist all involved in the campaign, whether in mastering it or playing therein. Of course, the system also gives reason for characters of knightly sort to strive to gain higher status through advancement. This means both much roleplay and some degree of success in combat. That's what the RPG is all about!

Revocation of Knighthood: The knight can be disgraced, un-knighted, as it were, by the one who dubbed him a knight, or that one's successor. To do this, there must be proof of unchivalrous behavior. If there is a demand by the one to be un-knighted, the noble must allow the accused a trial by a jury consisting of his peers, presided over by a high-ranking cleric as judge. If found not guilty, the accused is exonerated and remains a knight. If found guilty, the accused is stripped of all knightly titles conferred upon him at the level of the one removing them. A sovereign can, then, strip a knight of all titles, a military order can strip all military order and lesser titles. A noble can strip only ordinary titles.

In closing, please note that the knightly titles used above are based on actual ones used, although the "errant" one is a stretch, added to enlarge the scope of ranks. The purist can drop it. The individual rising above the title of knight must be granted such greater status by a noble or sovereign. The exception is, of course, that knight able to bring to a gathering of arms a force of 20 mounted men, himself included, all such warriors riding warhorses and wearing appropriate armor. Generally that means a force of heavily armed lancers with mail or plate armor, the individuals being one or more knights with esquires, armigers, scutifers, and mounted serjeants.

*The gentle person candidate for knighthood through being made an esquire will usually be the son of a knight.

Table 2:38

The Powers of Emblems & Trappings for Lejendary Adventures

The great emblems, the artifacts and relics, passed down to sovereign temporal rulers and prelates of pantheons will possess Extraordinary (magical) Powers. (To a lesser extent similar objects possessed by nobles and high ecclesiastics will likewise have special capacities, but these will not be specifically enumerated herein.).

Single great emblems will each possess some potent power, while with each added one another like capacity will be enabled. Thus, for example, the sovereign's crown, orb, and scepter will each provide a power, two together add another one, and all three have six powers total. Lesser emblems will provide a single lesser power, and in most cases combination will not add more than perhaps some minor capacities.

Each artifact will generally convey a single very potent Extraordinary (magical) power.

Each relic will generally convey a single very potent Extraordinary (ecclesiastical/clerical) power.

By such means the secular sovereign is given spiritual (ecclesiastical magic) powers, possibly some special profane magical capacities as well. By similar means, the spiritual prelate is both enhanced in that area of power but also enabled to use secular (profane) Extraordinary (magical) power.

Here, in terms of the ***Lejendary Adventure*** game, is an example of what emblems might provide for the temporal sovereign in regards ecclesiastical Extraordinary capacities, each emblem functioning at from 81 to 111 score (unmodified percent chance for success) depending on the "holiness" of each; and the capacities conveyed assuming that the wearer has been properly anointed and invested by an Ecclesiastic of the pantheon who is of sufficient high Rank and in good standing with the deity or deities concerned:

Crown: Conveys to the wearer the Invocations for Glorification & Hallowing and Service & Care, dispensing with actual use of propitiation and votive materials, thus enabling instantaneous readiness for enacting Rites.

Orb: Conveys full knowledge of the Rites of the order of Glorification & Hallowing, including summoning ones.

Scepter: Conveys full knowledge of the Rites of the order of Service & Care, including summoning ones.

Crown + Orb: Convey 5-8 Powers of the order of Glorification & Hallowing,

Crown + Scepter: Convey 5-8 Powers of the order of Service & Care,

Orb + Scepter: Convey 5-8 General Powers of Theurgy Ability.

Further, in regards the neck chain, the sovereign wearing it might, for example, gain Enchantment or Geourgy Ability, the device enabling at a high score the activation of various Powers.

Artifacts, amongst other things, might provide Activation Energy Points for non-Theurgy Ability activations; relics doing likewise, but the AEPs provided limited to Theurgy Ability activations.





LORDS MAGICAL: SECULAR MAGIC IN SOCIETY

With religious magic, that of the cleric and shaman, certainly being pervasive and common in the deity-active fantasy world, the question of what part secular magic might play becomes paramount. Such powers as deal with divination, the elements, and other forms of magic will certainly be evident. The whys and wherefores of these practices need be set forth.

Because of the authority exercised by the lords spiritual and lords temporal, secular magic use will be controlled, kept watch on, even in a world where such magic was rare and none too powerful. In the case of more common and higher-powered secular magic, so much more observant and dominating the masters of the people will be.

Because the deities will favor their clerics over secular practitioners, the latter will be more or less forced into lesser or subservient roles, save for the very able ones. However, governments will desire such forces to be used in many ways, as will businesses and individuals. Thus, the most probable places and uses for secular magic are set forth in that order: government applications, commercial employment, and personal ones by those with the wherewithal to command such. Assuming a society advanced beyond the early middle ages of Europe, those able to use secular magic will be organized into associations for much the same reasons that merchants and craftsmen did historically.











Secular magic will be divided into the following major categories:

Alchemy: The alchemist making and gathering magical substances for potions, salves and flora. Will operate openly in the society to provide such for those able to afford such goods.

Divination: The augur, fortuneteller, and seer (oracular services being managed by those using spiritually empowered magic) will also function openly, those of lesser ability doing so for the middle class.

Geourgy: The one able to call up and command powers of the four elements (air, earth, fire, and water) alone and in combination, might be called a conjurer, an Elementalist, a geourge. Such persons will be operating mainly in the upper strata of society, for the aristocracy and the wealthy.

Psychic: Not magic of the sort one normally thinks of, but of similar effect, and generated through using the mind to channel personal energy, tapping into other sources. The psychic practitioners will be found serving mainly the upper and middle classes of society, and also exploiting all society as members of the criminal underclass. Very potent and ruthless persons of this sort will certainly attain positions of power.

Thaumaturgy: Wonder-working seems to be the apt term for the enchanter, mage or magician who can channel preternatural and supernatural energies in ways enabling the performance of the wide range of "other" magical powers, including illusions. Such individuals will also function mainly on behalf of the upper class and the wealthy.

Necromancy and Necrourgy: As for the necromancer and necrourge, these sorts of secular practices will be generally proscribed, as they call up the spirits of the dead, utilizing the dead and the powers of death. Those engaged in such magic will likely be of malign sort, hidden from normal society, and working against it.

Sorcery: The sorcerer who calls upon demonic spirits to provide power or serve is also engaging in the sort of secular practice that will be generally proscribed. Here too, those engaged in such magic will likely be of malign sort, hidden from normal society, and working against it.

Witchcraft: By compacting with infernal spirits to gain malign powers, the witch and warlock will be of truly evil nature, carefully hidden from normal society, and working against it with malign delight — as well as personal need so as to retain their souls.

MAGIC IN GOVERNMENT

Assume that while there might well be rulers and nobles able to employ the various magical powers noted above, such persons are not likely to be members of a guild or organization. Such membership would lessen their status. Thus, "magical" lords will mainly be in the roles of government officials, or otherwise as independent ones of lesser rank.

Advisory: These would be mainly such means of magic that could foretell the future in regards to actions, persons, places, and things. As such powers are generally limited, magical scrying would also be employed in this regard, as would psychic powers. Such capacity would enable rulers to make more correct decisions, of course, save where countered by opponents with like means of advice.

Assume the head of state has several persons with secular magical powers of divination and scrying in office directly under his purview, these in addition to spiritual magic enabled individuals likewise reporting to him directly.



Communications: Whether by magical means or the psychic power of telepathy, any facility to communicate intelligence in rapid manner, virtually instantaneously, would be reserved mainly to governments. The ability to know what was happening in critical areas of their realm, in neighboring states, and even in distant places would greatly enhance the strength of sovereign rulers.

Assume the head of state has several persons with secular magical powers of communication in office directly under his purview.

Construction, Civil: Bridges, dams, public buildings, and roads will be impacted by magic. From finding the best sites for such construction, through materials used, and the means of building, it is likely that some magic will be concerned in order to improve such construction and to accomplish the works as efficiently and rapidly as possible.

Both elemental and thaumaturgic magic will be paramount, but some forms of alchemical operation will possibly be involved, so practitioners of several sorts will be involved in government engineering and construction.

Construction, Military: Castles and other fortifications of government undertaking will likewise be impacted by magic, just as civil works will be. Naval vessels will also benefit from the use of magic in their planning and construction.

Heating and Cooling: Mainly elemental magic will come into play in such regard. Where the head of state and state officials are concerned, having magic provide interior climate control is certain. Fortifications of state sort will also be on the list of places where such magical temperature control might be provided, as will important public buildings.

Illumination: This consideration is similar to heating and cooling, but it extends to lighting of critical areas outside the domiciles. Fortifications and public buildings will be as likely to have magical illumination. Thaumaturgic operations will be the most probable means of providing the lighting required.

Military and Naval: Where available, elemental and thaumaturgic practitioners of offensive, defensive, and logistical magic will be assigned to military formations and to ships. Such individuals will be a combination of providers of protective forces as well as "artillery." Those able to employ offensive and defensive magic will be high ranking, while those more concerned with communications will be of lesser status. On board ship, the practitioner able to affect weather or provide wind for sails will be second only to the captain in importance.

Security: All forms of secular magic will be employed to assure the security of the state. Much of the effort involved here will be magic used to detect and counter magic.

Place: Various means of noting intrusion, checking on persons visiting, and preventing penetration and/or harm by magical means will be in place to the extent such powers allow.

Person: Key persons, from the head of state on down will likewise have as many magical security measures active on their behalf as are possible considering the potency of such powers in the world and those able to employ them.

Transportation: Given magical means available, key individuals will be moved instantly from place to place. Small groups might be flown by magical means by such devices as provide relatively rapid movement, a flying carpet, for example, that might move a half-dozen persons over 500 miles distance in a single day.

MAGIC IN CIVILIAN ENTERPRISE

Advisory: Various wealthy and important companies and individuals will hire the services of those able to foresee future events, determine probabilities, or scry.



Communications: Magical and psychic communications of rapid sort will be used for advantage in business of many sorts.



Construction: Civilian construction will take such advantage as possible of magical aid in planning and building, just as do governments.

Civil Works: Reference government construction. Civil works range from the sort larger government bodies undertake to the fortification of communities, community citadels, and like city and environs works. Also of importance will be:



Illumination: Community buildings of importance will be likely to have magically provided illumination.

Sanitation: Communities able to undertake sewer construction will do so with the assistance of those persons they employ who are able to command powers of elemental and thaumaturgic nature.



Water: Most communities will employ individuals with powers to command elemental forces so as to have an assured water supply. Construction of a water distribution system of some sort will likewise involve such individuals as well as those able to employ thaumaturgic powers.





Enterprise: Practitioners of lesser capacity will offer their services to the middle class. A fair business in the creation of charms to increase favorable chances and reduce unfavorable ones will be common. So too enterprises offering various charms and talismans to protect and alert (see Security below) should be found in cities and towns, carried into the smaller communities by chapmen. Of course, many such devices will be spurious, but even so, that many others actually function is vastly better than what the non-magical environment can offer.

Entertainment: As trivial as it might seem on the surface, magic-based or enhanced entertainment will be as important as are theatrical plays and motion picture films. Think of Shakespeare with illusory spectacle to enhance the drama or the comedy. While grand shows would be reserved for large communities, smaller ones would possibly have their own troupes, complete with thaumaturge, and traveling ones would bring such plays and spectacles to the rural communities.

Heating and Cooling: Refer to the section above regarding governmental use of magic to provide temperature control. Large communities, wealthy associations and individuals as well, will likely have such luxury.



Individual Works: Very wealthy individuals will have magical assistance in constructing their places of business and residences. Magical enterprises will include such things as: cleaning, flavoring, identifying, preserving, purifying, refining, repairing, replicating, and restoring.

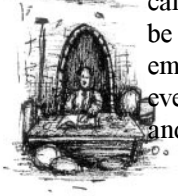


Manufacturing: Where heavy lifting and movement is necessary, the powers of geourgy and/or thaumaturgy will be utilized; so too for smelting and fabricating. Although certainly such usage will be limited, it will allow for larger, stronger, finer, more detailed, and better items to be made thus. By no means will there be anything akin to the assembly line of the Industrial Era, but manufacturing in the medieval-renaissance-type fantasy world setting will not be as primitive as were the historic models of our own world.





Prospecting and Mining: By use of elementals, spells, and divining rods prospecting for valuable minerals will be quite advanced. Not merely water and gold will be located and brought forth thus. All manner of substances including coal, oil, metals, and gems can be located magically. Extracting the desired materials from the ground will be likewise easier because of the use of magic, with elemental forces assisting in mining or pumping or whatever is needed. Even ore refinement will be made easier and more efficient through the use of geourgy powers.





Research: Potentially useful devices can be examined through divination, tested by use of thaumaturgy, so as to advance the progress and scope of invention. Most of this will occur in regards to major enterprises, but the results will benefit the ordinary folk in the long run.

Security: This will be similar to that used by governments, a slightly reduced scale where magnates are concerned, much reduced otherwise, but in all a great advance over non-magically-supported security measures in an environment where such powers are operational and used with fair frequency.

Place: As with government place security.

Person: Ditto, but also with various amulets, charms, and talismans to absorb, reflect, counter, or alert the wearer that some magical power is in operation and directed at the individual.

Transportation: Here too, magical means being available, wealthy individuals will be moved instantly from place to place. Small groups might be flown by magical means by such devices as provide relatively rapid movement, a flying carpet, for example, that might move a half-dozen persons over 500 miles distance in a single day.

MAGIC IN HEADSHIP

Some few territories (states and territories within states) might be headed by one whose primary role is that of magical practice. The "mage-lord" will combine secondarily the skills of the sovereign/noble with that of the magical practice which is primary to that leader.

Spiritual Factors: Because of the likelihood of deital dislike of such a headship, the spiritual situation within the state or territory of the mage-lord will be unusual. A single deity only might be acknowledged, for example one that is concerned with magic. Otherwise, perhaps a pantheon that is not recognized as paramount in the surrounding land might be honored, the pantheon accepting the mage-lord because of this.

Temporal Factors: In many cases, the mage-lord will not be acceptable to other sovereigns and/or nobles because of a lack of "pedigree." That is, the mage-lord will not have gained his lands via the "proper" and accepted means of birth and inheritance or grant of sovereign lord. Because the mage-lord likely wrested his holdings by force magical (as opposed to force of arms), this challenges the basis of other sovereigns' and nobles' estate. Even the mage-lord who came to power by inheritance does not obviate this implied challenge. The sole exception might be the mage-lord of gentle birth ennobled by a sovereign for service in office, and the scions of that one inheriting and serving in their turn.



ON SOVEREIGN MAGES

Many mages recognize the fact that various pantheons don't look kindly on an upstart ruler, and don't desire direct power. The most powerful mages either serve the state or isolate themselves in privacy. Some, however, do have their own political agenda which they typically follow by acting in secret, first moving to some isolated area far away from powerful centers of civilization. The most powerful of such mages (known as archmages) may wish to form a petty state solely to protect themselves and their interests. The few epic and legendary mages who transcend mortality and become demiurges (effectively quasi-gods, demigods, or minor gods without the worshippers) will usually have some sort of isolated petty-state with well-guarded borders, or even a grand state far away from other powerful civilizations (if they are openly known and respected/feared).

In such places the deity recognized will be that of the mage, or possibly the mage himself, providing that he has ascended to the status of at least a quasi-deity. A pantheon per se will not be given high status, but rather the individual deity indicated will be paramount.

THE WIZARD-PRIEST AND DEITY AS SOVEREIGN RULER

In kingdoms where there is a large concentration of magical study and there are deities who actively promote magic (say one based on ancient Egypt), it is quite possible that a wizard-priest may be more prestigious than a simple priest. The wizard-priest combines the raw power of secular magic with the divine power of their deities. As such, you might have a hierarchy that treats the wizard-priest as superior to "just" a priest. (Note also that there could be a wizard-priest-king, although the commentary in regards to the rulership of a priest-king applies to such a head of state.)

One other rare possibility is that of a deity itself is actively present in the kingdom and ruling as sovereign! This will depend on your campaign, but a lot of fantasy campaigns have this element. Usually the deity is a quasi-god, demigod or one of the least powerful of gods, since those deities of greater status tend to reside on their own planes to "manage" everything—the more powerful a deity, the less likely you will see the deity manifest a physical presence on the mortal realms. Also, such demigods tend to be evil in nature and have conquest on their minds, wishing to take control and make war. This is at the direction of the sovereign, of course, so as to become a more powerful deity through spread of worship. The state or empire this being rules most likely has a religion that recognizes the deity as chief and pays tribute to no other deities, save perhaps for a more powerful patron or some "relatives." Other pantheons and their deities take a more active role at checking such a despot's power.



Table 2:39

Magic in Government and Civilian Enterprise

Advisory	Cost/Class*							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Accurate Tally	–	–	–	–	–	80gp	60gp	2,3,4,5,6
Analyze Dweomer	–	–	–	–	–	870	810gp	5,6
Augury	–	63gp	–	–	–	–	–	2,3,4,5,6
Clairaudience/Clairvoyance	240gp	–	–	–	–	180gp	150gp	4,5,6
Commune with Nature	–	–	450gp	–	–	–	–	4,5,6
Comprehend Languages	–	10gp	–	–	–	10gp	10gp	1,2,3,4,5,6
Contact Other Plane	700gp	–	–	–	–	500gp	450gp	4,5,6
Detect Chaos/Evil/Good/Law	–	10gp	–	–	20gp	–	–	1,2,3,4,5,6
Detect Scrying	440gp	–	–	–	–	320gp	280gp	4,5,6
Detect Thoughts	100gp	–	–	–	–	80gp	60gp	2,3,4,5,6
Discern Lies	–	280gp	–	360gp	–	–	–	4,5,6
Discern Location	–	1200gp	–	–	–	1280gp	1200gp	6
Divination	–	305gp	–	–	–	–	–	4,5,6
Find the Path	–	660gp	660gp	–	–	–	–	5,6
Greater Scrying	1020gp	910gp	910gp	–	–	980gp	910gp	5,6
Identify	130gp	–	–	–	–	110gp	110gp	1,2,3,4,5,6
Legend Lore	710gp	–	–	–	–	990gp	930gp	5,6
Locate Creature	440gp	–	–	–	–	320gp	280gp	4,5,6
Locate Object	100gp	150gp	–	–	–	80gp	60gp	2,3,4,5,6
Read Magic	5gp	5gp	5gp	60gp	60gp	5gp	5gp	1,2,3,4,5,6
Scrying	340gp	550gp	280gp	–	–	420gp	380gp	4,5,6
Speak with Plants	–	150gp	150gp	–	200gp	–	–	4,5,6
Status	–	280gp	–	–	–	–	–	4,5,6
Tongues	100gp	280gp	–	–	–	180gp	150gp	4,5,6
True Seeing	–	700gp	1160gp	–	–	970gp	910gp	4,5,6
Vision	–	–	–	–	–	1750gp	1680gp	5,6
Zone of Truth	–	60gp	–	–	–	–	–	2,3,4,5,6

Communications	Cost/Class*							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Animal Messenger	–	60gp	60gp	–	200gp	–	–	2,3,4,5,6
Helping Hand	–	150gp	–	–	–	–	–	4,5,6
Message	40gp	–	–	–	–	10gp	10gp	1,2,3,4,5,6
Sending	–	280gp	–	–	–	500gp	450gp	4,5,6
Telepathic Bond	–	–	–	–	–	500gp	450gp	4,5,6
Whispering Wind	100gp	–	–	–	–	80gp	60gp	2,3,4,5,6

Construction	Cost/Class*							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Air Walk	–	280gp	–	–	–	–	–	4,5,6
Control Water	700gp	280gp	–	–	–	720gp	660gp	5,6
Control Weather	1020gp	910gp	910gp	–	–	720gp	660gp	5,6
Daylight	100gp	150gp	–	–	–	80gp	60gp	2,3,4,5,6
Disintegrate	–	–	–	–	–	720gp	660gp	5,6
Endure Elements	–	10gp	10gp	60gp	–	10gp	10gp	1,2,3,4,5,6
Fabricate	–	–	–	–	–	500gp	450gp	4,5,6
Freedom of Movement	–	280gp	280gp	600gp	600gp	–	–	4,5,6
Make Whole	–	60gp	–	–	–	–	–	2,3,4,5,6
Major Creation	–	–	–	–	–	500gp	450gp	4,5,6








Table 2:39 continued

Mending	5gp	5gp	5gp	–	–	5gp	5gp	1,2,3,4,5,6
Minor Creation	–	–	–	–	–	320gp	280gp	4,5,6
Move Earth	–	–	–	–	–	720gp	660gp	5,6
Paint Area	–	–	–	–	–	10gp	10gp	1,2,3,4,5,6
Pleasant Weather Zone	–	–	–	–	–	500gp	450gp	4,5,6
Protection from Elements	–	150gp	150gp	–	200gp	180gp	150gp	4,5,6
Repel Vermin	–	280gp	280gp	–	–	–	–	4,5,6
Resist Elements	–	60gp	60gp	200gp	60gp	80gp	60gp	2,3,4,5,6
Soften Earth and Stone	–	–	60gp	–	–	–	–	2,3,4,5,6
Stone Shape	–	150gp	150gp	–	–	500gp	450gp	4,5,6
Stone Tell	–	–	660gp	–	–	–	–	5,6
Transmute Mud to Rock	–	–	450gp	–	–	500gp	450gp	4,5,6
Transmute Rock to Mud	–	–	450gp	–	–	500gp	450gp	4,5,6
Wall of Iron	–	–	–	–	–	550gp	500gp	4,5,6
Wall of Stone	–	450gp	660gp	–	–	500gp	450gp	4,5,6
Water Breathing	–	150gp	150gp	–	–	180gp	150gp	4,5,6
Water Walk	–	150gp	–	–	360gp	–	–	4,5,6
Wood Shape	–	–	60gp	–	–	–	–	2,3,4,5,6

Heating and Cooling	**Cost/Class***							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Create Cool Zone	–	–	–	–	–	80gp	60gp	2,3,4,5,6
Create Frigid Zone	–	–	–	–	–	180gp	150gp	4,5,6
Warm Air	–	–	–	–	–	320gp	280gp	4,5,6

Illumination	**Cost/Class***							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Continual Flame	–	200gp	–	–	–	130gp	110gp	2,3,4,5,6
Light	5gp	5gp	5gp	–	–	5gp	5gp	1,2,3,4,5,6
Programmed Light Sculpture	–	–	–	–	–	80gp	60gp	2,3,4,5,6

Place	**Cost/Class***							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Alarm	30gp	–	–	–	60gp	10gp	10gp	1,2,3,4,5,6
Glyph of Warding	–	350gp	–	–	–	–	–	4,5,6
Greater Glyph of Warding	–	1060gp	–	–	–	–	–	5,6

Person	**Cost/Class***							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Animate Toy	30gp	–	–	–	–	10gp	10gp	1,2,3,4,5,6
Antimagic Field	–	1200gp	–	–	–	720gp	660gp	5,6
Conjure Elemental Wisp	–	–	–	–	–	80gp	60gp	2,3,4,5,6
Conjure Spice	–	–	–	–	–	10gp	10gp	1,2,3,4,5,6
Guards and Wards	–	–	–	–	–	720gp	660gp	5,6
Magic Circle Against Chaos/ Evil/Good/Law	240gp	150gp	–	360gp	–	180gp	150gp	4,5,6
Mindblank	–	–	–	–	–	1280gp	1200gp	6





Table 2:39 continued

Mislead	700gp	–	–	–	–	720gp	660gp	,6
Nondetection	–	–	–	–	650gp	230gp	200gp	4,5,6
Phase Door	–	–	–	–	–	980gp	910gp	5,6
Protection from Chaos/Evil/ Good/Law	30gp	10gp	–	60gp	–	10gp	10gp	1,2,3,4,5,6
Protection from Spells	–	–	–	–	–	1880gp	1800gp	6
Screen	–	–	–	–	–	1280gp	1200gp	6
Self-Cleaning Object	–	–	–	–	–	10gp	10gp	1,2,3,4,5,6
Sequester	–	–	–	–	—	980gp	910gp	5,6
Transform Clothing	–	–	–	–	–	80gp	60gp	2,3,4,5,6

Security	**Cost/Class***							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Arcane Eye	–	–	–	–	–	320gp	280gp	4,5,6
Arcane Lock	–	–	–	–	–	105gp	85gp	2,3,4,5,6
Clairaudience/Clairvoyance	240gp	–	–	–	–	180gp	150gp	4,5,6
Detect Chaos/Evil/Good/law	–	10gp	–	–	200gp	–	–	1,2,3,4,5,6
Detect Magic	5gp	5gp	5gp	–	–	5gp	5gp	1,2,3,4,5,6
Detect Poison	–	5gp	5gp	60gp	–	5gp	5gp	1,2,3,4,5,6
Discern Location	–	1200gp	–	–	–	1280gp	1200gp	6
Dispel Magic	240gp	150gp	280gp	450gp	–	180gp	150gp	4,5,6
Find Traps	–	60gp	–	–	–	–	–	2,3,4,5,6
Greater Dispelling	1020gp	660gp	660gp	–	–	720gp	660gp	5,6
Invisibility Purge	–	150gp	–	–	–	–	–	4,5,6
Locate Creature	440gp	–	–	–	–	320gp	280gp	4,5,6
Obscure Object	100gp	150gp	–	–	–	80gp	60gp	2,3,4,5,6
Phase Door	–	–	–	–	–	980gp	910gp	5,6
Prying Eyes	–	–	–	–	–	500gp	450gp	4,5,6
See Invisibility	100gp	–	–	–	–	80gp	60gp	2,3,4,5,6
True Seeing	–	700gp	1160gp	–	–	970gp	910gp	4,5,6

Transportation	**Cost/Class***							
Spell	**Brd**	**Clr**	**Drd**	**Pal**	**Rgr**	**Sor**	**Wiz**	**Availability**
Refuge	–	2410gp	–	–	–	3120gp	3030gp	4,5,6
Teleport	–	–	–	–	–	500gp	450gp	4,5,6
Teleportation Circle	–	–	–	–	–	2620gp	2530gp	6
Teleport without Error	–	–	–	–	–	980gp	910gp	5,6
Word of Recall	–	660gp	1200gp	–	–	–	–	5,6
Astral Projection	–	2535gp	–	–	–	2625gp	2535gp	6
Etherealeness	–	660gp	–	–	–	1280gp	1200gp	5,6
Ethereal Jaunt	–	450gp	–	–	–	980gp	910gp	5,6
Gate	–	1530gp	–	–	–	1620gp	1530gp	6
Plane Shift	1020gp	450gp	–	–	–	980gp	910gp	5,6

1-Hamlet, 2-Thorpe, 3-Village, 4-Manorial Village, 5-Town, 6-City

* These are the minimum costs for these services. The cost for additional levels of experience, other components or higher costs due to location are not taken into consideration.








PRIMITIVE SOCIETY

SOCIAL CLASS STRUCTURE

Although the social class structure in a primitive society is not as diverse as is found in an advanced society, it is important nonetheless. The ranking of members of a society dictates their position, duties, and privileges.

UPPER CLASS

In descending order of importance, the upper class is comprised of: great or head chiefs, great shamans (apotropaists, medicine men, wise folk, etc), chiefs, shamans, advisors/counselors, and leading warriors.

MIDDLE CLASS

In descending order of importance, the middle class is comprised of: hunters, warriors, weapon makers and other "specialists" (herbalists, horse breeders, etc.), and scouts.

LOWER CLASS

In descending order of importance, the lower class is comprised of: herders, gardeners, gatherers, caretakers, and juveniles.

UNDERCLASS

The primitive society likely has an underclass comprised of captives, slaves, and social outcasts (made thus for various reasons). Female members of the primitive community are most likely to be found in this category.

SHAMAN HIERARCHY

The less-sophisticated societies will have a religious structure to match. That is, they will generally have a shamanistic priesthood. As noted, the shamans will operate at a lower level because the societal structure in which they exist has a less complicated form, fewer tiers to its class structure. This does not lessen the importance of the shaman. In the primitive society, the classes are something like this:

Ruler and family
Chief shaman
Counselors
Leading warriors and hunters
Shamans
Craftsmen
Warriors and hunters
Assistant shamans
All other accepted adult persons
All other accepted non-adult persons
Slaves
Pariahs







The upper classes are the ruler and family, the chief shaman, and the counselors. While unquestionably the most powerful, the separation between the upper class(es) and those below is not actually great. In more primitive societies, the leaders are honored and deferred to, but otherwise in close social proximity to the lower tiers. Thus, the middle ranks mingle freely with both the upper and lower strata of the society. The lower class, comprising the assistant shamans and other accepted persons, is less apt to mingle with the uppermost tier, but by no means oppressed. The underclass of slaves and outcasts are treated as property, or shunned but tolerated in the case of the pariahs.

In all, such primitive social organizations will recognize its priesthood, the shamans, as integral and very important members without whom the society could not function.

THE PRIMITIVE COMMUNITIES

All primitive communities will be small, from a score or so persons to a few hundred in agricultural ones. Their lives will be centered around subsistence first, the effort to supply the basic necessities of life—food, clothing, and shelter.



Religion will be central in everyday life, with special observances at prescribed times and when circumstances call for additional attention to the matter: birth, marriage, death, drought, war, etc.



Entertainment includes shamanistic religious practices, feasts, music and singing, story telling, perhaps some gambling games, and sports such as foot and horse racing, wrestling, and/or ball games. Note that the more difficult the business of staying alive, the less entertainment there will be, as most time will be spent seeing to the necessities of life.



VILLAGES AND ENCAMPMENTS



Arctic Hunters: The social organization of arctic hunters is likely to be the most minimal of any primitive group. The extreme conditions under which these groups live promote virtual equality for all able-bodied persons. Because large groups cannot survive, nuclear families alone, or in cooperation with one or more like units, are the general rule for survival. Larger groups come together only during the most favorable season, summer. In such societies, females are equal to males, as each sex must contribute work for for either to survive.



Hunters: Hunting societies must be nomadic in order to move to areas with game or to follow game animals. In general they fit the social class structure given at the beginning of this section.

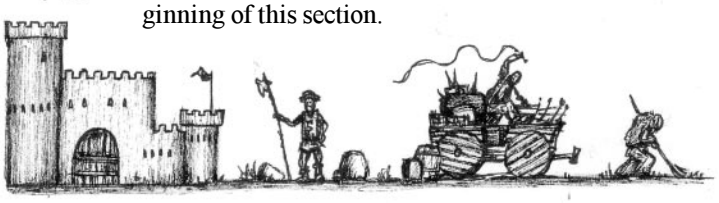


Table 2:40

Class and Skill Descriptions

Upper Class, Primitive Society
Classes: As an NPC 40 % of all level advancement in Aristocrat (minimum 1 level)
Skills: Appraise, Bluff, Diplomacy, Gather Information, Handle Animal, Innuendo, Intimidate, Intuit Direction, Knowledge (all skills taken individually), Listen, Perform, Read Lips, Ride, Sense Motive, Speak Language, Spot, Swim, Use Rope, and Wilderness Lore.

Middle Class, Primitive Society
Classes: As an NPC 50 % of all level advancement in Warrior (minimum 1 level)
Skills: Bluff, Craft, Gather Information, Handle Animal, Intimidate, Intuit Direction, Knowledge (all skills taken individually), Perform, Ride, Sense Motive, Speak Language, Spot, Swim, Use Rope, and Wilderness Lore.

Lower Class, Primitive Society
Classes: As an NPC 80 % of all level advancement in Commoner (minimum 1 level)
Skills: Craft, Handle Animal, Intuit Direction, Knowledge (all skills taken individually), Perform, Ride, Spot, Swim, Use Rope, and Wilderness Lore.

d20 system

Some hunter-type societies will rely mainly on fishing to supply their food. These primitive groups will be sedentary, not nomadic. They will probably have permanent dwellings of stone or wood. In climates where there is a cold season, dwellings will likely be partially underground.

Hunter-Gatherers: This form of society is essentially like that of the hunting one, except that because of environmental factors, a considerable portion of their food requirements can be found growing wild and can be gathered from their uncultivated state thus to sustain the group.

There are also hunter-agriculturalists. The main difference in such societies is that a greater proportion of food will be from agricultural crops, even some domesticated animals. Hunter-agriculturalists will be semi-sedentary or even sedentary, with hunters roving far afield to take game. In such a society the role of women is more important than in a pure hunter or hunter-gatherer one.

Jungle and Rainforest Dwellers: These societies will certainly be of the hunter-gatherer sort, and so in general that listing can be used as a model.

Table 2:41

Materials of the Primitive Society

Arctic Hunters

Dwelling: Stone huts chinked with lichen in the warmer months, hide tents in spring and fall, and snow-block huts (igloos) built afresh daily in the long winter months.
Illumination: Oil lamps.
Heat: Oil lamps and body heat.
Diet: Fish and game, this exclusive diet of animal products being sufficient for health because virtually all of a catch is consumed. For example, the intestines of herbivorous animals are eaten, thus providing otherwise missing nutritional elements. Fermented drinks with alcohol content are unknown.
Dress: Hide/skin garments with hair/fur turned inside and seams stitched so as to make garments virtually waterproof. In exceptionally cold weather undergarments are worn, these being made of bird skin with the down left on.
Possessions: Typically a dog team or perhaps some other form of draft animals (reindeer or musk oxen), a sled with bone runners, a skin boat, animal hides and skins, one or two oil lamps (blubber/oil), bone snow knife, harpoon and leather line, skinning/killing knife, small bow, arrows, scrapers and sewing implements, some few cooking utensils, bladders for storing food and drink, a small drum, small carvings, and personal garments.

Hunter-Gatherers

Dwelling: Typically lodges or huts with wooden frames covered by hides, bark, or leaves/grasses, these being abandoned, save for hide coverings, and rebuilt whenever the group moves to a new location. More substantial dwellings are constructed where agriculture has been added and plays a strong part in the food resource.
Illumination: Usually only bonfires, small ones inside hide tents. Possibly there will be use of oil lamps in more developed hunting cultures. Torches are known and used on occasion by most such societies.
Heat: As above, plus body heat.
Diet: Mainly animal products from game, substantial amounts of nuts, wild grains, vegetables (roots and tubers included), fruits and berries, and such sweets as honey and syrup from tree sap (maple syrup and sugar, for example). Fermented drinks with alcohol content are not likely.
Dress: Hide and skin garments, the number of which depends on the climate, and the style according to the society. Footwear of but sturdy sort will be typical, sandals or moccasins.
Possessions: If the hunter society is mounted, the chief possessions are their riding (and draft) animals. Otherwise dogs, if available, will be principle possessions used in hunting, guarding, and for draft purposes. Other possessions might include the skin tent and lodge poles for erecting it, possibly some form of light armor and shield, various weapons, a canoe and paddle, fishhooks or net, skinning tools, wood-cutting tools, digging and farming tools, cooking tools, sewing instruments, fire-starting tools, personal things such as a musical instrument (drum, rattle, flute, or whistle), carrying bags and pouches, carrying and storage containers, warrior adornments (bonnet of fur and/or feathers), smoking pipe, charms pouch, body paints, handicraft jewelry, and personal garments.

Hunters

Dwelling: Some form of tent that is portable or an easily constructed hut, the latter typically used in milder climes or where large game animals with hides useful for construction of tents are not found in sufficient numbers to enable such dwellings. (See also above.)
Illumination: Usually only bonfires, small ones inside hide tents. Possibly there will be use of oil lamps in more developed hunting cultures. Torches are known and used on occasion by most such societies.
Heat: As above, plus body heat.
Diet: Mainly animal products from game, plus some gathered fruits and vegetables.
Dress: Hide and skin garments, the number of which depends on the climate, and the style according to the society. Footwear of but sturdy sort will be typical, sandals or moccasins.
Possessions: If the hunter society is mounted, the chief possessions will be their riding (and draft) animals, such as horses. Otherwise dogs, if available, will be principle possessions used in hunting, guarding, and for draft purposes. Other possessions might include the skin tent and lodge poles for erecting it, possibly some form of light armor and shield, various weapons, fishhooks or net, skinning tools, wood-cutting tools, cooking tools, sewing instruments, fire-starting tools, personal things such as a musical instrument (drum, rattle, flute, or whistle), carrying bags and pouches, warrior adornments (bonnet of fur and/or feathers), smoking pipe, charms pouch, body paints, handicraft jewelry, and personal garments.



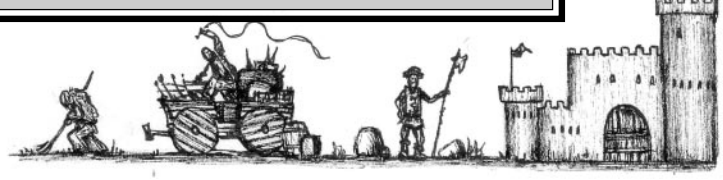


Table 2:41 continued

Materials of the Primitive Society

Jungle & Rainforest Dwellers

Dwelling: A lodge or hut of wooden frame covered with grasses or leaves.
Illumination: Usually only bonfires, small ones inside hide tents. Torches are known and used on occasion by most such societies.
Heat: Unnecessary.
Diet: In such societies animal products will be less prevalent than vegetables ones. Fruits and root crops are likely to provide the bulk of what is consumed. Game is not usually profuse in these environments, and indeed proteins might be scarce, cannibalism resorted to because of this. Fermented drinks with alcohol content are possibly known.
Dress: Minimal clothing is worn, as the environment favors near nudity. If any footwear is used, sandals are the most probable sort.
Possessions: If the hunter society is mounted, the chief possessions will be their riding (and draft) animals, such as horses. Other possessions might include the skin tent and lodge poles for erecting it, possibly some form of light armor and shield, various weapons, a canoe and paddle, fishhooks or net, skinning tools, wood-cutting tools, digging and farming tools, cooking tools, sewing instruments, fire-starting tools, personal things such as a musical instrument (drum, rattle, flute, or whistle), carrying bags, carrying and storage containers, warrior adornments (bonnet of fur and/or feathers), charms pouch, body paints, handicraft jewelry, and personal garments.

Nomads

Dwelling: Tents of hide or cloth, including felt cloth).
Illumination: Fires and oil lamps, with torches used where needed.
Heat: Open fires, lamps, braziers, and body heat.
Diet: Mainly animal products from the herd animals tended. Some gathered vegetable foods, and some foodstuffs gained by barter or taken by force. Fermented drinks with alcohol content are likely.
Dress: Both cloth and hide/skin garments made from the herd animals kept. Some use of game animal hides/skins/pelts to augment the basic clothing materials is probable. Particular garments and style depend on the environment and the society. Footwear is usually simple but sturdy, sandals or shoes or boots.
Possessions: Herds, likely mounts and dogs, possibly a high-wheeled cart (surmounted by the domed yurt of felt as the Mongols did), rugs, armor, weapons, some tools, cooking and eating utensils, storage and carrying containers, musical instruments (drum, flute, horn, stringed instrument), some jewelry, clothing.

Pastoralists

Dwelling: Primitive pastoralists will live in tents or huts of various sorts. More advanced groups will have solid houses of some kind - sod, logs, stones, mud brick.
Illumination: Open fires and oil lamps, with torches employed where needed.
Heat: Open fires, possibly ovens, lamps, braziers, body heat.
Diet: The animal products supplied by their herds will usually be augmented by gathered food, garden produce, sometimes orchard produce as well where climate permits such growth. In the latter case some grain crop might be raised for bread and like foodstuffs.
Dress: A wide variety depending upon the climate and society. Thus pastoralists might be basically naked with no more than a loin cloth and some sort of cape or wrap, or they might wear various garments including kilts, smocks, tunics and trousers, and/or robes. Clothing and other fabric items owned will generally be woven from the hair of animals raised by the pastoralists. Footwear is usually simple but sturdy, sandals or shoes or boots.
Possessions: Herds and flocks, possibly a house and/or riding animals and/or dogs, woven mats or rugs, possibly leather armor and/or shield, weapons, some tools, cooking and eating utensils, storage and carrying containers, small musical instruments (drum, flute or panpipes, horn, stringed instrument), some jewelry, clothing.








Nomads: This heading considers nomadic herders, for nomadic hunters have been treated. The most primitive of nomads will move from place to place afoot, but most such groups will use riding animals (horses or camels) to travel in search of grazing for their herd animals. Actual herd animals include cattle, horses, sheep, goats, yaks, and reindeer. In a fantasy world the list might well be expanded to include other sorts such as quagga or zebra, aurochs, onagers, etc.

Pastoralists: Pastoralists are sedentary or semi-sedentary herders. The most primitive of such groups will not have mounts, but other will likely have horses. The main settlement of a group will be permanent, with some herdsmen moving their herds and flocks off to various seasonal pastures from time to time. Pastoralists are usually located in rugged and hilly land, often cold, hot, or semi-arid

PIRATES

Pirates often come from a local community of seafarers. Examples of such sea reavers that fit the fantasy milieu are the corsairs of the Barbary States, the Arabs in the Arabian Sea and Persian Gulf, and the Malay and Chinese pirates in the South Seas.

Where states are governed in a more lawful manner, pirates operate more clandestinely, if at all. In the fantasy milieu persons with such proclivity will gather together in some generally remote island place, form associations, and sail forth from there to raid sea commerce found at some distance from their base. It is this latter sort of pirate considered here

Table 2:42

Materials of Tropical Island Inhabitants and Pirates

Tropical Island Inhabitants

Dwelling: Huts of wooden, bamboo, or rattan frame construction that are mainly open-sided or partially sided with the same material as the frame, or with woven leaves or mats. Roofs will be generally thick and considerably overhung because of regular, heavy rains.
Illumination: Open fires with torches employed where needed.
Heat: Not necessary.
Diet: A mixture of fish and other seafood typically augmented by small domestic animals (mainly fowl and pigs), garden produce, gathered fruit, and occasional small game.
Dress: Scant because of the climate, typically a skirt of grass or woven cloth, some headgear possible, and bare feet.
Possessions: Domicile, canoe with sail and paddles, dogs (if available) possibly some form of light armor and shield, various weapons, fish spear, fishhooks and/or net, wood-cutting tools, some few cooking utensils, fire-starting tools, personal things such as a musical instrument (drum, rattle, or whistle), carrying bags and pouches, warrior adornments (bonnet of feathers), possibly body paints, handicraft jewelry, and personal garments.

Pirates

Dwelling on Land: The pirate community might be a relatively primitive place with little more than shacks and huts, or it might be well advanced, a place with sturdy buildings typical of a town or village in the same region.
Illumination: Some magical lighting is possible, whether through capture or created by some freebooting wizard's making. Along with such few sources, most illumination will be provided by lanterns, oil lamps, some candles, and fires.
Heat: If necessary, warmth will be provided by fireplace, brazier, open fire or fireplace, lamp, and/or body heat.
Diet: The basic menu will be augmented by supplies captured in their raids. Those of "Eastern/Oriental" origination will have a staple diet of rice, some pickled vegetables and fish with rice wine or water to drink. Those of Western sort will have a slightly broader range consisting of ship's biscuit (hardtack), salt pork and beef, dried peas or legumes boiled into a mush (such as pease porridge) with water and some alcoholic beverage (wine, rum, etc.) to drink. Early in a voyage there will be some small amounts of other things aboard - fresh fruit and/or vegetables, small animals (including ducks or hens that lay eggs), butter, cheese etc.
Dress: According to the dress of mariners of society from which the pirates come, but usually altered in time by addition of looted apparel so as to become flamboyant and garish. This applies to both Eastern and Western pirates and to some extent to those of corsair sort.
Possessions: A typical mariner has no great store of possessions. The piratical vessel will usually be "owned" by the captain. That worthy and his lieutenants housed in cabins will have large sea chests, while common pirates will small sea chests or mere duffle bags. Typical possessions are weapons, a few eating utensils, some sewing gear, a small musical instrument, barbering instruments (small mirror, razor, scissors, perhaps soap), personal jewelry of small value, and clothing.



Booty is shared out, some being handed around, most sold and the money divided by the agreed-to shares. In theory pirate captains and their lieutenants get only marginally more in shares than do ordinary crewmen. In practice, it is likely that the prime of the swag will be sequestered by the captain, retained for the most part as his personal property. Caches of coins and jewelry buried by pirates are theoretically for later division as noted, the caching done so as to keep the treasure safe while further raiding is done. It is likely that the captain burying treasure plans to recover it for himself and a few cronies who will receive small shares, supposing that the crew who would otherwise be entitled to the booty will have been killed in the meantime.

While some pirates operate from shore, setting forth in big canoes or rowboats to take prizes that have come close to where they lie in wait, it is far more common that the sea raiders will be aboard a ship. Because the pirates are seeking merchant vessels with few defenses, not combat with a warship, raider vessels will usually be small, lightly built, fast sailing ships that are able to enter shallow water where heavier patrol vessels are unable to follow. Some of the more able and daring pirate captains might set forth in such a vessel, capture a larger one that is suited for piratical operations, and thus move up in force. This enables the capture of larger merchant vessels, and if the pirate ship is large, it might dare to fight a smaller warship or an equal one that is ill-served.

Even states that sponsor piratical activity will generally hold to the general model noted, either because they lack the capacity to build and maintain large piratical vessels, or due to the fact that such vessels would attract unwanted attention to their activities. However, "privateers" operating under a letter of marque from a sovereign state, thus officially sanctioned to attack the shipping of any enemy state or states with which the sanctioning state is at war, will generally command larger vessels. Privateer vessels range from small, single-masted ships to two- and even three-masted ones that are nearly equal in their armament and crewing to warships of equal size.

-

Again, though, privateers aim at capture of merchant vessels, not fighting and destroying enemy warships. The latter activity risks loss of life and ship, while offering little in the way of financial gain.



A DAY IN THE LIFE ...

AWAKENING THROUGH RETIRING, SERVANTS, TOILET, CLOTHING, FOOD, ETC.

Note that the society will probably consider one day in each seven as a holy day. Also, most societies will have several other holy days independent of the weekly ones, four marking the seasons, for example, each of three-day length. On holy days virtually all persons attend services in their place of worship, then rest from their labors, do such celebrating as the holy day or days call for. Only work that is absolutely necessary will be formed on such days. For instance, diary cattle must be milked, places must be guarded or watched, and certain businesses must remain in operation (an inn or tavern where people stay and need to have food). Merchants, craftsmen, most tradesmen, and ordinary workers and farmers will not labor on holy days.

A BAILIFF

Morning, 5 AM to 8 AM: After rising around 6 AM, the bailiff will dress himself in his normal garments, breakfast on the remains of last night's supper, or perhaps porridge, an egg, and toast, washed down with beer or tea. His dishes will be made of good pewter or pottery. If he is married, he will bid farewell to his family, leave his small house or rented apartment, report for duty at his office at 7 AM.

Forenoon, 9 AM to 12 Noon: Performing the duties of his office.

Afternoon, 1 PM to 4 PM: At noon the bailiff will likely eat dinner—some relatively inexpensive meal such as fish or sausages, with potatoes, a vegetable such as peas, bread, ale, and a jam tart for dessert. He will then report for further duty at 1 PM.

Evening, 5 PM to 8 PM: At around 6 PM the bailiff's workday will end. Perhaps he will stop at an alehouse on the way home, have a pint or two, then continue on to his lodgings to eat supper. The menu will be simple, something like soup, meat pie, bread and cheese, with something to drink, most likely water, with a dram of liquor afterwards.

Night, 9 PM to 12 Midnight: At around 10 PM the bailiff will retire for a night's sleep so as to be ready for his daily work.

Late Night, 1 AM to 4 AM: As an honest man, the bailiff will be abed, sleeping.

A BEGGAR

Morning, 5 AM to 8 AM: The beggar will arise as soon as it's light, so as to begin searching for something to eat. Possibly he will go to a charitable hospice where a morning meal is given away - something like gruel and old bread. Otherwise it will be a search of garbage behind bakeries, eating houses, taverns, etc. to glean a meal. With or without breakfast, the beggar will want to be in a market area when people come there to set up stalls and customers arrive.

Forenoon, 9 AM to 12 Noon: During this time the beggar will be busy plying his trade, meanwhile keeping one eye open for theft opportunities, as he uses the other to watch out for lawmen. If caught begging without a license, the beggar will be punished harshly. Bad enough gaol where the food is no better than what he can glean, but branding will mark him for worse punishment if again taken as a criminal.

Afternoon, 1 PM to 4 PM: With a bit of luck the beggar will have managed, between small coins given and what can be pilfered, to afford a cheap meat pie (probably made from city pigeons, rats, cats, dogs, etc.) and some beer or cheap gin. Thus supplied, he will likely find a place to hide away and nap until the end of the afternoon.

Evening, 5 PM to 8 PM: During the likely busy evening, the beggar will again be panhandling, looking for anything discarded - old clothing, something that can be eaten or sold, an item he could use personally - as well as opportunities for theft. The latter might arise in conjunction with employment by some rogue looking for a confederate to distract a mark. At evening end, he will again be seeking some supper and a place to sleep. If there is neither available from some charity house, the beggar will rummage through garbage again.

Night, 9 PM to 12 Midnight: With or without any meal, the beggar will be ready for rest. Having probably saved any coins he has garnered since the afternoon for purchase of some more cheap alcoholic drink, he will find a low dive to obtain the stuff, and thus fortified settle down in an old crate or doorway for a night's sleep.

Late Night, 1 AM to 4 AM: Perhaps being driven from his first sleeping place by city watchmen, the beggar will have found another, and again returned to slumber for the whole of the late night. Soon enough he will have to arise, cramped, likely cold and hungry, filthy as usual, and so begin again his dreary and hopeless routine.





A CITY GAOLER

Morning, 5 AM to 8 AM: Leaving early duties for the chief turnkey, the head of a thriving city gaol will lie abed until at least 7 AM before arising. His suite of rooms in the gaol building will include a parlor, bed chamber, and bath. After his toilet, dressing in his uniform, the gaoler will be served a hearty breakfast by a prisoner trustee, this food cooked by another inmate. His meal will include such things as eggs, some sausages, beans and tomatoes, toasted bread, and good ale or strong coffee. As he finishes it the morning hours will be near ending, so thereafter he will head downstairs to his office.

Forenoon, 9 AM to 12 Noon: There will be a number of official documents to read, others to prepare, so it will be around the middle of the forenoon before the gaoler is able to see the various prisoners awaiting him. Some will be there to pay sums for more privileges in the gaol, while others will come before him to arrange for lodgings in the place. The latter rogues will pay an initial sum, plus a cut of the swag from their "jobs," for such accommodation. Of course being "in gaol" is a perfect alibi for them. Thus the base fee for a cell, with perfect freedom to come and go as the "prisoner" chooses, is at least $100 per day. As the forenoon comes to an end, the gaoler will leave for his favorite tavern to enjoy his dinner.



Afternoon, 1 PM to 4 PM: After enjoying a cheese pie, some jugged hare, a mutton chop or two, mashed potatoes and peas, ale, and a dessert of apple dumplings and clotted cream topped off by some old, sweet sherry, it will be time to return to duty. The gaoler will likely have meetings with a few rogues and various criminal underworld figures there in the tavern, so as to not get back to his office until near the end of the afternoon. Once back, the turnkey will report, pay over the gaoler's share of various sums the former has received - bribes and payments from prisoners and those not incarcerated who are helping their friends or relatives. After directing the turnkey as to punishment for those who have caused trouble, tried to escape, or failed to pay as promised for privileges or freedom to come and go, the formal workday for the gaoler is ended.

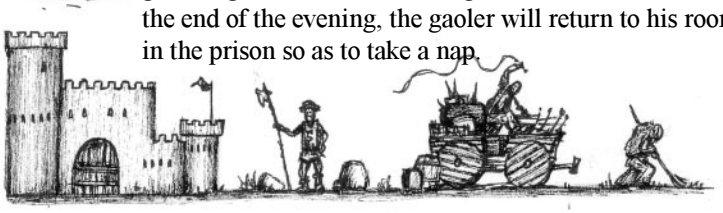






Evening, 5 PM to 8 PM: As evening begins, the gaoler will likely go to a tea or coffee house to take such refreshment, enjoy a scone or some cake, while discussing private affairs with various persons in the establishment. Perhaps this will include arrangement for storing a few bales of stolen goods that a fence will soon be shipping off to another country. Then again, it might be that the gaoler is meeting a city marshal to reveal a criminal scheme, so that the offenders can be taken, and he and the law officer can get a large reward from stolen goods recovered thus. Near the end of the evening, the gaoler will return to his rooms in the prison so as to take a nap.





Night, 9 PM to 12 Midnight: At around 10 PM the ambitious gaoler will get up from his bed, dress in nondescript garb, and head for the nightspots in the city. He will see which underworld figures are out celebrating, who is noticeably absent, chat with informers, have some fun with a doxie perhaps, eat a light supper as is served by the place he is in, and generally enjoy the drink and entertainment provided by the various establishments he decides to visit that night.

Late Night, 1 AM to 4 AM: Asleep until 4 AM. Sometime around 1:30 or 2 AM, his business for the night concluded, the gaoler will again head back to his precincts. It has been a long and hard day, and now it is time for this fellow to get some rest in order to be ready for the morrow.

A COUNTRY SQUIRE

Morning, 5 AM to 8 AM: Such a wealthy, land-owning gentleman will arise early, around 6 AM, to see that his affairs are attended to properly. His manservant will assist him in dressing, of course. After being served by staff an ample breakfast of such things as a mixed grill, toast, eggs, perhaps some fruit or fruit juice, tea or coffee and perhaps a brandy bracer, the country squire will venture out to instruct his foreman, hear how various farm work is progressing, check on his stables, and likely go for a canter or perhaps see about catching a salmon or trout.

Forenoon, 9 AM to 12 Noon: Returning to his home in the forenoon, the country squire will greet his wife, see that all is going as it should in the household. Then it will be time to read any mail, go over the books for his farm and other enterprises, and perhaps send out invitations to his friends to invite them to a hunt on his lands. Time permitting, he will then tour fields, truck gardens, and the like before his dinner.

Afternoon, 1 PM to 4 PM: At noon all the family will have a large meal served to them on their fine dining service of painted pottery, polished copper, with some silver dishes as well, and crystal drinking vessels. After a good dinner of roast meat, perhaps some ham or fowl too, along with bread, vegetables, and then cheese washed down with ale or red wine, pudding for desert, it will be time for a bit of a nap. Around 3 PM the country squire will ride to the nearby village. His wife might accompany him, she to do some shopping and possibly meet friends for tea, he to meet business associates or to drop in at the tavern to see who is there and have a drink or two while discussing the weather and crops, the market for farm produce, or politics.

Evening, 5 PM to 8 PM: Leaving whatever occupied him until then, around 5 PM the country squire will return home. After seeing that his horse is well tended, he will wash in a prepared bath, groom himself, and don dress clothing laid out for him so as to be properly arrayed for supper. At 8 PM that meal will be served.

Night, 9 PM to 12 Midnight: The country squire, his wife, family and friends will be seated for supper, the food prepared by the cook served by the maid, who will then clear the table. The supper might include soup, game, fish, a meat pie, and perhaps nuts with a fine red wine. If there are guests present, the men will retire to the lounge to have a cigar and some brandy or whiskey, the ladies to the parlour to drink tea and gossip. Otherwise, the older members of the family might gather in the parlour for music or play cards there. Around 10 PM the household will retire, 11 PM if there are guests to entertain.

Late Night, 1 AM to 4 AM: Everyone knows that all decent folk are asleep at such time.

A COURTESAN

Morning, 5 AM to 8 AM: The courtesan will likely be arriving at her home around 5 AM, being conveyed there by coach or sedan chair. When back at her domicile it will be time for readying to retire. Her maid will assist her in undressing, have her bath ready, and with her toilet completed, and perhaps after a nightcap of fine liqueur, she will go to sleep around 6:30 AM.

Forenoon, 9 AM to 12 Noon: During this time the courtesan will be sound asleep.

Afternoon, 1 PM to 4 PM: Around 2:30 PM the courtesan will arise, and her maid will assist her to don a robe, brush her hair, and help her to breakfast. This meal will likely consist of fruit juice, fruit or berries, some fresh bread, a little yoghurt or cottage cheese, and coffee brought forth on china and silver dishes. Thereafter, the courtesan will inspect her wardrobe, select garments to be worn, and then wash, apply makeup, and have her maid coif her hair.

Evening, 5 PM to 8 PM: Properly attired, the courtesan will possibly shop for an hour or two, then receive a few friends, for an hour's conversation. At the close of the evening she will depart for her night's engagement.

Night, 9 PM to 12 Midnight: After a lavish super and much wine, enjoying some entertainment such as a play or gambling thereafter, the courtesan and her escort will go to some comfortable place - his home or an apartment, and there enjoy each other's company.

Late Night, 1 AM to 4 AM: This is the time when the courtesan will be entertaining her escort, and in which some light supper will be eaten - oysters on the half shell, Champagne, pheasant, asparagus, chocolate mousse, with coffee and brandy perhaps. At the end of this time of the night, it will be time to prepare to depart.

A FARMER

Morning, 5 AM to 8 AM: As morning breaks the farmer will be at work, having begun his daily work in the last of the late night hours. Dressing in his leggings, blouse, and smock, with a coat over all in cold weather, he will begin his labors by going to the barn and feeding and milking the cows. When he returns from this chore, say around 5 AM, his wife will have his breakfast ready - porridge, bread, perhaps an egg or some cottage cheese, and milk. The vessels on which food is served, as will be those from which food and drink are eaten and drunk will be stout pottery, with some copper and wooden serving dishes. Back to the barn, he will turn the cattle out to pasture, clean the barn, and haul the manure and straw to the heap. As an aside, the farmer's wife and older children are all as busy as he is. They must see to the livestock, gardening, churning of milk, making of cheese and sausage (with the farmer), cooking, cleaning, laundry, mending, preserving, spinning yarn and weaving, and helping in the fields.



Forenoon, 9 AM to 12 Noon: In winter, time will be spent repairing equipment and making things. Otherwise the farmer will be working in the fields—plowing, planting, etc. - repairing fences and seeing to hedgerows, etc.

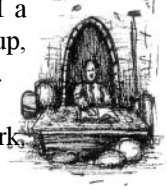


Afternoon, 1 PM to 4 PM: At noon the farmer will sometimes eat a hot dinner at home, usually in the winter or when not planting or harvesting. Such a meal will consist mainly of something such as a vegetable stew with a little meat in it or sausages, bread and cheese, ale or beer, perhaps berries or custard for dessert. After eating, it is time to return to work. If the labor is such that the farmer can not leave the field, someone in his family brings dinner to him. The well-known plowman's lunch of bread and cheese is the core of a meal eaten in the field. Near the end of the afternoon the farmer will return to barn, put out feed for cattle, then let them in.



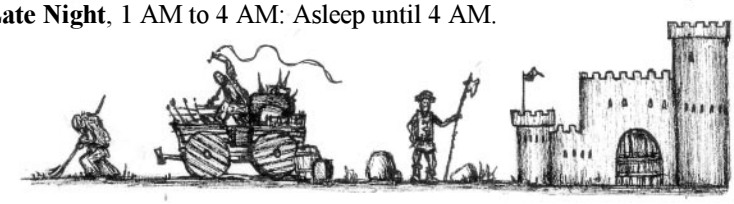


Evening, 5 PM to 8 PM: Milking time over around 5 PM, and the cows either returned to pasture or in barn for cold weather, the farmer returns to his labor in the field, or to home repair work in the dark winter. Around 7 PM a supper will be eaten, this typically consisting of soup, bread and butter, milk, with nuts or fruit to finish it off.



Night, 9 PM to 12 Midnight: Asleep after a day of work.

Late Night, 1 AM to 4 AM: Asleep until 4 AM.



A FOREIGN FACTOR

Morning, 5 AM to 8 AM: As this fellow is important, he has his own suite of rooms, two or three, in the factory compound built and maintained by his countrymen on the city land allotted to them by the host state. When he arises around 6 AM, his personal servant will assist him to dress in his national garments after the factor has completed his toilet. Then it is time for the brief morning prayers. Because the compound is a community unto itself, the factor will proceed downstairs, possibly to another building in the complex, where there is a refectory for all who dwell therein. In such place he will be served his breakfast - let us assume some fruit juice, a boiled egg or two, rolls and sweat breads, butter, cheese, cold slices of sausage with a choice of hot chocolate, coffee, or tea to drink. Likely his menu will be more elegant than those of the ordinary folks eating nearby, but they too will have a good meal. He will leave the table promptly at 7 AM, as there is much work to do. A quick but careful inspection of his portion of the warehouse for goods, then to his desk to check inventory and ship manifest lists.







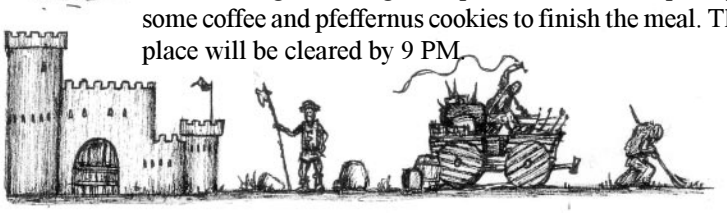




Forenoon, 9 AM to 12 Noon: Most probably the factor will leave his national compound in the forenoon to go down to the docks. There he will inspect the loading or unloading of his goods bound for his home country or coming from them. Near noon it will be time for the factor to go to the inn or tavern where he will meet with local businessmen or suppliers, possibly with others from his enclave, to conduct matters of trade. Given his choice, the factor will dine, after schnapps for an aperitif, on a hearty beet soup, schnitzel with noodles, pork hocks and sauerkraut, rye bread, strong lager, and some cherry strudel with kirshwasser afterwards, and finally coffee and some chocolate.

Afternoon, 1 PM to 4 PM: Business will keep him at the dinner table until perhaps 2 PM, after which time he will return to his national factory. At 2:30 the factor will meet with his fellows there to analyze how their enterprises are going, what needs to be done to improve profitability, and make plans accordingly. This meeting will be opened by their chaplain, and closed by him too, promptly at 5 PM.

Evening, 5 PM to 8 PM: If there are still business matters to see to - arriving goods, a shipment to send off, the factor will of course see to such things. Otherwise, he will likely go to the facilities provided in his national compound so as to read, talk, or perhaps enjoy a game of chess or the like. At precisely 7 PM he will assemble with his fellows for supper in the general dining room. After the chaplain has blessed them, the company will have their food - broth and bread, sausages, cabbage and potatoes, beer, and perhaps some coffee and pfeffernus cookies to finish the meal. The place will be cleared by 9 PM.



Night, 9 PM to 12 Midnight: Back in his own chambers, the factor will have his servant assist him in undressing, put on a robe, read and write letters, and have a bit more schnapps as a nightcap before retiring. At whatever time he has determined is proper for sleep, the factor will go to bed.

Late Night, 1 AM to 4 AM: Asleep until 6 AM.

A GREAT ARTISAN

Morning, 5 AM to 8 AM: The great artisan will arise early, around 5:30 AM, so as to dress himself, eat a substantial breakfast prepared by the cook, served by the maid, this consisting typically of fruit, pancakes, eggs, sausage, rolls or bread, tea or coffee. The service will be of good porcelain, drinking vessels of copper or glass. The food shared with his principal journeyman, but others he is training, journeymen and apprentices, get cold meat, cheese, rolls or bread, with water. He will then go to his workshop to see that all his employees are busy by 6 AM. The great artisan will then himself set his hand to his craft.

Forenoon, 9 AM to 12 Noon: Busy working and overseeing the work of those in his shop, dealing with customers, and going over accounts.

Afternoon, 1 PM to 4 PM: When his employees eat their dinner in the shop, the great artisan will often go off to dine with others of his rank. As he enjoys a great meal of a baked fish, followed by a capon and some grilled chops, vegetables, bread, ale, cheese, fruit tarts for dessert, he and his associated will be talking about business, guild affairs, and politics. After dining they might have coffee, a liquor or brandy or like digestif, light pipes and cigars to better enjoy their discussions. Returning to his shop around 2 PM, the great artisan will resume his routine noted above.

Evening, 5 PM to 8 PM: At 6 PM the shop closes, the journeymen and apprentices clean up the place and go off to their lodgings. The great artisan might oversee this, or he might have affairs elsewhere, such as a guild meeting or some municipal one, either of which meaning he will have his supper elsewhere. Otherwise, the great artisan will go upstairs to his residence, clean up, don suitable garments for the evening, and eat supper with his family at 7 PM. This meal served by staff on silver platters and porcelain dishes, might begin with a meat pie, then dishes of potatoes, vegetables, and slices or roast mutton with gravy, bread, ale or wine, and fruit and nuts. Crystal drinking vessels and small serving dishes will be used.

Night, 9 PM to 12 Midnight: After spending an hour or so with his family, talking or playing games, the great artisan will retire for the night at around 9:30 or 10 PM.

Late Night, 1 AM to 4 AM: Soundly sleeping the sleep of the just.

A GREAT OFFICER

Morning, 5 AM to 8 AM: The great officer of the royal court will arise at such time as is needed to suit his sovereign's schedule. Assuming that this means an 8 AM awakening, the great official will spend the next half hour at his morning toilet and arraying himself in court finery for appearance in the royal presence, this being accomplished with the help of a valet. A quick bit of breakfast - shirred eggs with six rashers of crisp bacon, a croissant with peach preserves, some coffee with or without thick golden cream - with his family, if applicable, and then he is off to work. Of course the service he eats from will be of fine porcelain, silver, and crystal glass. So ends morning for this fellow.

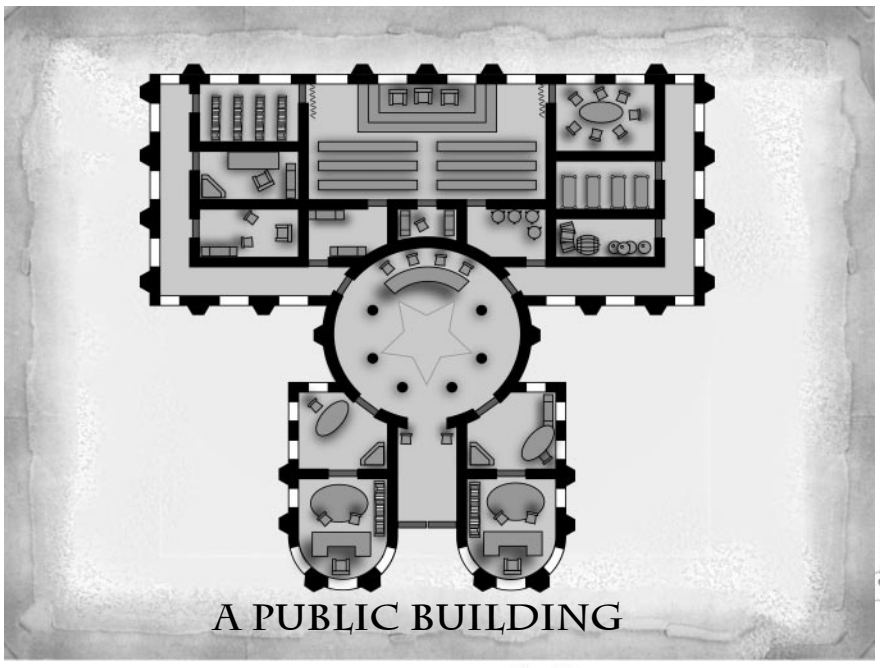
Forenoon, 9 AM to 12 Noon: The monarch will most probably call his chief officers into his presence for their reports, give direction, and then dismiss the lot to go about their duties at 9 AM. The great officer will go to his office, summon his own underlings, and receive their reports, give them such orders they are dismissed them to continue their duties. At around 10 AM he will be deep in his work - reading reports, dictating messages and reports of his own and sending various staff off to assignments.

Afternoon, 1 PM to 4 PM: At around noon, the great officer will have completed his forenoon's tasks. The Royal Chef will have directed the kitchen staff in preparation of dinner for not only the suzerain but also for the major officers serving the king. Whether not the monarch dines with them, the great officers will banquet in a dining hall of the palace. Their meal will likely be one not as elaborate as one might expect - a consemme, with courses of fish, fowl, and meat thereafter, with such side dishes as complete a repast of this sort, various wines suitable to each course served in turn, and after all some sweet and coffee. Around 2 PM the great officer will return to his office to meet with his co-equals or his important underlings.

Evening, 5 PM to 8 PM: In the early evening, will go to his private apartment, briefly greet his wife and family should the man be married and have children. Then the great officer change into sporting attire, served thus by his valet, likely ride, exercise, and then return to his chambers, bathe and be groomed and dressed by valet and lesser servants. Before 8 PM he will be arrayed in splendid attire once again, for attending some royal or noble function. If the affair is in the palace, there will be no need to have a coach ready, but otherwise the great officer will leave for his appointment in such a vehicle, with his lady, coachmen driving, footmen riding on the rear of the carriage, personal secretary and maid in waiting riding inside, as well as guards riding mounted as an escort.

Night, 9 PM to 12 Midnight: At a soirée held in some grand hall or glittering manor, there will be a grand display. Liveried servants everywhere will see to every need of the guests. After Champaign and other aperitifs, various canapés and hors d'ouvers, where the assembled aristocrats greet each other and engage in repartee, the guests will be ushered into the dining room. After taking their appointed seats at the banquet table, a great feast of seven or more courses, with the proper wine for each remove served in fresh glasses. It is likely that a musical ensemble will be in an anteroom adjoining the dining chamber. Around 11 PM the banquet completed, the usual division of the sexes will occur. Men go to a lounge for brandy and whiskey while they smoke and talk, perhaps play a few gambling games in the process. Ladies will withdraw to a salon for tea and digistifs, perhaps, and there converse.

Late Night, 1 AM to 4 AM: At midnight the guests might re-assemble in the ballroom for dancing until 2 AM or so. If not, then around 1 AM the party will be concluded, the guests depart. The great officer will return to his suite of rooms in the palace, be assisted in undressing by valet and other servants, thereafter climb into his featherbed for repose until his valet's awakening call - later than usual if his royal master was likewise in late-night carouse.



A PUBLIC BUILDING





A JUNGLE HUNTER

Morning, 5 AM to 8 AM: Arising at first light, the jungle hunter will set off - alone or with one or more of his fellows - to see about bagging some game for himself, his family, and his tribe. Around 7 AM he will return to break his fast. This will consist of some fruit and whatever is left over from last night's supper, along with some of the starch staple that's eaten by his people - from corn, rice, cassava, yams, etc. Thus will end the morning hours.

Forenoon, 9 AM to 12 Noon: After checking his hunting, trapping, and fishing equipment, the hunter will either spend this time loitering, talking with his fellows, or making something new - a weapon, a canoe, a tool, some personal item, something for his family such as a figurine or a toy.

Afternoon, 1 PM to 4 PM: The afternoon passes in much the same manner as the morning and forenoon, and sometime during this period the hunter will likely have his second meal of the day - such fruits and vegetables as the womenfolk have gathered, along with the staple starch, and perhaps some stew or fish or meat spitted and roasted over a bonfire. Near the close of the afternoon it is probable the hunter will again set forth to seek game.



Evening, 5 PM to 8 PM: Hunting until light fails, returning to his village then, the hunter will likely join the men for talk until the women have prepared and serve the evening meal. Hopefully this consists of hot pieces of meat from the game taken earlier, and now is the time for consumption of whatever alcoholic drink the tribe brews, not plain water. If there is no men's council being held, no religious ceremony to take part in, the hunter will perhaps tell stories to his family, and listed to their own accounts of the day, and give instructions to his sons in regards the things a man need to know and do.



Night, 9 PM to 12 Midnight: Likely asleep early in the night.



Late Night, 1 AM to 4 AM: Sleeping through the late night unless he is part of a raiding or war party.







A KNIGHTLY WARRIOR

Morning, 5 AM to 8 AM: Having arisen before morning, by 5 AM the knight, now alone, will be at his routine, first calling in his officers for their reports. Hearing them, assigning any new duties thereafter, the knight sees to the business affairs of his manor or manors. This includes checking books and accounts, and reading and responding to correspondence.

Forenoon, 9 AM to 12 Noon: In the first hour of the forenoon the knight will likely still be completing his business work. By around 10 AM he will inspect his stronghold, looking at the fortifications, checking stores and stables, kennels and mews. He will then don some older armor, begin exercising, including tilting and weapons practice with his three trainees, esquire, armiger, and scutifer. At his time he trains and coach his henchmen in their exercises and use of weapons.

Afternoon, 1 PM to 4 PM: Before returning to his great hall at noon, the scutifer will have seen to the removal and care of the knight's shield and weapons, the armiger likewise attending to his master's armor. The horses taken to the stables by the esquire to be cared for by the groom, all is now as before. Inside, the knight will wash and groom with the aid of a valet. Then, around 1:30 PM, dressed in clean cloths, and after a prayer of thanks delivered by his chaplain, he dines with his family, if any, his henchmen at the same table, the men-at-arms and principal servants sitting at the tables below that of the master of the castle. The high table is capped with a fine dinner including such things as fish chowder, roast fowl, some game, a ham, various meat and vegetable pies, bread, wine and ale, a fruit pudding and wafers for desert. Those below their board will have some like dishes, but less choice cuts of meat, and more bread and vegetables, perhaps apples and cheese for their desert. At 2 PM dinner ends, and as servants take away the remains of the meal, clear the trestle tables from the main hall, the knight will possibly go hawking or hunting, otherwise ride about his lands, accompanied by his henchmen and possibly a few mounted men-at-arms as well.

Evening, 5 PM to 8 PM: The knight is engaged in his hawking or hunting, the patrolling of his borders, and or inspecting the fields and community of his manor lands until 6 PM. At around that time the knight and his party will return to his stronghold. While serving men see to the horses, he and his immediate henchmen will repair to the keep or hall, remove their armor or hunting garments, and after that the knight will go to his family chambers. At around 7 PM, again after proper thanks delivered by his chaplain, he and his family will have supper in the hall - soup, various meat and vegetable pies, pickles, bread, wine, possibly a salad of herbs with onions and cucumbers,

then sweetmeats. Those of the castle at the lower tables will have essentially the same meal, although instead of pies they might dine of a dish of beans cooked with sausage, beef ribs, and duck.

Night, 9 PM to 12 Midnight: At this time the knight retires to his own sleeping chamber. He and his lady will be assisted in undressing by valet and maid in waiting respectively, while a children's maid sees to the youngsters. After praying, the knight will go to bed for much-deserved rest.

Late Night, 1 AM to 4 AM: Sleeping soundly until 4 AM. At this hour the devoted knight will arise, dress with the aid of his armiger for morning prayers at 4 AM, where he and his armiger will be joined by his esquire and scutifer. Going from there, he and his henchmen will then break their fast with a light meal of some cold meat or meat pie left from supper, bread, and ale or beer. The service for the knight and those at his table will be of quality—porcelain, silver, and crystal. That for the ordinary folk of the castle will be wood, orpottery.

A LABORER

Morning, 5 AM to 8 AM: Asleep until 5 AM, then arising and donning his old work garments, the laborer will eat his breakfast, some bread with any cold remains of last night's supper of a mainly vegetable stew, likely, and some beer or water to wash it down with. Packing his dinner thereafter into a leather wallet, the laborer will be off to report for work at 6 AM. There he will begin such tasks as he has - digging, carrying hods of bricks, or unloading cargo from a vessel.

Forenoon, 9 AM to 12 Noon: Hard at work during the forenoon. At noon the laborer will cease his work, get out his cold food. To the bread, cheese, and an onion, he might add a bowl of soup or a meat pie purchased from a street vendor. Water is the most likely drink he will have to wash down his food, although some more fortunate fellows might have whey, buttermilk, even milk or beer to drink. After a half-hour spent thus, it will be time to return to laboring through the afternoon.

Afternoon, 1 PM to 4 PM: At labor through the afternoon.

Evening, 5 PM to 8 PM: Near mid-evening, 6 PM, the day's work is done. The laborer will likely collect his pay, and then head for his lodgings. Along the route home he might well stop for a pint of ale. If he is not married, does not live in a boarding house where supper is provided, the laborer will have to then purchase his food from cooked-food vendors, or else he will buy the items to eat, have them cooked for him at a cooking house. His supper will be quite like his dinner - perhaps a pasty of potatoes with some bits of meat, pickles, bread and beer. At home he might have soup or mainly vegetable stew instead, again with bread and beer accompanying that. His serving and eating utensils will be made of tin, wood, or a few pottery pieces.

Night, 9 PM to 12 Midnight: Not long into the night, the laborer will have undressed, washed off some of the grime of the day, if that wasn't done before eating supper, and then fallen into bed to sleep, being rather worn out from his hard work.

Late Night, 1 AM to 4 AM: Sleeping soundly despite the relatively thin straw mattress and possible vermin dwelling therein who now seek their own suppers.







A MAGE

Morning, 5 AM to 8 AM: Most probably the mage will sleep through the morning hours.

Forenoon, 9 AM to 12 Noon: Arising at 9 AM, the mage will wash, don his professional robes, and go downstairs for his breakfast. A successful fellow of this sort will have a butler, housekeeper, cook, and a maid to see to mundane tasks. So, while left to his personal privacy, he will have no domestic chores to bother him. Thus at around 9:30 AM the mage will be served and enjoy a leisurely breakfast of fruit juice, pastries, and coffee, then read and smoke as he finishes several more cups of coffee. Around 10:30 he will stroll to his guild house, greet his fellows there, and possibly pick up some assignment for his later attention. He will then likely go to the library to do some reading or pursue research. Meantime, his staff will be carefully removing and washing the serving dishes and dining ware of exotic design and materials too, perhaps - porcelain, tortoise shell, or even onyx, silver and electrum, crystal glass and crystal.

Afternoon, 1 PM to 4 PM: At around 1 PM the mage will go to the dining room of the guild to enjoy a meal with his colleagues. The staff will have prepared a fine dinner, all set upon clean linen table cloths, served on china and silver service pieces, with crystal goblets for water and wine. After some turtle soup with rolls and dry sherry wine, there will be a various breads, several whole stuffed game fowl such as ducks and geese, roast meat with gravy, potatoes and vegetables, these accompanied by a vintage dry red wine with plenty of body, and several casserole dishes besides - these possibly having separate wines to accompany them. A cheese and fruit course will follow the salad, and then perhaps a crème brule topped with raspberries and a sweet white wine for desert. Removing to the lounge, the diners will enjoy coffee, chocolate wafers, and a snifter of fine brandy as they smoke and enjoy some conversation. Around 2:30 PM the mage will either return to the library or else go forth to perform some task related to his profession.











Evening, 5 PM to 8 PM: Whatever he is doing, it is usual for the mage to take tea at around 5 PM. If his dinner was not quite satisfactory, tea will be accompanied by biscuits or some pastry. After this half-hour ritual, the mage will return to whatever was occupying him before tea. Between 7 PM and 8 PM he will typically return to his own residence. Assuming he has no appointment at guild or elsewhere that night, after washing and changing his professional robe for a housecoat, the mage will have an aperitif as he reads any messages delivered in his absence, perhaps listens to a bit of conjured music.

Night, 9 PM to 12 Midnight: At 9 PM he will be served a light supper—assorted raw vegetables with a dressing in which to dip them, quail eggs in aspic, some linguini with clam sauce, bread, light dry wine. As soon as this is cleared away, the staff may retire, so by around 10:30 PM the mage will have plenty of peace and quiet to experiment, devise new concoctions or develop new spells, and record the results in the appropriate book or grimoire.

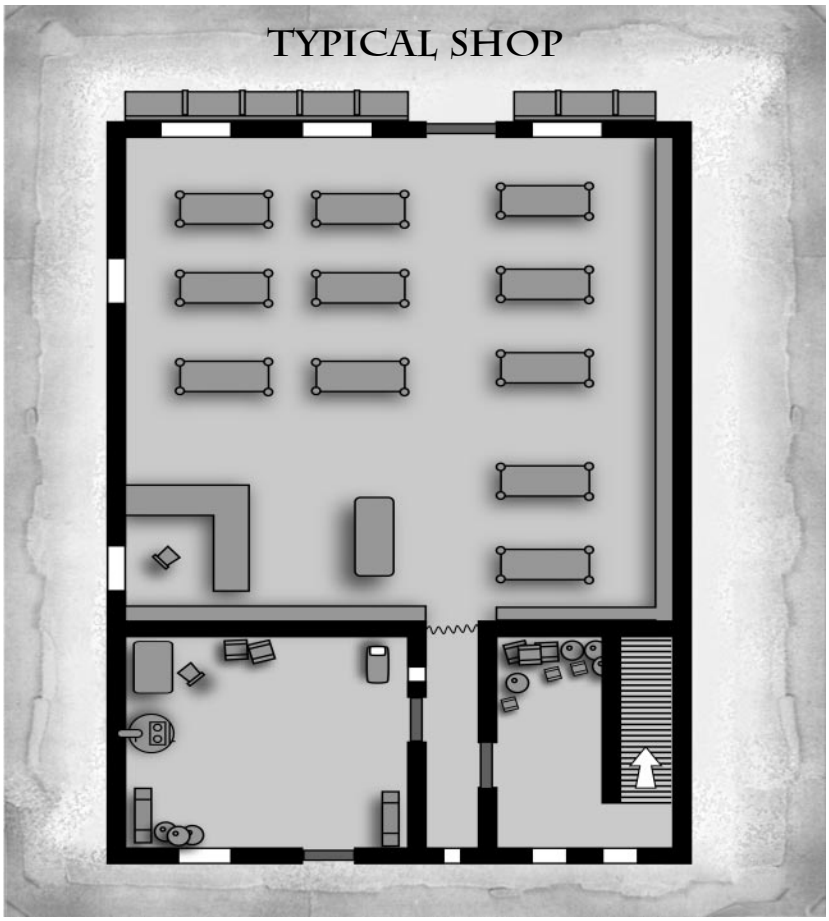
Late Night, 1 AM to 4 AM: Around 1 AM the mage will usually complete his personal laboratory work. After locking all away securely, and casting such enchantments are appropriate for the safety and security of his person, his precious things, and domicile in general, the mage will retire to his bed chamber for a comfortable night of rest.

A SERVING MAID

Morning, 5 AM to 8 AM: Depending on the household, the serving maid will arise early or later in the morning hours. Let us assume that the master and mistress arise at 8 AM. So the serving maid will be up an hour before then, 7 AM. After washing and dressing in her uniform, the serving maid will have a hasty but likely decent breakfast - perhaps some porridge with dried fruit in it and milk on it, bread and butter, and tea - in the servant's dining room or standing in the kitchen. Of course, staff will have common ware for service and eating - mainly plain pottery, tin, and wood. About a half of an hour before her employers arise, she will be at work to have all ready that should be when they arise. She will then be busy all morning with her prescribed duties. Duties might be personal attendance on the mistress, cleaning of rooms upstairs or downstairs, or assisting with meals (preparation, service, cleaning up thereafter). Note a serving wench from an alehouse or similar place is usually fast asleep in the morning.

Forenoon, 9 AM to 12 Noon: While hard at work for most of the forenoon, it is possible that the serving maid, along with the rest of staff, will have a short break around 10AM. In any case, they will be ready to serve dinner at whatever time their master and mistress require, so the serving maid will keep an eye on the time. After the noon meal has been served, the serving maid and other staff will have a half of an hour to eat their own dinner. This will consist of such leftovers as are not desired for supper by their employers, plus some separate additional fare. A likely dinner for a serving maid might consist of a dish of boiled beans with some beef shoulder meat added, bread, whey or buttermilk to drink, with such leftovers as the butler indicates will not be saved for later use. No alcohol will be consumed by staff at such time, of course. After eating it will be time to return to work.





TYPICAL SHOP

Optionally there are no side windows because of adjoining buildings, in this case several are shown.

If heat were needed, there would be a stove and chimney to the right of the doorway dividing the shop from the rear area.

Immediately under the stairs to the first floor dwelling of the owner and his family there will be another set of steps descending into the basement, likely accessed by lifting a long trap door.

The landing on the first floor will be in the middle portion of space. Across from the first floor landing will be the stairs leading to the floor above - a second floor or attic/loft where the family sleeps. At the front of the building, likely projecting two or more feet above the ground floor, will be the parlor, while at the very back will be located to kitchen and dining areas. In each of these front and rear areas will be located a stove or fireplace, To either side in the middle will be small, dark rooms, perhaps a bath and linen closet on one side, a pantry and store room on the other.

Afternoon, 1 PM to 4 PM: Busily performing her duties, the maid will work throughout the afternoon.

Evening, 5 PM to 8 PM: At this time the maid will be doing her routine duties, with a likely two-hour break at the beginning of the evening during which time she will nap, if the maid is required to attend the master and mistress at night.

Night, 9 PM to 12 Midnight: If working during this period, the maid will either be attending to her mistress's needs or assisting with supper, after such duties are performed. The serving maid is on her own time to do as she likes within the household and its servants' areas. After the master and mistress dine is when staff will sup, again this meal consisting of undesired leftovers and some specially prepared food - sausage, sauerkraut, and potatoes perhaps, with bread, common cheese, and a little fruit for dessert. If she works continuous hours, then the serving maid will retire at 11 PM or so. If she is required to work a "split shift", the serving maid will likely not retire until the late night hours.

Late Night, 1 AM to 4 AM: Asleep or readying for going to bed to do so.

A SHOP KEEPER

Morning, 5 AM to 8 AM: Let us assume here that the shopkeep is mainly a purveyor of goods brought into his store, not a laboring tradesman such as a carpenter, plumber, or weaver. Thus, the ground floor of his establishment will be mainly a sales area with stores of restock goods in a rear room, family quarters on the first floor. So, at around 6 AM the shopkeeper will arise, and as he is performing his toilet and dressing for work, the maid will be helping his wife ready breakfast. At 6:30 AM the master of the place will come for his breakfast, likely a hearty one, as dinner will not be a heavy meal for him. A plate of kippers, fried tomatoes, a sausage and egg seems a solid start, with toast and jam and tea to complete the meal. Cooking utensils and eating ware will be of copper and tin, pottery and pewter for "occasions." The shopkeep will depart his family quarters around 7 AM, going downstairs to see to his store, receive deliveries in the hour before customers come to trade.





Forenoon, 9 AM to 12 Noon: At 8 AM promptly the shopkeep will open his doors for business. (In some trades this will occur earlier, a bakery certainly, but let us assume here out shopkeep is a grocer.) From then until the noon hour he will be busy waiting on customers, arranging his goods and adding fresh stock to his displays. If he has an assistant, or an older child to see to business while he eats dinner, the shop will remain open. Otherwise the proprietor will close up for an hour for dinnertime. The noon meal will be hearty but not overly large or sumptuous. A typical shopkeeper's dinner might be soup, a leg of mutton with onions, potatoes and carrots, and bitter herbs. Of course there will be bread with that, tea, and likely some small sweet for dessert.

Afternoon, 1 PM to 4 PM: At 1 PM the shopkeeper will be downstairs ready again to serve his customers. He will be occupied thus throughout the afternoon.

Evening, 5 PM to 8 PM: At around 6 PM the store will be closed, and as someone else cleans up, the proprietor will check his stocks, see to his books, and write orders for new items of produce to be handed out when suppliers call in the morning. Thus at around 7 PM the shopkeeper will be finished with his day's work, go upstairs to his home again. After washing and probably changing clothes, the fellow will join his family in the parlor for some conversation. Young children will have been fed by this time, and their father will see them to bed before settling down for relaxation. Then he might have an aperitif of sherry if business has been good, otherwise a pint of ale. Supper will be eaten in the small dining room, and it will be rather simple one. The maid will likely bring in a relish tray of vegetables or a broth, then a vegetable and mutton pie or a stewed hen as the main course, with bread and cheese. There will be biscuits for dessert for his wife and children, but likely the shopkeeper will pass on that for a glass of port and some nuts.







Night, 9 PM to 12 Midnight: At nine supper will be over, all cleared away, and the family will be in the parlor once more. The shopkeeper might be smoking a pipe while watching his children play with toys, or at some game. At around 10 PM the family will retire for the night.

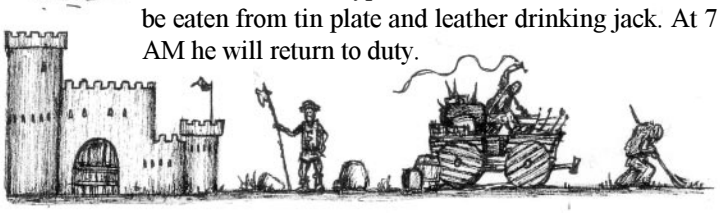


Late Night, 1 AM to 4 AM: Sleeping the sleep of an honest and hard-working citizen.

A SOLDIER



Morning, 5 AM to 8 AM: Having been up and at it for an hour, after another has passed, at 6 AM, the soldier will go for his breakfast in the mess hall - porridge, bread, and beer are typical of the menu there. Food will be eaten from tin plate and leather drinking jack. At 7 AM he will return to duty.



Forenoon, 9 AM to 12 Noon: At around 11 AM the soldier will be relieved of whatever duty he was on - standing watch, policing up some area, repairing fortifications, whatever - so as to drill. This will include marching, changing formations, and weapons practice. At 12:30 PM drill will end, and the soldier will go to the mess hall for dinner. This will likely be a vegetable and meat stew, potatoes, bread, beer, and a biscuit or the like. After eating the soldier will have a half-hour's time for relaxation, perhaps a smoke, before returning to duty at 1:30 PM.

Afternoon, 1 PM to 4 PM: Doing assigned duty and/or drilling.

Evening, 5 PM to 8 PM: At 5:30 PM the soldier will come off duty, and after another half hour of weapons practice, he will go to the mess hall for a supper consisting of soup, beans, bread, and beer. From 7:30 on he will be seeing to the care of his uniform and weapons, possibly doing a bit of gaming with his mates at the same time.

Night, 9 PM to 12 Midnight: Unless given night duty, or there is an alarm, the soldier will be asleep.



Late Night, 1 AM to 4 AM: During the hours of the late night the soldier will sleep soundly other than as noted for the night hours, above. A private soldier in the service of the sovereign will arise at 4 AM. After washing and dressing, he will fall in for muster roll at 4:15, then be assigned duty.

A WEALTHY MERCHANT

Morning, 5 AM to 8 AM: It is likely that the wealthy merchant will arise at 7:30 AM so as to be ready for a day of business. His manservant awakens him, then having drawn his bath, and while the merchant is performing his toilet, the servant lays out his master's clothing, helps him dress when he comes forth from the bath. Arrayed in his fine but conservative garments, the wealthy merchant meets his family for breakfast at a bit after 8 AM. The butler oversees the maid bringing forth the various dishes of silver that contain the family's morning meal. A veritable smorgasbord will likely be there on a great sideboard. Fruit whole or in prepared pieces will await in crystal bowls there with like pitchers of fruit juice, milk, and water. Bacon, sausage, kidneys, kippers, and perhaps a few lamb chops too fill platters. Beside a tureen of hot porridge will be a dish with roasted squabs. Thin slices of cold smoked salmon lie beside smoked trout and neat wheels of smoked eel. Various cheeses stand, each to its own porcelain cheese plate. Under a shining lid are stacked pancakes and fritters, under another toast, plain and battered and fried. Pastries and sweet breads, rolls, and breads are available in variety. Silver pots of hot chocolate, coffee, and tea will stand ready. At a word a servant fills the finely painted porcelain plate or cup, a cut crystal glass, of those seated at table with whatever is desired. (The serving staff is fortunate indeed, for much of this will grace their own humbler table in but a short time!)

Forenoon, 9 AM to 12 Noon: Not one to tarry, the wealthy merchant will leave this morning feast, his family, to be about his business by 9 AM. A carriage will be awaiting him, and as a footmen assists him to enter, the driver will ready his whip, his assistant beside him, as the postillion climbs aboard the back end of it, the merchant will be off. Arriving soon thereafter at his place of business, this grand fellow will see that his various employees are properly at their duties, then go to his office and there meet with his officers. Having taken their reports, given them instructions, the great merchant will review accounts, read correspondence, dictate letters to his secretary through the better part of the remainder of the forenoon.

Afternoon, 1 PM to 4 PM: Arriving at his guild's hall, or perhaps at a fashionable inn for a business appointment, the great merchant will have an aperitif or two, then enjoy an elaborate dinner with his fellows, this lasting until around 3 PM or later, because of business conversation. Thereafter, the merchant will possibly visit another's factory, go to the docks to see cargo being loaded or unloaded, or examine the quality of goods being produced by a mill.

Evening, 5 PM to 8 PM: After another check at his place of business, the wealthy merchant will be driven to his mansion at around 6 PM, There he will wash and change with assistance of his valet, then ready to greet his evening guests who will arrive around 7 PM. As they are announced, the wealthy merchant and his wife will greet them converse a bit, and in all be excellent host and hostess. Wine and liquor will flow freely, and already hungry guests will have various hors d'ouvers, canapés, relish dishes, and like appetizers to nibble. At 8:00 PM supper will be announced, and the staff will see that all are properly seated.

Night, 9 PM to 12 Midnight: A grand supper will last until at least 10 PM, and if the company is especially exalted, gold as well as silver service will grace the table and buffet. After the last course has been completed, the ladies will withdraw to a salon, the men to the smoking lounge where over cigars and brandy much business will be concluded, many deals made. Around the end of the night, the party will end, and the last guest will likely have departed by midnight. The great merchant will repair to his personal apartment, and after his valet has assisted him in undressing, climb into his great curtained bed to sleep in comfort - unless over-indulgence in food and drink interfere, or some dealing that went awry, disturb his rest.

Late Night, 1 AM to 4 AM: Resting upon a feather mattress covered by a down comforter, fast asleep.













Cooking/Food Menu Items

Table 2:43

Note: This list assumes that the diet is broader and more varied than that typical of a specific society in the medieval period, more akin to that of Europe in the late Renaissance period, when voyages of exploration had brought many new sorts of food to Europe.

Drink
Ale
Beer
Buttermilk
Brandy
Chocolate (drink), cold
Chocolate (drink), hot
Cider, hard
Cider, sweet
Coffee
Cordial
Fruit juice
Liqueur
Liquor
Malt liquor
Matte
Mead
Milk
Punch
Soft drink (ginger ale, root beer, sarsaparilla)
Stout
Tea
Tea, herbal
Water
Whey
Wine, dry
Wine, sparkling
Wine, spiced
Wine, sweet

Food
Bacon
Barley (boiled)
Berries (any available)
Bread (brown, oatmeal, potato, pumpernickel, rye, white)
Bread, corn
Bread, toasted
Broth (consemme)
Buns
Butter
Caviar
Cheese
Chowder
Condiments
Cottage cheese
Crackers
Cream
Cream, clotted
Cream, sour
Dumplings
Eggs (chicken, duck, goose, etc.)
Fish (and eels), cold, smoked
Fish (and eels), cooked, cold
Fish (and eels), cooked, hot
Fish, dried
Fish, pickled
Fish, salted
Fowl*, cold, smoked (any available)
Fowl*, cooked, cold (any available)
Fowl*, cooked, hot (any available)
Fritters
Frogs' legs
Fruit (any available)
Fruit, cooked
Fruit, dried
Fruit, preserved
Gruel (thin porridge)
Ham
Herbs
Honey
Jam & preserves
Jelly
Jelly, meat
Lard
Legumes (beans, lentils, peas)
Meat, cooked, cold
Meat, cooked, hot
Meat, dried
Meat, pickled
Meat, salted
Meat, smoked
Meat pie
Melon
Molasses
Mushrooms
Noodles
Nuts (hazelnuts, hickory nuts, wal nuts—also almonds, cash ews, pecans, etc.)
Nuts, roasted (chestnuts)
Oil
Peanuts
Pancakes
Pastries
Pease porridge
Pepper (black, red, white)
Pickles
Porridge (cooked cereal—corn, oat, rice, or wheat meal)
Rice
Rice, wild
Rolls, hard
Rolls, soft
Salt
Sauce (apple, cranberry, pear, rhubarb, etc.)
Sauerkraut
Sausage
Seafood, other (crab, lobster, octo pus, shrimp, squid, turtle)
Seeds (caraway, poppy, sesame)
Semolina
Shellfish (abalone, clams, cockles, conch, mussels, oysters)
Snails
Soup
Spices
Stew (goulash, ragout, etc.)
Sugar
Syrup (corn, fruit, maple, etc.)
Truffles
Vegetables, green
Vegetables, green leafy
Vegetables, pickled
Vegetables, root (beets, parsnips, onions, potatoes, radishes, ruta baga, turnips)
Vegetables, yellow (carrots, corn, squash, sweet potatoes, yams)

*Blackbird, bustard, capon, chicken, crane, dove, duck, goose, guinea fowl, hedge fowl, lark, mud hen, partridge, pea fowl, pheasant, pigeon, plover, rail, quail, snipe, sparrow, squab, swan, thrush, turkey, widgeon, woodcock.








Desserts
Berries & cream
Cake
Cheese cake
Chocolate
Cobbler
Cookies (biscuits)
Custard
Fruit, cooked with cream or sauce
Fruit, fresh
Meringue
Pastry
Pie, berry
Pie, custard
Pie, fruit
Pie, mincemeat
Pudding
Sweetmeats
Tart, berry
Tart, cream
Tart, fruit
Tart, jam
Tort
Wafers

Menu for an Aristocrat on One Particular Day

Table 2:43 continued

Breakfast
Grapefruit half on ice in a footed silver dish
Two poached eggs on toast
Six rashers of crisp bacon
Poppy seed coffee cake
Tangerine juice
Coffee or tea

Dinner
Dry sherry
Turtle soup
A brace of quail with artichoke sauce
Two venison chops in red wine with onions & potatoes
Creamed spinach
Dinner rolls
Butter
Green salad
Assorted cheeses
Crème Brule with raspberries
Chocolate mints
Dry white wine, vintage
Dry red wine, vintage
Coffee
Brandy
(cigars)

Supper
Chilled vodka
Thinly sliced smoked salmon, with toast points and relishes
Sirloin of beef coated with goose liver pate in puff pastry
Potatoes au gratin
Asparagus
Dinner rolls
Butter
Green salad
Fruit tarts
Dry red wine, vintage
Sweet white wine, vintage
Coffee
Brandy
(cigars)



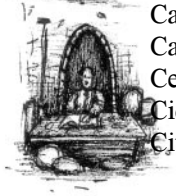
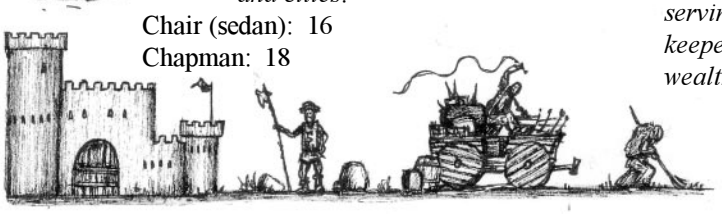


Index

Abbey: 118
Alchemy: 35, 128
Alcohol: 94
Agister: 77
Annihilation: 88
Arches: 99
Architects (builders): 101
Architecture: *towns and cities* 79
Architecture, military: *aristocratic* 12, *government structures* 11, *religious* 12, *towns* 10, *walled cities* 10
Arctic hunters: 136, 137
Armiger: 126, see also *Knights.*
Armorial bearings: 55
Aristocrats: 90, *dwellings of* 91
Assassins: 65
Associations: 85
Auditorium: 98
Bailiff: 77, 89
Bailiff deputy: 77
Balloons: 28
Balls: 96
Banishments: 88
Banking: 8
Barge Canal: 23
Barouche: 17
Baths: 98, 108
Beggars: 65
Blimp: 28
Board: 94
Boats: see *Marine vessels.*
Boat Canal: 23
Boatwrights: 101
Books: 96
Bridges: 12-13
Briska: 18
Brouette: 16
Buildings: *illustration* 145, *rural* 10, *suburban* 10, *urban* 10
Canals: 21, *depth* 23, *inclines* 23, *locks* 22, *military potential* 23, *pleasure vessels* 23, *speed of travel* 23, *type* 23
Carnivals: 96
Carriage: 16, *coupe* 17, *makers* 101, *private* 17, *open* 16
Castles: *a lords* 104
Catacombs: 82
Cellars: 81
Cider: 95
Cities: *floating* 28, also see *Towns and cities.*
Chair (sedan): 16
Chapman: 18
Chariot: 17
Circuses: 96
Cisterns: 82
Civilized world: 72
Chancellor of the realm: 105
Chantry: 85
Chapel: 85
Chase: *as in hunt* 109-110
Chocolate: 95
Class and skill descriptions: see *Criminal underclass, Primitive, Social class,* and *Underclass.*
Clerical courts: 87
Clothing: *manorial village* 78, *work garments* 63
Coach: *express coach* 15, also see *Travel, Wagon.*
Coffee: 95
Columns: 99
Commerce: 102, *hijacking* 103, *land* 102, *piracy* 103, *shipwrecking* 103, *waterborne* 103
Commons: 98
Communications: 102, *extraordinary* 102, *messenger* 102, *post* 102, *signal* 102, *waterborne* 102
Communities: *configuring* 72, *primitive* 136
Constables: 90, *of the realm* 105
Construction: *cost of* 80, *secret* 83
Corbilliard: 17
Courts: 86
Cowherd: 77
Criminal Underclass: 65, 70 *class and skill descriptions* 67
Craftsmen: 84
Crypts: 82
Curricle: 17
Curses: 88
Dance shows: 96
Dancing: 96
Dames: 46
Day in the life: *bailiff* 141, *beggar* 141, *city gaoler* 142, *country squire* 142, *courtesan* 143, *farmer* 143, *foreign factor* 144, *great artisan* 144, *great officer* 145, *jungle hunter* 146, *knightly warrior* 146, *laborer* 147, *mage* 148, *serving maid* 148, *shop keeper* 149, *soldier* 150, *wealthy merchant* 151
Diligence: 16, 18
Dirigibles: 28
Divination: 35, 128
Diviners: 101
Drawbridge: *illustration* 12
Drugs: 41
Dwellings: *craftsmen* 83, *merchant* 84, *tradesmen* 83, *worker* 82, *underclass* 82
Ecclesiastic: *concerns* 113, *daily routine common clergy* 117, *daily routine grand vicar* 116, *daily routine high clerics* 116, *daily routine shamans* 117, *hierarchy* 114, *in a fantasy world* 117, *in Lejendary Adventures* 119-120
Emblems of office: 123, *d20* 125, *Lejendary Adventure* 127
Emperor: 46
Empress: 46
Enchanters: 101
Engineers: 102
Entertainment: 96
Esquire: 126
Exotic substances: 41
Exotic punishments: 87, *mental compulsion* 87, *stasis* 87, *transmogrification* 87
Fair grounds: 98
Fairs: 96
Falconry: 110
Fane: 85
Fencing: 96-97
Ferries: 21
Feudalism: 44
Fief: 123
Fights: 97
Fire fighting: 92
Flight: 28
Flying steed: 28
Foreigners: 86
Fountains: 99
Gambling: 97
Gaming houses: 97
Garbage collection: 91
Gardens: 98, 108
Gentlemen: 57
Geourgy: 35, 128
Geourges: 101
Gig: 17
Gossip: *hamlets* 76, *towns* 93
Grand temple: 85
Guilds: 85
Gun: 42
Gymnasiums: 99, 109





Gypsies: 19, 66
Habitation: see *Dwellings.*
Hamlets: 72, *agriculture of* 72, *entertainment* 76, *features of* 76, *fishing* 73, *gossip* 76, *herding* 74, *mining* 74, *taxes* 76, *visitors* 77, *woodcutting* 75, *writing in* 76.
Hackney: 16
Hawking: 97
Hayward: 77
Healers: 102, 130
Health care: 99, *magical* 100, see also *Healers*.
Herbalism: 102
Hereditary royalty: 46
Herbal tea: 95
Highways: 13, 14
Hunters: 136, 137 *arctic* 136, 137
Hunter-Gatherer: 136, 137
Hunting: 97, *afoot* 110, *falconry* 110, *mounted* 110, *poaching* 110, see also *Chase*.
Inclines: see *Canals.*
Information: *hamlets* 76, *towns* 93
Itinerants: 18
Jongleurs: 18, 97, *transport* 18
Jousting: 97
Judges: 86
Judicial officials: 89
Jungle dwellers: 136, 138
Justices of the Peace: 86
Kings: 46
Knighthood: 126
Knights: 46, *eligibility of* 126, *grant of* 126, *ranks of* 126, *revocation* of 126
Lakes: *vessels on* 24
Land transport: 13
Land travel: see *Speed*.
Landau: 17
Landaulet: 17
Land and building costs: 78
Land Holdings: 44
Lawyers: 90
Libraries: 99, 109
Literature: 96
Locks: see *Canals.*
Lodging: 94
Lords: *magical* 128-134, *rights and duties* 123, *rituals* 124, *spiritual* 111-121, *temporal* 122-127,
Lower class: see *social class*.
Mages: *as priests* 131, *as sovereigns* 131
Magic: 30, *advisory* 128, 129, *applying* 31, *classifications* 35, *communications* 129, *construction* 129, *d20 spells in government and civilian enterprise* 132-134, *demographics* 30, *entertainment* 130, *heating and cooling* 129, 130, *illumination* 129, *in civilian enterprise* 129, *in government* 128, *manufactoring 130, military* 129, *mining* 130, *naval* 129, *people* 30, *person* 129, 130, *place* 129, 130, *products and services* 32-34, *prospecting* 130, *sanitation* 129, *security* 129, *transportation* 129, 130, *water* 129
Magical craft: 28
Magical healthcare: 99
Magical services: 101
Magistrates: 86
Major-domo: 107
Manor holdings: 54
Manorial villages: 72, 77, *cottage construction* 78, *dwellings* 78, *furnishings* 78, *tool and utensils* 78
Marine Vessels: 24, *illustrations* 25, *small watercraft* 26
Marshals: 90
Mechanics: 102
Menageries: 99, 109
Mental disability: 88
Menu items: 152-153
Merchants: 84
Metallurgy: 41
Middle class: see *Social class*.
Military command: *medieval and renaissance*110
Mills: 41
Mock combat: 97
Modish: 58
Mountebanks: 19
Museums: 97, 99, 109
Music: 97
Music halls: 97
Mystical imprisonment: 88
Natatoriums: 98, 108
Necromancer: 35, 128
Necrourgy: 128
Nobles: 46
Nomads: 138, 139
Non-Humans: 6, 7
Notaries: 90
Old mines: 82
Orders: 40
Outlaws: 67
Overland: see *Travel*.
Palace: 105, *administrative and judicial posts* 105
Palatine nobility: 46
Page: 126, see also *Knights.*
Pantheons: 40, 124, *multiple* 40
Parks: 98, 109
Parties (fetes): 97
Passenger wagon: 15
Pastoralists: 138, 139
Peace-knot: 85
Peddlers: 67
Perils of travel: *land* 15, *water* 26
Pirates: 139
Pleasure vessels: *canals* 23, 24
Poaching: 110
Politics: 124
Priesthood: see *Ecclesiastic*.
Primitive society: 135, *class and skill description* 136
Priory: 121, *illustration* 121
Prisoners: 68
Private coaches or carriages: 17
Prostitutes: 70
Psychic: 128
Puppet theater: 97
Queen: 46
Rain forest dwellers: 136, 138
Receptions: 97
Recreation area: 98
Reeves: 90
Rituals: 124
Rivers: 21, *vessels* 24
Roads: 13, 14
Royal chaplain: 107
Royal officials: 106
Royal Justiciar: 107
Royal secretary: 107
Royal seneschal: 105
Runaways: 68
Schools: 103, *academies* 103, *colleges* 104, *ecclesiastical* 103, *private* 103, *tutelage* 103, *universities* 104
Scutifer: 126, see also *Knights.*
Sects: 40
Sedan (chair): 16
Services: see *hamlets* and *towns.*
Sewers: 81, 91








Sherbet: 95
Signal communications: 41
Shamans: 117, *hierarchy* 135
Shepherd: 77
Sheriffs: 88
Ships: see *Marine vessels*.
Ship Canal: 23
Shipwrights: 102
Shop: 149, *illustration* 149
Shrine: 85
Skyships: 28
Social class: 5, 6, 45, 49, *primitive* 135, *class and skill descriptions upper class 49, wealth of upper upper* 48, *wealth of middle upper* 50, *wealth of lower upper* 53, *class and skill descriptions middle class 56, wealth of upper middle* 57, *wealth of middle middle* 59, *wealth of lower middle* 60, *class and skill descriptions lower class 62, wealth of upper lower* 48, *wealth of middle lower* 63, *wealth of lower lower* 64, see also *Underclass* and *Criminal underclass.*
Social mobility: *upper upper class* 45, *middle upper class* 49, *lower upper class* 52, *upper middle* 56, *middle middle* 58, *lower middle* 61, *upper lower* 62, *middle lower* 63, *lower lower* 64, *underclass* 65
Sociable (carriage): 17
Societies: 85
Soft drinks: 96
Sorcerer: 35, 128
Sovereign Mages: 131
Spells for the d20 system: 36
Speed: *land travel for vehicles* 17, *water travel marine vehicles* 24
Sport events: 98
Stagecoach: 15
States: 124
Statues: 99
Steeds, Intelligent: 28
Steward of the realm: 105
Story tellers: 98
Street lighting: 92
Strolling Players: 19, 69
Summoning: 35
Swineherd: 77
Tea: 95, *herbal* 95.
Technology: 101
Temples: 85, *stongholds* 104
Tinkers: 20, 69
Thaumaturgery: 35, 128
Theater: 98
Theurges: 101
Thieves: 70
Titles: 122
Tobacco: 96
Toll Roads: 13, *typical costs of* 14
Tombs: 99
Towns and cities: 72, 79, *accommodations 93, architecture of 79, average income of* 79, *buildings* 79, *construction materials 79, entertainment* 96-99, *labor costs* 79, *hostels 94, hotels 93, inns 93, monuments* 99, *rooming houses 94, services* 91, *taverns 94, water* 91
Tradesmen: 84
Trans-dimensional transport: 29, *costs of* 29.
Transport: see *Travel;* see also *Magic, Unusual transport, Trans-dimensional transport*.
Travel: 13, *canal* 24, *city* 16, *coach or carriage* 16, *foot* 21, *horseback* 20, *lakes* 24, *oceans* 26, *overland* 15, *rates of speed* 17; *river* 24, *seas* 26, *unusual* 28, *water* 21; also see *Perils of travel*
Tropical island inhabitants: 139
Tunnels: 13
Turnpikes: 13, 14
Underclass: 65, 83, *class and skill descriptions 67, material wealth of* 65, *primitive* 135
Underground: 81, *linkage of* 83
Unusual transport: 28, *costs of* 28
Upper class: see *Aristocrats* and *Social class*.
Urban landscape: 8
Vagabonds: 70
Variety show: 98
Villages: 72, see also *Hamlets*.
Villein: 77
Vis-a-vis: 16, 17
Wagon: *common* 14, *passenger* 15, *travel* in 18
Watch (police): 92
Waterways: 21
Witchcraft: 35, 128
Wizard-Priest: 131
Wizard of the realm: 107
Workers: 84
Zeppelins: 28








This book is published under the Open Game License version 1.0a, the d20 System Trademark License version 4.0, and the d20 System Guide version 3.0 by permission of Wizards of the Coast. Subsequent printings of this book will incorporate and comply with any new versions of the licenses or the System Reference Document. Open Game Content may only be used under and in terms with the Open Game License, below.

Designation of Open Game Content: All text contained in outlined gray boxes and containing a d20 logo, the magical classicfication on page35-36, the spells listed on pages 36-39, and the material under Incarceration of Arcane and Divine Spellcasters on pages 88-89 are hereby designated as Open Game Content subject to the Product Identity designation below.

Designation of Product Identity: Product Identity is not Open Game Content. The following is hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License Version 1.0a: (1) Troll Lord Games and any and all Troll Lord Games logos, identifying marks and trade dress, including the phrase "Worlds of Epic Adventure", as well as all Troll Lord Games Product and Product Line namese; (2) all artwork, illustration, graphic design, maps and cartography, logos, and symbols, including any text contained within such artwork, illustration, maps and cartography;ies; (6) Trigee Enterprises Company and any and all Trigee Enterprises Company logos, logos, identifying marks and trade dress, including Lejendary Adventure, the Lejendary Adventure logo, Gary Gygax's Canting Crew, Gary Gygax's World Builder, Gary Gygax's Living Fantasy and Gygaxian Fantasty Worlds.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Gary Gygax's Living Fantasy Copyright 2003, Trigee Enterprise Company; Author E. Gary Gygax.