A lbion is basically gritty-dark fantasy England, around the middle of the 15th century. That means that Henry VI is on the throne and he’s gone mad. His wife Queen Margaret is either «the scheming bitch who is controlling everything» or «the only hope of resisting the corrupt noble lords who plot to ruin the kingdom», depending on who you ask. The realm is caught up in a great conflict between the royal family (the Lancaster branch of the Plantagenet dynasty) and their cousins of the York branch; who’s leader is the charismatic and powerful Richard of York. Consistently denied what he and his supporters felt was his rightful place of influence over the kingdom, Richard has now made the claim that he is the rightful King of Albion, by virtue of being the product of various lines of royal descent, some of which did indeed have an arguably better claim to the throne than the Lancasters (who achieved the throne by usurpation only 50 years ago).

Desperate negotiations are under way to attempt to avoid civil war, and desperate preparations on all sides are taking place in case it cannot be avoided.

1. The Government

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

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

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

2. Religion

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

The Church ultimately answers to the Pontifex in far-off Arcadia, but here in Albion it is the Archbishop of Canterbury who is the ultimate spiritual authority; his power is not absolute, however, and the various bishoprics throughout the land exert great
Bonnville family themselves are new nobility, the current Baron Bonville obtained his minor title from a mere knighthood because of his heroics on the Continent. The Bonville family have allied themselves to the Yorkist cause, hoping to take advantage of chaos to rise to new social heights, and displace their hated betters, the Courtenays.

SOMERSET

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

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

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

• Bath: Large town (2,400); holy pilgrimage sites: Aqua Sulis and the Clerical Order’s Headquarters; one inn (Lance & Sun) and six taverns. Purchase limit: 1,000£.
• Bristol: Large city (18,000); fortified; great port; holy site: cathedral; nine inns (Dolphin, Green Clam, Unicorn, etc.) and many taverns. Purchase limit: 650£.
• Devizes: Large town (3,000); one inn (White Bear) and six taverns. Purchase limit: 100£.
• Glastonbury: Small town (1,400); holy site: the abbey; one inn (Lamb & Flag) and three taverns. Purchase limit: 50£.
• Newport: Small town (1,800); port; one inn (Water Horse) and four taverns. Purchase limit: 50£.
• Salisbury: Large city (10,500); heavily fortified; holy site: great temple; five inns (Blue Kag, Golden Lion, Three Suns, etc.) and several taverns. Purchase limit: 350£.
• Southampton: Small city (7,000); port; four inns (White Hull, Sea Witch, etc.) and several taverns. Purchase limit: 50£.
• Wells: Small town (1,400); pilgrimage site: healing springs; one inn (Sun & Stone) and two taverns. Purchase limit: 50£.
• Weymouth: Small town (1,600); one inn (Ugly Mermaid) and four taverns. Purchase limit: 50£.
• Winchester: Large town (4,300) - formerly known as Camelot; old fortifications and Arthur’s castle; holy site: great cathedral; two inns (Arctur’s Cusp, and Blazing Shield) plus a dozen taverns. Purchase limit: 1,500£.

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

The Teutonic Holdings

The Teutonic Holdings are territories that have been occupied, and their native populations brutally oppressed, by the Knights of the Teutonic Order, a military order of Knights composed of noble-born natives of the Principalities, who were dedi-

the hanseatic league

The Hanseatic League

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

The League evolved gradually, its origins dating back almost 300 years ago, started from the port city of Lubeck, in the Principalities, which is the central headquar-

The Teutonic Knights are known for their military prowess and strategic acumen. Their force was bolstered by a unique combination of ordnance, including large steelyard cannons. These were used in conjunction with large merchant fleets and naval forces, allowing them to maintain a formidable presence on the seas of the Northern European region.

The League's expansion was fueled by a desire to safeguard the trade routes along the Baltic Sea, ensuring that goods and resources could flow freely between the member cities. This included the cities of Hamburg, Lubeck, Riga, and others. The Hanseatic League's charter was granted in 1358 by the Holy Roman Emperor, providing it with a significant degree of autonomy and power.

The League's military arm was supported by a network of fortified merchant castles, which served as both defensive strongholds and commercial centers. These castles were strategically located along the coastline, providing protection for the merchants and goods from pirate raids and other threats.

As the League grew in power, it also became involved in political and diplomatic matters. It sought to negotiate favorable trade agreements with other states and cities, and it maintained a strong presence in international affairs, often acting as a arbiter in disputes between other nations.

The League's influence extended far beyond its immediate borders, and its members held significant sway over the economies of the Northern European region. They were known for their expertise in trade and commerce, and their wealth and power were legendary.

The decline of the Hanseatic League came with the rise of new powers, such as Sweden and Russia, and the expansion of the Ottoman Empire. These developments threatened the League's trade routes and maritime security, leading to a gradual decline in its influence and power by the 17th century.
• Pontifex Xystus IV dies; he is succeeded by Pontifex Innocentius VIII, known to have at least sixteen bastard children.

• Ralph Neville, the Earl of Westmoreland, dies of old age.

• The magister Lionel Woodville, brother of Queen Elizabeth Woodville, dies of apparently natural causes.

• The Douglas clan, led by James Douglas faces Chief James Bruce in battle at Lochmaben Fair; Douglas is defeated and captured.

• Edward of Middleham, only son of King Richard and his presumptive heir, dies of mental deficiency 9 year old nephew Edward (Henry Tudor’s mother) make an alliance: Henry Tudor will take the throne and marry Elizabeth to his 19 year old niece Princess Elizabeth of York. Henry Percy, Elizabeth, his new heir (also making him Lt. in Ireland and Scotland). Richard but having been courted previously by the Tudors, join the engagement on either side initially (sword to Richard and having been courted previously by the Tudors, as he is married to Henry Tudor’s mother). Richard is troubled the night before the battle by dark dreams. Richard’s (loyal) forces had about 10,000 men, Henry Tudor’s about 3000, while Stanley had brought 6000 men. Richard was accompanied by John Howard (Duke of Norfolk), his son Thomas Howard (Earl Surrey) and Henry Percy (Earl Northumberland), as well as Sir Walter Devereux, Sir Richard Ratcliffe, and William Catesby. Henry Tudor’s force was commanded by John de Vere (Earl of Oxford), and included Henry’s uncle Jasper Tudor, Edmund de Ross, Sir James Blount, Sir William Brandon, Sir Roger Kynaston, and a body of Scots mercenaries. The King’s forces had the higher, drier ground, while Tudor’s men were initially arrayed in a marshy area, where they were harassed by Richard’s bombarders. When Oxford’s forces finally advanced sufficiently, Norfolk’s troops engaged; but Oxford’s forces held their ground and much of Norfolk’s troop loses morale and flee. Norfolk himself is slain when he is shot in the face by an arrow. Richard signals for Percy’s forces to engage, but he gives no response.

YEAR 1485

• In his ongoing war with the Habsburg Principalties, Matthias Corvinus conquers the city of Vienna and makes it his new capital.

• March – Queen Anne Neville dies, possibly poisoned by her husband Richard Crookback. Richard also removes Edward of Warwick as his heir and declares John De La Pole (age 23), his nephew by her sister Elizabeth, his new heir (also making him Lt. in Ireland and giving him a revenue of 500Lannium). He also seeks to marry his 19 year old niece Princess Elizabeth of York. Henry Percy, one of Richard’s closest allies, is secretly displeased by the favor shown to De La Pole, who is Percy’s rival in the north.

• In Arcadia, the inventor Leonardo da Vinci attempts to produce designs for a flying machine.

• King Casimir of the Commonwealth (now age 58) fights the Turk in the border principalities of Moldavia after they take the coastal territories there.

• Pontifex Innocentius receives many gifts from the Turk Sultan, including a part of the Lance of Mithras.

• Catstone publishes «La Morte D´Artur».

• Sir James Tyrell leaves for Burgundy just before battle of Bosworth.

• A mysterious new plague called the “swearing sickness” breaks out in Albion, even as social unrest increases, particularly among the nobility, against King Richard.

• Queen Elizabeth Woodville and Margaret Beaufort (Henry Tudor’s mother) make an alliance: Henry Tudor will take the throne and marry Elizabeth to legitimize his rule. Tudor arrives in Albion (in southern Wales, his traditional family strong-hold) with 2000 troops (most of them men of Brittanie) but has 5000 men by the time of the battle (mainly Welsmen, including Welsh hillfolk under the command of the chief Rhyss Ap Thomas; but also old Lancastrians and knights dissatisfied with Richard’s rule, as well as Scots mercenaries); Richard has 10,000 men and dozens of bombardiers. But Henry Tudor also has a dragon; Richard sends his men to kill it beforehand. A chronological Albion campaign should end with the player characters involved at the battle, perhaps turning the tide of history; either being sent by King Richard to slay Tudor’s dragon, or alongside Henry Tudor to protect it as a symbol of power. Of course, it is also entirely possible that in a campaign such as this, the endgame might find the PCs fighting against each other, in opposing sides of the battle. Even if the Dragon is slain (as it may well be in battle), Tudor’s heroism, the betrayal of Richard by some of his key allies, and sheer fortune can win the day for the Tudor Rose.

• August 22 – The Battle of Bosworth Field: Henry Tudor marches for London. He’s intercepted in Leicestershire, outside of Bosworth Market, by Richard’s army. King Thomas Stanley and his brother Sir William Stanley are present at the field but do not join the engagement on either side initially (sword to Richard but having been courted previously by the Tudors, as he is married to Henry Tudor’s mother). Richard is troubled the night before the battle by dark dreams. Richard’s (loyal) forces had about 10,000 men, Henry Tudor’s about 3000, while Stanley had brought 6000 men. Richard was accompanied by John Howard (Duke of Norfolk), his son Thomas Howard (Earl Surrey) and Henry Percy (Earl Northumberland), as well as Sir Walter Devereux, Sir Richard Ratcliffe, and William Catesby. Henry Tudor’s force was commanded by John de Vere (Earl of Oxford), and included Henry’s uncle Jasper Tudor, Edmund de Ross, Sir James Blount, Sir William Brandon, Sir Roger Kynaston, and a body of Scots mercenaries. The King’s forces had the higher, drier ground, while Tudor’s men were initially arrayed in a marshy area, where they were harassed by Richard’s bombardiers. When Oxford’s forces finally advanced sufficiently, Norfolk’s troops engaged; but Oxford’s forces held their ground and much of Norfolk’s troop loses morale and flee. Norfolk himself is slain when he is shot in the face by an arrow. Richard signals for Percy’s forces to engage, but he gives no response.

When Henry Tudor’s knights move toward Stanley’s army, Richard decides to change them in an attempt to slay Tudor and end the battle. Richard’s experienced elite knights tear into Henry’s force, and Richard slays Sir William Brandon, Henry’s standard-bearer and close friend. At this crucial moment, Stanley moves his troops forward, and attacks King Richard’s men, who break. Richard himself slays many of Henry’s guard and gets within a sword’s length of Henry before being unhorsed (it is said here that still determined to fight, he cries out “A horse! A horse! My Kingdom for a horse!”). A welsh infantryman slays King Richard Crookback with a halberd-blow to the skull.

In the end, there are about 1000 losses on Richard’s side, versus only 100 on Henry’s.


Michael Catesby, Richard’s Chanceller of the Exchequer (known as “Richard’s Cat”) who fought at his side, is captured and executed.

Richard’s circle crown is found on his body and King Henry Tudor is crowned on the hilltop, ending the Rose War.

(In the aftermath, Henry weds Princess Elizabeth, liberates Thomas Rotherham and Viscount Beaumont, restoring both to their fortunes. He imprisonment Commander Stillington briefly but later releases him.)
KYNASTON, SIR ROGER
- b.1403-d.1495; F3/F7
- Constable of Denbigh Castle 1454; Knighted 1461; Sheriff of Shropshire 1462; Constable of Harlech 1470.
- Allegiance: York
- Note: Born into a family of relatively impoverished Welsh gentry with some Cymric aristocratic descent, Roger Kynaston became a professional soldier that rose to fame and was present at more of the major battles of the Rose War than almost any other warrior. In 1450 he drew the attention of Lord Cobham (a professional military man like himself) and Cobham arranged Roger's marriage to Cobham's daughter. This opened doors to him in terms of the acquisition of offices. At the battle of Blone Heath he distinguished himself with an epic battle against Lord Audley, whom he slew. He also fought with distinction at Tewkesbury. Curiously, he lived to old age and died in his bed. He was a stoic, business-like kind of man, who neither reveled in war nor shied from it at all, he just saw it as his business.

LANCASTER, QUEEN MARGARET
- b.1429-d.1482 (in Froggland); M3/M4
- Married to King Henry the Mad 1445; Queen consort of England 1445; gave birth to Edward of Westminster 1453; deposed 1461; restored 1470; deposed 1471.
- Allegiance: Lancaster
- Note: The true mastermind of Lancasterian politics and real ruler of Albion during most of the Mad King's reign. Intelligent and ruthless, manipulating a constant stream of favorites. Her enemies accused her of infidelity and witchcraft. As it turns out, at least the latter claim proved to be true, as she had secretly studied the magical arts. As it turns out, at least the latter claim proved to be true, as she had secretly studied the magical arts. She was a ruthless woman, skilled in politics and willing to do whatever she had to in order to hold onto power. After the Red Rose's defeat, she was bitter and vengeful to the end.

MOWBRAY, JOHN (DUKE NORFOLK)
- b.1415-d.1461 (natural causes); F6/F10
- Earl Marshall 1432; Knight of the Star 1438; Duke Norfolk 1461; Duke of Norfolk 1461; Knight of the Star 1472.
- Allegiance: York
- Note: John Mowbray was an early Yorkist, but disagreements with Yorkists and being courted by the Lancasterians led to a brief change of allegiance in 1459; after the death of Richard of York he returned to the Yorkist fold and supported Edward, fighting at Towton for the White Rose. He officiated at King Edward of York's coronation. He was a proud man, to the point of fault.

MOWBRAY, JOHN (DUKE OF NORTHERN)
- b.1414-d.1472; F3/F9
- Duke Norfolk 1461; Knight of the Star 1472.
- Allegiance: York
- Note: Son of John. He had a dispute with the Paston family over Caister Castle (which had been formally owned by the famous hero John Falstoff; this conflict culminated in his laying siege to the castle in 1469. After his death, the castle was retaken by the Pastons. He shared some of his father’s pride, and was of an imperious nature.

NEVILLE, RICHARD (EARL SALISBURY)
- b.1400-d.1460 (wakefield); F1/F7
- Warden of the West March 1420; King’s Council 1437; Knight of the Star 1438; Chancellor of Albion 1454; Lord Chamberlain 1460.
- Allegiance: York
- Note: Salisbury, a member of the most important branch of one of the wealthiest and most powerful families in Albion, was married to Richard of York’s sister, and campaigned with him in Frogland, where the two became fast friends. By the eve of the Rose War, the Nevilles were out of favor with Queen Margaret and embroiled in a personal feud with the Percy family. Both reasons caused Neville to support (and bankroll) the claims of Richard of York to the throne. He was slain by peasants at the end of the battle of Wakefield. He was of noble bearing, loyal and generous to his friends and vassals, but with a tendency toward naivete.

NEVILLE, GEORGE (DUKE OF BEDFORD)
- b.1461-d.1483; 0-level noble
- Duke Bedford 1470.
- Captain of Calais 1455; Knight of the Star 1459; Chamberlain 1460; Constable of Dover 1461; Warden of Berks 1461; Lord High Steward 1461; Admiral of Albion 1462; Lord of the Realm 1470.
- Allegiance: Warwick, really. But York, Clarence, then Lancaster.
- Note: Son of Richard (Salisbury). One of the most important figures of the Rose War, Warwick was the mastermind behind the Yorkist victory, only to later turn on King Edward, and briefly depose him to restore the Lancasterian monarchy. He was a genius, but arrogant, often working behind the scenes to attempt to insure that Richard of York, and later Edward, Clarence, and Queen Margaret would all have to depend on him to secure their goals. He had a title and fortune of his own from an early age, and overshadowed his father even while the latter yet lived. After his father’s death, he became the single richest man in Albion. He was eventually only frustrated in his ambitions by King Edward’s love-marriage to Elizabeth Woodville, which led to his falling out with Edward.

NEVILLE, SIR THOMAS
- b.1430-d.1460 (wakefield); F2
- Allegiance: York
- Note: Son of Richard (Salisbury).

NEVILLE, SIR JOHN (BARON MONTEGU)
- b.1431-d.1471 (Barnet); F1/F2
- Baron Montegu 1460; Knight of the Star 1462; Chief Steward of the Bishopric of Durham 1463; Warden of the North 1463; Earl Northumberland 1464; resigned Earldom 1470; Lieutenant in the North 1470.
- Allegiance: York/Warwick
- Note: Son of Richard (Salisbury). The closest confidante of Warwick the Kingmaker, as well as his brother. He was unfortunate in early battles of the Rose War, being captured twice yet both times avoiding execution. He later proved himself a great commander of men in clearing out the Lancasterian rebellions in the north once Yorkists were in power. He rebelled against King Edward, and died alongside his brother at Barnet. He was more dashing and less cerebral than his brother, loyal to family above all else, and brave to the point of recklessness.

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3. New Cleric Spells

**Solar Light**

Conjuration/Summoning

- **Level:** Cleric 7 (or Wht 7)
- **Range:** Personal
- **Casting Time:** 3 segments
- **Duration:** 6 + 1/level turns
- **Save:** None
- **M.R.:** Yes
- **Effect:** Creates (summons) a flying chariot

This miracle requires a ritual of 10 minutes of fervent prayer to cast, and only works during daylight hours (even if within the stated duration, the chariot will disappear instantly when the sun sets over the horizon). It is daytime or not. Upon completion of the prayer, a flaming chariot pulled by shining pegasi will descend from a sunbeam. This chariot can fly 500' per round, and can carry the stated duration, the chariot will disappear instantly when the sun sets over the horizon. The chariot also emits sunlight in a 80' radius, doing 2d6 damage specifically with some creatures. Treatment from any that are gained through advancement in level will have to find scrolls or spellbooks. Magisters are a highly suspicious and secretive lot, and will rarely share or exchange spells from their books with others willingly. The only conditions in which player character magicians (or indeed, any magicians) should do some kind of giving or exchange of spells would be if the characters in question are extremely close and trust each other implicitly (if they are blood-relatives and get along with each other, for example, or if they are lovers), or if the relationship between the two magicians is that of master and student. But in that latter case, the master would not give away any spells above first level, would expect a subservient attitude from their apprentice, and would only ever exchange higher-level spells in a less than equitable arrangement (for example, if the apprentice somehow got hold of a 3rd level spell that the teacher did not have, the teacher might consider exchanging a 2nd level spell for the student's 3rd level spell).

**Solar Chariot**

Conjuration/Summoning

- **Level:** Cleric 7 (or Wht 7)
- **Range:** Personal
- **Casting Time:** 10 minutes
- **Duration:** 6 + 1/level turns
- **Save:** None
- **M.R.:** Yes
- **Effect:** Creates (summons) a flying chariot

This miracle requires a ritual of 10 minutes of fervent prayer to cast, and only works during daylight hours (even if within the stated duration, the chariot will disappear instantly when the sun sets over the horizon). Note that weather conditions (clouds, rain, fog, etc.) do not affect the spell, only whether it is daytime or not. Upon completion of the prayer, a flaming chariot pulled by shining pegasi will descend from a sunbeam. This chariot can fly 500' per round, and can carry the caster and up to 8 companions wherever the caster wishes. The chariot also emits sunlight in a 80' radius, doing 2d6 damage per round to any chaos-aligned being, double damage to all undead and demons. This damage is in addition to the normal damage or any other effects that some creatures might take from being exposed to sunlight.

### 4. Magical Research

Characters seeking to study and learn new spells (aside from any that are gained through advancement in level) will have to find scrolls or spellbooks. Magisters are a highly suspicious and secretive lot, and will rarely share or exchange spells from their books with others willingly. The only conditions in which player character magicians (or indeed, any magicians) should do some kind of giving or exchange of spells would be if the characters in question are extremely close and trust each other implicitly (if they are blood-relatives and get along with each other, for example, or if they are lovers), or if the relationship between the two magicians is that of master and student. But in that latter case, the master would not give away any spells above first level, would expect a subservient attitude from their apprentice, and would only ever exchange higher-level spells in a less than equitable arrangement (for example, if the apprentice somehow got hold of a 3rd level spell that the teacher did not have, the teacher might consider exchanging a 2nd level spell for the student's 3rd level spell).

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### Solar Chariot

This miracle requires a ritual of 10 minutes of fervent prayer to cast, and only works during daylight hours (even if within the stated duration, the chariot will disappear instantly when the sun sets over the horizon). Note that weather conditions (clouds, rain, fog, etc.) do not affect the spell, only whether it is daytime or not. Upon completion of the prayer, a flaming chariot pulled by shining pegasi will descend from a sunbeam. This chariot can fly 500' per round, and can carry the caster and up to 8 companions wherever the caster wishes. The chariot also emits sunlight in a 80' radius, doing 2d6 damage per round to any chaos-aligned being, double damage to all undead and demons. This damage is in addition to the normal damage or any other effects that some creatures might take from being exposed to sunlight.
If the initial saving throw fails, the spellcaster then faces a decision: he can attempt to banish the demon, or make another attempt to dominate the demon. Banishing the demon requires the same type of check as the initial sum-
momong with the same difficulty. Attempting to dominate the
demon a second time involves the same saving throw as
before, but with a -1 penalty.

Note that the demon can under no circum-
tances escape the magical triangle unless the triangle is in some way broken (the markings of its
border erased). If this should happen then the de-
mon is free to move in the world, or to return to their infernal
realm at will. A spellcaster may wish, rather than engaging in
an effort at banishing or domination, to simply try to wait the
demon out, and hope that the demon will choose to return
to the infernal realms of its own accord. Demons, being
immortal, will rarely do so, particularly if they realize that the
spellcaster is pressed for time or could not reveal the demon’s
presence to others without serious consequences. A clerical
Dspel Evil spell will have its usual effect on a demon within
the triangle, potentially banishing it back to the infernal
realm; this may be another option for a spellcaster, assuming
that involving a cleric will not lead to the spellcaster being
burnt at the stake.

Dominion

A magister succeeds at the dominion saving throw (see
above), he will then be able to oblige the demon to an act of
service. However, the obligation to serve must be put in
terms of a particular task, not the use of a particular power.
A demon will then attempt to perform the task, to the best of
its ability. A common demon, thus, might not actually have
the strength to accomplish what the task demands; demons
can fail in their task just as any servant might. Demons might
use their own brute power, their magical abilities, or their
cults. Demons of the rank of Lord or higher may send out
servants of their own, lesser demons under their command; in-
fact, demons of the rank of Count or higher will almost
never choose to personally manifest in the world, as they have
too many responsibilities in the infernal realms to waste their
time personally performing tasks.

<table>
<thead>
<tr>
<th>Maximum number of servants a demon will send</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commoner</td>
</tr>
<tr>
<td>2</td>
</tr>
</tbody>
</table>

The demon may also make use of his special magical
powers, either doing to themselves, or temporarily con-
ferring that power onto the magic-user (for a single use, at
a time to be determined by the magic user) through a talisman
with the demon’s sigil on it (such a talisman will need to be
made and charged by a ritual the demon will show the ma-
gician, the talisman will likely be made of a precious metal,
with a cost of 10sh per rank of the demon; so a common
demon’s talisman would be 10sh, a knight’s 20sh, a Lord’s
30sh, etc).

A demon of the rank of Count or higher may perma-
nently imbue the talisman with the power, usable once per
day, but this would double the normal cost of materials.

Finally, a demon with the rank of Duke, Prince or King can permanently
conferr the power on the caster themselves. The caster must
be voluntarily willing to receive this gift; doing so marks the
caster as a Chaos mutant, and may lead to a change in physical
features to match the nature of the power, if appropriate.

See next page for more
information and examples
of demonic, special magical
powers.
outrageous, they might not believe the statement itself and think that the person uttering it is confused or mistaken. If presented with information that directly contradicts the beneficiary’s statement, the victim will be under no obligation to continue to believe in the veracity of the statement itself, but will continue to think that the person who said it was speaking out of (potentially mistaken) sincerity. This power has no effect on Cymri.

9. Dangerous Journey: This power will cause any one individual to double the risk of any dangerous encounters during the course of a single land journey from one place to another. The individual counts as being Cursed until they arrive at their destination.

10. Enrage: To drive a single individual into an uncontrollable murderous fury. The victim is allowed a saving throw to resist. If he fails, he will spend the next 10-60 minutes violently attacking everyone around him with the intent to kill.

11. Escape: The beneficiary of this power will be able to escape imprisonment; shackles or stocks will unlock, prison doors will open, guards will walk away or fall asleep. The effect will last until the beneficiary is safely away from the place of imprisonment.

12. False Gold: Will transform up to 5000 coins of copper or silver to appear to be gold coins; this will last for 13 days, at which point they will revert to their original appearance. (A ‘dispel magic’ spell will annul the effect earlier, and the coins will register as magical for detection purposes while the effect lasts.)

13. Find Hidden Wells: To locate the nearest source of drinkable underground water that can be reached by digging with common implements. The power cannot create water, only locate the nearest hidden water source.

14. Find Secret Entrances: This power will allow the beneficiary to locate any secret entrances to a building, castle or walled town/city. It will not create entrances, only reveal their location to the beneficiary if such entrances already exist.

15. Fire: This power will start a raging fire within a single building. The wielder need only be within visual range of the building, and the fire will appear to have occurred by natural accident. While its eruption will be sudden and intense, if discovered quickly enough it may be put out (but the fire will always begin in some location with flammable materials that no one is currently observing).

16. Great Hunting: This power will allow a hunting party to catch excessively bountiful game.

17. Hidden Travel: To avoid any dangerous encounters or detection by enemies in a single land journey from one place to another.

18. Hide Treasure: This power will enable a demon to spirit away any objects as can be placed in a 9’ radius circle to a hidden location deep beneath the earth. The power can then be used to return all the objects to the exact same location from whence they were taken, at any time.

19. Lost Love: This power will cause two people formerly in love to lose all sense of passion for each other. Both individuals affected count as being Cursed, and both get a saving throw to resist the effect (thus it is possible that neither, only one, or both individuals will be affected). This power has no effect on Cymri.

20. Lust: This power will cause one individual of the user’s choice to experience a state of momentary maddening lust for the user. If the individual would not normally be attracted to the user they are entitled to a saving throw. The effect will last however long it takes for the victim and the user to engage in carnal relations; after which the lust will pass but the victim will no longer realize that their momentary insanity was necessarily a supernatural effect.

21. Marital Discord: The power to create conflicts and resentment between a husband and wife. This effect acts as a Curse, which both participants may attempt to save against, either or both may thus be affected.

22. Matrimony: The beneficiary of this power will be able to oblige the person he asks to accept his or her proposal of marriage. The ‘victim’ of the proposal may (if they would otherwise have been unwilling) make a saving throw, but if failed they will agree to the marriage and seek to fulfill it as quickly as possible, to the extent of resorting to elopement. This power has no effect on Cymri.

23. Plague: This power will cause a plague to start in a populated region. The plague itself will be non-magical and will have normal spread and effects.

24. Profit: This power will make a single financial transaction (of buying or selling of any quantities of good to a single individual) bring the maximum possible profit to the target of the power. The profit will not exceed the boundaries of reason but will be as great as one could rationally hope for.

25. Repel Insects: This power will cause all normal (non-magical) insects to vacate an area of 90’ radius, and will keep insects of any (non-magical) kind away from that area for the span of a fortnight.

26. Repel Rodents: This power will cause all normal (non-magical, but including giant) rodents to vacate an area of 90’ radius, and will keep all non-magical rodents away from the area for the span of a fortnight.

27. Retainer Loyalty: The beneficiary of this power will have all servants, retainers or henchlings feel greater regard and loyalty to their master. This will confer a benefit of +2 (or +10% if using percentile systems) to all morale checks. This power lasts for 13 days. This power does not affect Cymri.

28. Spoil Medicines: This power will make all of the medicinal (non-magical) potions or herbs in the possession of a single person, or within the confines of a single room, lose all their curative effects. The medicines will not appear to have changed, but will no longer offer any benefit to those who take them.

29. Strong Physic: This power will double the effectiveness of all natural healing (including healing from rest, from curative herbs or other medicines, and from non-magical herbs that give bonuses to saving throws; but not from magical sources) on the beneficiary of the power, for a fortnight.

30. Tainted Water: Water that is poisoned (a well, lake, spring, or stream), rendering it impure so that it will sicken any living thing that drinks from it. The effect of drinking water from this source will be an acute poisoning that will be severe and potentially (though not automatically) lethal.
1. CLERICAL INQUISITION:

The inquisition is there for strong suspicions of witchcraft or satanic worship occurring in the village, town, city. Of course, if the PCs are strangers with an unusual outlook (and lacking any respectability or authority), they will be quickly suspected, and might be arrested soon (either by the clerical authorities, or a fearful and violent mob, or both). All chances of getting unwanted attention are thus doubled.

2. FLOOD:
The town or village must obviously be near a large enough river for this to happen. This is a typical event for the town of Lincoln, for example. When it occurs, much destruction and ruin ensue, and people often die (those who know how to swim during the middle-ages are usually rare). During and after that, life becomes more difficult, and thus where commerce is concerned, prices typically double and the availability of things is at best at half the normal percentages. The severity of the flood is determined as follows: Percentage of the town that is afflicted by the flood is of 2d4+2 x 10%. Then, water rises of 1.8 feet on average.

3. HARD WINTER OR DIRE HEATWAVE:

Extreme weather conditions that are hindering and provoke deaths and diseases. See game rules for operating in very cold or very hot temperatures. In addition, in extreme cold many people will die from cold; while in extreme warmth, everything will rot faster and there is an increased chance for contagion.

4. IMPORTANT BUILDING:

An important church, castle, or fortification around the town is being built. Much toiling is going on there, with sculptors and laborers having come from all the surrounding land to work on this construction. As a result, strangers in town (including the PCs) will probably remain unnoticed. All chances of getting unwanted attention are halved.

5. FAIR AND FESTIVAL:

This is the fair, and people come from all the surrounding countryside to sell or buy stuff, meet with people, and entertain themselves drinking, eating and watching troubadours. Thieves are probably there too, and will certainly notice successful PCs returning from who knows where full or rich. It’s the best time of year to buy equipment or sell treasure, to gain interesting information on a variety of subjects, make new acquaintances, but also unfortunately, to get rid of valuable things by pickpockets. For all of this double chances of getting unwanted attention are thus doubled.

6. FAMINE:

Food is scarce, for whatever reason (e.g., bad harvest, maybe due to an evil supernatural cause; recent raids of bandits and such; effort of war and exceptional military taxation; etc.). People are dying from hunger and disease (as malnutrition weakens them), and PCs will, at best, only be able to obtain food or rations for ten times the regular price. In particularly harsh famines even this might not be possible; on the other hand, if they keep insisting that they have a lot of gold to spend to get food, some unscrupulous person will eventually propose them fresh meat. The meat is fresh, the taste is unknown, and probably unpleasant. It might be better for one’s own sanity not to know where this meat actually comes from (though the seller will have an excellent explanation if asked for one).

7. FEARS AND SUSPICION:

Rumors about the presence about an assassin, spy, witch, etc., have spread like fire in the village. There was probably a mysterious and unfortunate event that was at the origin of these rumors, which might be ludicrous, exaggerated, or even true. In any case, there is now a widespread atmosphere of mistrust, with everyone suspecting his neighbors of being that assassin, spy, witch, etc. Of course, PCs who do not seem respectable will likely be regarded with distrust, and all chances of getting unwanted attention are thus doubled.

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10. ROYAL VISITATION:

The king or the queen (or both), or another member of royalty (one of the two warring branches thereof) have come to town, whether they have business here, or it is just as a stop on their way to some other destination. In any case, they are accompanied by numerous knights and soldiers, and won’t stay at the inn, but an allied noble’s castle. This event is most important to the local population and will catch much of their attention and interest. All chances of getting unwanted attention are thus halved.

11. MARRIAGE:

A local powerful or important noble (or an extremely wealthy and influential commoner) is going to marry his son or daughter. This might lead to an adventure or not. In any case, most of the community is joyful at the event to come and the feast that will be organized. If the PCs look rich and powerful, they may be mistaken for relatives who come specifically for the marriage. This would probably help asking questions without arousing suspicions, entering the castle without having been invited, etc.

12. RELIGIOUS CELEBRATIONS:

A local saint is celebrated, and for a few days there are several religious processions and ceremonies, priests and monks have come from nearby abbeys, some clerics will give their miraculous help to those in dire need of it, etc. During this period the local population pretends to be more faithful, and fanatics wander the streets showing their devotion to all around.

13. MOURNING:

A well-loved ruler or priest recently died, and the whole community feels orphaned. People are sad, and most discussions in the community revolve about how great that ruler was, and how fearful people are about who is going to replace him.

14. NOTHING SPECIAL:

There is probably much more chance than a mere 1% for this. However, whenever the GM forgets to roll on this table, or doesn’t care about it, it obviously means that nothing special of interest to the PCs is happening there.

15. PLAGUE:

A horrendous disease is inflicting most of the population. People are dying everyday, and those who are still alive are scared of getting it. Magic could probably cure it, but the plague spreads too fast for clerics being able to stop it. At some point there will have to be someone to blame, even if it won’t cure not relieve anyone. Of course any PCs who are of suspect background have a 25% chance of being accused, otherwise it will be some other stranger, a lone individual who never did anything wrong to others. Cynic travelers, a local wise woman, a formerly respected magister, etc. In any case, the GM should likely require relevant disease checks to see if the PCs are afflicted as well. The effects of the plague are left to GM’s discretion, but should be severe. Note also that during a plague the economy is almost paralyzed, so where trade is concerned, prices typically double and the availability of things is at best at half the normal percentages.

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or treasurer. Most powerful lords would have a cleric assigned to their household, while lesser lords might only have a learned priest; these would often be highly trusted advisers (except on those occasions where the morality of the church proved too inconvenient), and agents or trusted knights or other retainers who would be able to exert great influence in the degree to which their skill at rhetoric would allow. Some (but not all) Lords could also have a magister, whom they would trust in more esoteric matters. Most Lords would also have a Knight or common soldier, almost never “officially” in their inner circle, that would be that ruthless sort they could trust to do truly dirty business when it needs to be done. At a lower level, any of the major household’s servants could be significant sources of information, as they were always in the background as (usually unnoticed) witnesses of important events and intrigues.

The Royal Court is similarly large, but more stratified. There are obviously far more bureaucrats, secretaries at all levels. There’s also a greater division of powers below the King, so that (at least in theory) no single counselor can have too much power (in practice, this doesn’t always work). There are separate offices (usually given to minor nobility, but occasionally to priests or clerics, knights, or sometimes even remarkably talented commoners) in charge of the treasuries, possession of the royal seal (without which no decree can be official), the taking of audiences, the arranging of appointments, military affairs (with different offices governing the seas, Eire Land, Calais, and the North), and other important issues. The King will also have a personal cleric (usually a high-ranking cleric but not the Commander or second-in-command of the order in Albion), and a royal magister; and the King, Queen, and any adult princes or princesses will have their own main steward or lady-in-waiting as well as a horde of lesser personal servants. Royals who are still children will have caretakers, tutors and governesses (and they will often live in separate households, far away from their parents who they will only rarely see; kept under the care of an royal uncle or cousin). In Albion, great influence is held by the council of the Star Chamber, who are the inner circle of the royal household; this council practically runs the country and the question of which nobles are on this council (and which are excluded) are major political issues. Indeed, the Lancastrians’ exclusion of Richard of York and his future allies from the Star Chamber council (and accusations that Queen Margaret was, in her husband’s absence due to his insanity, filling the council with her corrupt favorites and cronies) was a major cause for the start of the Wars of the Rose. Parliament is another major political force, that somewhat restricts the power of the King; it does not meet constantly (in deed, it may not meet for years at a time), but when the King issues a writ of parliament he effectively puts himself into the hands of the parliament for the confirmation of certain laws, particularly the raising of taxes, military expeditions, and bills of attainer against his enemies. At this time, it is the upper house of the Parliament (the House of All Lords) that has the real power in this legislative body; the House of the Commons will largely follow the Lords’ lead.

At Court

Be it the royal court, or the local Lord’s, the aristocratic milieu is often a hotbed of politics, intrigue, and potentially even romance. In this time, the nobility still had enormous power over their territories (though not entirely absolute power, as both the Church and the Crown provided certain restrictions). And during the Rose War, the courts of Albion have become even more intense as the Red and White rose vie for influence and allegiances; while a few families are stalwart and unshakeable in their fidelity to one side or the other, many more are neutral, or malleable. These are often courted with promises, bribes, or favors in order to get them to declare for one side or the other, or to switch their tenacious allegiance over to the other side. Agents are sent to local courts to engage in diplomacy, negotiation, espionage, or sometimes even sabotage in order to gain short or long term tactical advantages in this divisive conflict (a conflict, it should be noted, that could sometimes go months or even years without major battles, but where the activity at the political level was almost incessant).

A noble’s court was obviously governed by the Lord himself, the head of his house and ruler of his lands. He was usually based in a primary castle or manor, but very powerful nobles with significant landholdings may have two or three favored domiciles (and any number of other properties they’d occasionally tour or visit). The ruler, when traveling, would leave the management of his other holdings to either family members (often brothers or adult sons, but also possibly wives), or to Castellans (trusted servants, sometimes elder and respected knights, who would rule in the Lord’s absence with his full authority). The Lord would also have a secretary and sometimes an accountant

1) Affairs: The Lord has taken a new mistress. The Lord’s wife, or his current lover, may be fanatically seeking to get rid of the newcomer, while the new beau or her family or patrons may be wanting to use her to change the court’s political scene, as the Lord’s lover will potentially have unprecedented influence in improving or destroying the favor of many existing or potential courtiers. The PCs may be engaged in trying to assist those who will gain from her influence; or to try to find a way to turn the Lord away from her, and either toward some new dalliance or back to his wife or former beau.

2) Ailing Power: Either the Lord or a very significant official in the court has grown gravely ill. This may be unexpected, or a natural consequence of advanced age or poor lifestyle. The powerful vacuum this creates leaves different lesser officials and courtiers competing to advance and take advantage of the instability. Characters may vie for offices, be called on to influence those in authority to grant their allies favors, or get involved in dirty conflicts to make political, financial, or social profit of a weakened government. Visiting ambassadors may try to inform the state of things to their homeland, and agents may be dispatched to try to secretly prevent the facts from getting out.

3) Church vs. State: The church’s interests may conflict with the Lord’s, or with official decisions of the court. The conflict may involve the granting of favorable charters for markets, whether a dying noble or merchant with no heirs leaves his significant holdings to the state or to the church, a conflict involving church and laymen, or clergy engaging in a search for heresies, or a personal quarrel between the ranking priest or cleric of the court and some official who they feel has insulted or annoyed them. Characters may be called to serve either side in trying to increase or reduce the influence of the church in the court.

4) Corruption: A courtier or secretary of the court is taking bribes, siphoning monies into their own purse, giving out nepotistic favors to family or friends, or even engaging in deals with criminal elements. Its not exactly treason, but it can cause tremendously unrest; both among the other courtiers and (if the financial or social damage is bad enough) among the local commoners. The corrupt official(s) may be working in secret (and needing to be exposed) or maybe such a favorite of the Lord that he will hear nothing of their suppressed mismanagement. The PCs might want to get in on the corruption or might be recruited to try to discredit the criminal, or find some way to make him lose the Lord’s favor and protections. Or to prevent, oppose, or maybe even cause a peasant revolt.

5) Debuchery: One of the younger members of the ruling family is a worthless gadabout, known to go out on the town gambling, whoring, and drinking himself into a stupor. This is embarrassing in any case, but especially problematic if it is the house’s heir. The young noble may have fallen in with the wrong crowd, or he may be completely irresponsible. The PCs can be called on to keep an eye on the young rogue just to make sure his life isn’t at risk, to try to bring him back to the moral path, to try to intimidate or even eliminate those “friends” who are proving to be such a bad influence, or possibly try to cover up the young lord’s scandals from the public (or from his noble parents, who might not be aware of how decadent their own scion is!)

Potential Adventure Seeds at the Court (D12)

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