



arakush

Anderia



TM



Chivalry
and
Sorcery

A Fantasy Campaign Setting for
Chivalry & Sorcery 3rd Edition

By Andrew Cowley

ANDERIA

by
Andrew Cowley

A Kingdom Sourcebook for the Dragon Reaches of Marakush,
a Fantasy Campaign Setting for Chivalry & Sorcery



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FOREWARD

It gives me great pleasure to bring to you 'ANDERIA', the first expansion of the 'Dragon Reaches of Marakush'. Its writer, Andrew Cowley, can truly be described as the orinal architect of Anderia.

Back in 1984, two 19 year olds, both out of work, both avid gamers had plenty of time on their hands. We had grown tired of the major fantasy game system on the market and Chivalry & Sorcery 2nd Edition had filled the gap. During the Summer of '84 a powerful one on one game began, my character a lowly Petit Sergeant, a Captain in the Emperors Guard of what would become the Dragon Isle, his name, Karonus Ursine. The adventure became a quest, Karonus became a King but he needed a Realm to rule, thus was born Urtind.

Andy and I over the next few months brainstormed the original world of Marakush in sketchy notes, including one wild week which gave birth to the language of Urtish, over 200 words in its vocabulary (including 25+ verns, a couple of them irregular) modelled on German. Then time passed, we both married, divorced got back in touch. By which time I had re-married and Sue had pummeled my box full of notes into our first product. This rambling is my way of saying thank you to Andy for running such a terrific game and giving to me the basics for my campaign world. (I still think the map drawing competition we began in '82 isn't over yet!)

But in his own words, Andy asks :

Q. What makes a good Kingdom module?

A. People. It seems to me that what makes up a kingdom are the people that populate that area. All of their idiosyncrasies, foibles, hopes, likes, dislikes, enemies both domestic and foreign as well as their taste in clothes, traditions, laws, their attitudes towards different classes of people e.g. priests, scholars, warrior and wizards etc.

Some people prefer the wild adventure of high fantasy and others of more stable natural look towards stark historical reality. I have tried to live somewhere in between these two mediums and the information can easily be tailored to one or the other.

I have tried to get rid of my pet hates about running a campaign:

The first of this long list is names. Some people like to give their countries a common name convention, I have trouble with names and when put on the spot for the name of an NPC that I have just introduced on the spur of the moment I don't have the time to think of original names. So in this respect I have no name conventions at all and anything goes.

I have run some very enjoyable games on Anderia and I invite you and your players to take a walk through the dark Cordelon Forest or wander through the busy streets of Hope looking for that patron who will line your purse with gold.

With that I'll leave you to enjoy the next expansion of Marakush.

- Steve Turner

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DEDICATED TO:

TRUE FRIENDS WHO HAVE LIVED ANDERIA WITH ME AND WHOSE
INSPIRATION JOINTLY FILLS THESE PAGES.

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HONOUR ADIEU!

On a bitterly cold winter's day, with the snow having fallen steadily for three days, there is no sign of let up. None of the patrons of the Blue Perriott are very pleased about being held captive here by the weather. The wine tastes like vinegar and the bread is as hard as rock; but at least there is a fire. The rooms are crowded and the social mix makes for an very unpleasant atmosphere since Nobles do not mix with Pagans and merchants do not mix with petty journeymen.

I am not very contented so far with my visit to Anderia. First the ship pulls into a small fishing town on the coast, miles away from Constitution were I should be. Secondly the map that I paid a considerable amount for, and was assured was complete and accurate in all details, did not show this town of Ballingay. I should have known better than to trust a sailor with less than ten fingers. During the three days I have been locked up here I have made little or no contact with the natives at the inn as they all seem hardened and rough compared to the gentfolk back home. However, since the snow does not seem to be letting up I have decided to go down and break the ice - so to speak!

At the bottom of the stairs the noise and the stench of stale beer made me feel quite dizzy. Still, I pulled myself together and in my best voice announced to the assembled throng, "Good evening, everyone." I enunciated to the back of the large room, proud of my recent mastery of the Anderian language. Heads turned and voices hushed at my greeting.

"May I join you kind Sirs?" The room returned to its normal rowdy state and I took this as a complacent yes. I scanned the room for a place to sit. It was very crowded but there seemed to be several options available to me.

I finally decided to sit next to someone with a little noble bearing about him, obviously a knight of the realm, this person seemed to be quite friendly as he chatted to his sergeant. I sat myself down on the hard wooden bench with as much dignity as I could muster and requested the best wine on offer from a passing maid servant.

"Good evening Sir, I am Methrick of the Taraj Empire, a land some distance from here. This is my first visit to Anderia. Pray tell me, does it always snow so hard?" I enquired from

my companion, a knight, ensuring that I never once looked him directly in the face. The sailors on the 'Storm Crow', the ship I arrived on, told me that the nobles of this land dislike being looked at directly.

The Knight stopped his conversation, turned slowly towards me and said, "During time of year like this we have lots of snow, your country is blessed not to have it."

I leaned back my mouth slightly open. This man's speech was terrible, his diction unclear and his accent barely understandable. Perhaps I had made a mistake and this was not a noble knight of the realm but a simple although wealthy mercenary.

"I am a merchant dealing in the fine treasures of my country, I have brought spices to trade at Constitution. What, prey Sir, is your given vocation?"

"Spices? I see. Would that be things such as pepper?" my companion asked.

Just then the door to the inn swung open and accompanied by a gust of wind and infall of snow, a strange man appeared in the doorway. He was wearing a long robe that was adorned with all manner of shiny things. There were feathers

from a peacock, brightly coloured stones polished to a mirror finish, metal buttons, glass beads, gemstones and many more. On his head he wore a peaked cap that had a single black and white feather poking from it and under his arm he carried a lute.

Before stepping into the Blue Perriott the stranger spoke out loud and in a strangely melodic voice called, "I would like to say good evening to you fine gentlemen, but the weather prevents me as I prefer to speak the truth. I am the Magpie, a wandering minstrel and bard of these parts. May I enter and entertain you this cold evening? All I ask in return is a bowl of broth and a warm by your fire."

A raucous shout went up from the assembled mix, "Weh! Sing oh! merry minstrel." And he did.

After several renditions of both serious and funny ballads, I asked if the bard would tell a story, one that would most typify the Kingdom of Anderia.





He sat and thought for a few seconds and then said, "Anderia is a kingdom about sides and honour, what side you take here is very important. The Pagans have their side, the White Scarf nobles have the Red Scarf nobles to complain about and the clergy have their own factions within the church to fight against. So I shall tell you a true story of conflict and honour, and of choosing your fate."

With that said, he launched into his story using many voices and ventriloquisms . . .

The Earl awoke; his sleep troubled by the memories of the recent battle and the need to ask his men to once again lay down their lives for the cause. He wiped the sweat from his forehead, raised himself from his cot and walked over to the table. He drank heavily from the pitcher there. Outside, the pink-orange glow of another day began to sneak over the hill-tops and into his marquee. He took some of the bread and cheese that had been left for him the previous evening and bit off a large chunk.

His mind turned toward the day's problems. His men were tired and those who were fit for battle were severely reduced in numbers, but even so Baron Forestal's forces had suffered in equal measure and their moral was probably far worse than his own troops. After three months the Baron's besieged castle would be severely rationed and morale would be a major problem. He regretted having to continue to fling rocks and burning torches over the walls, but this was war and such a castle would stand siege for a long time without a continual bombardment. This conflict had been well heralded and the defenders would have crammed the cellars past capacity with all manner of stores.

The shouts of the master sergeants went out, calling the morning sentries to their positions. Sir Besquith, the Earl's aide, entered without ceremony. "Good morning my Lord. The morning sentries are set and the men are rising as we speak. However, I think that they would appreciate it if you could give them a few words my Lord." Sir Besquith had never before heard an orator such as the Earl, whose words lifted the spirits and made cowards brave and brave men cowards. He took every opportunity to get the Earl to speak publicly so that he might take note and try to emulate his greatness.

"Very well Besquith, see to it that the men have good victuals and fetch me before they start their morning duties, for I have a plan which, with luck and blessings from the Lawgiver, will save more unnecessary bloodshed."

"Men of Gainbury, be still, quiet and give me heed. Let me tell you of a great victory, won by men valiant of heart on this hill," he spoke on and with every word the Earl painted a picture, soon all eyes were upon him.

"I call myself knave for I stand in the company of my brothers who shed their blood that I might rule an Earldom. Each man here today will have his name remembered in my halls. He shall feast with me at my table lest I forget my place in the presence of my brothers in blood." He then laid forth his plan to the assembled company before him, leaving no detail unattended and no doubt in their minds as to the outcome.

"So, I call upon those who can walk, bear arms with your brothers and hide your wounds so our numbers will be counted great by the enemy. Tomorrow we shall eat breakfast at Forestal's table." The injured slowly rose bearing their injuries bravely and taking up sword and spear, they heeded their Earl's command. Sir Besquith drew breath and his chest ached as if struck, his eyes were suddenly filled with tears at the sight before him.

The front-line spearmen formed up on the hillside, their once brightly coloured tabards now blood-stained and muddy, heavy cavalry to their left and light cavalry and archers to their right. To the rear and out of sight, lay waiting the wounded ringers. Forestal moved his men into position. The opposing camps now facing each other across the well churned battlefield, slowly began to edge forwards, towards a further day of conflict. The archers stuck their arrows into the earth and strung their bows in readiness to rain arrows down upon their foes. Forestal's numbers were smaller than the Earl had thought, maybe he could win the day without shedding any more blood.

The Earl raised his white scarf and a horn sounded and the wounded men heard the signal for them to move into plain view of the opposition. Some of their numbers were standing only because the men either side of them were supporting them whilst others used their spears as crutches. As they moved over the brow of the hill they were surprised to see that no engagement had yet been made. They stood smartly in their freshly washed tabards and, holding clean banners, sang with all their hearts.

Baron Forestal sank visibly in his saddle, from where had the Earl obtained all these reinforcements? Some of the Baron's peasant levies wavered in the ranks and high on the other hill the Earl gauged the effects of his subterfuge.

"Sir Besquith."

"Yes, my Liege?"

"Take three of our best knights and ride out to the other camp under a flag of truce."

"Aye my lord, I think I know what you ask."



"Make sure that Forestal can have a way out of this with some honour, or he will fight to the death and our misdirection will be for naught."

"I ride with your wisdom."

The Earl watched Besquith and the three chosen knights ride out under the flag of truce. He tried to make out who the other

men were, he was sure that the large man to the right was Sir Nankivel, a beast in combat. The Earl recalled that Nankivel's weapon was the great sword and that he was known for his skill throughout the whole of Anderia. The second he could not make out, but the third of the knights was unmistakable. It was his former sergeant at arms, Edgington, who he himself had knighted just three weeks past after he stood first on the wall and held the position while more troops scaled the

ladders. A blow to the head had sent him falling and he was presumed dead by all. He turned up at the camp later that same night after spending all evening half buried in the mud. The Earl recalled how his actions on the wall that day had saved many lives and cost Forestal dearly.

Besquith and the knights rode slowly and deliberately towards their opponents, zig zagging through the troops. Once into the clear ground at the bottom of the valley they hauled in their destriers and waited for Forestal to ride out. A group of four split away from the main body of Forestal's army, and made their way through foot and horse until the two groups were face to face in the centre of the battlefield. Besquith gazed at Forestal's bloodshot eyes and cracked lips. Sleep and water must be in short supply in the castle, he thought. He waited for the enemy to speak first.

"Well knight, what do you have to say on behalf of your Lord who sits safe atop yonder distant hill?"

"My lord the Earl has bid me ride forth so that we may discuss a peaceable settlement. The Earl sits atop a hill for two reasons."

Baron Forestal listened intently to what Besquith had to say. "First, Baron, is your legendary prowess in battle, which keeps the Earl at a distance lest temptation be too great for your sword arm to bear. Secondly, the marshalling of our reinforcements takes his time and attention."

"He is wise to be afraid of my sword arm, had he been present I would have lost my honour for his head and left my son to rule the fief."

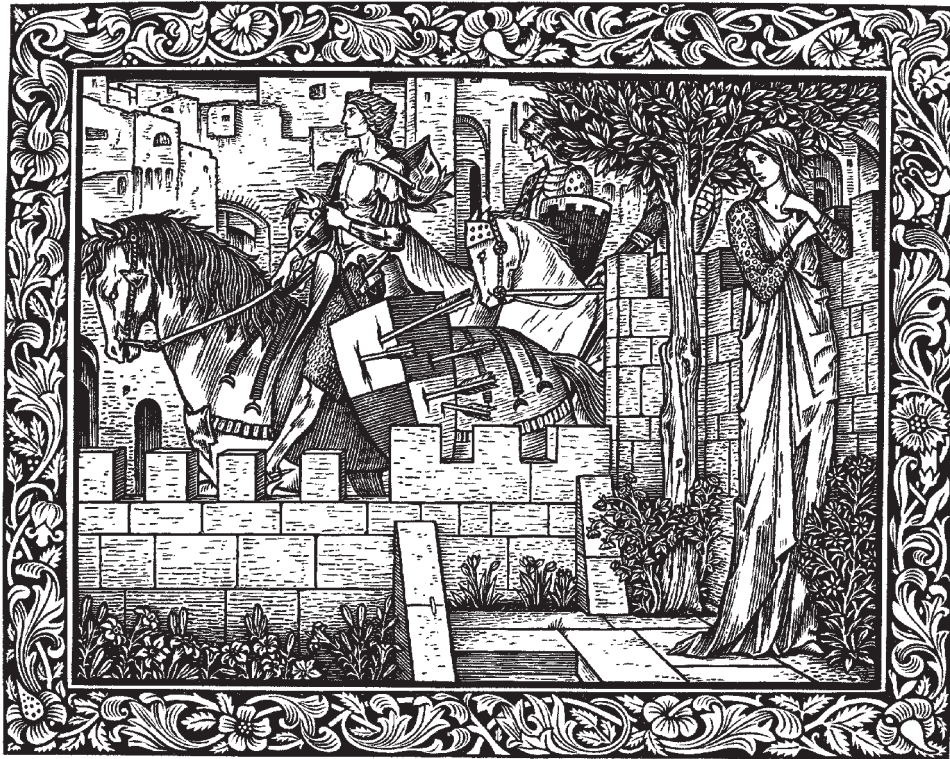
"My lord, the Earl honours you and your troops, he knows of your mastery of tactics and has sent me here to ask for your parole for the sake of your forces. He understands that you would not have your men die in a battle against such superior numbers, especially if that

battle could not be won; your honour is too great." Forestal looked left and right at his knights, wounded, tired, hungry and thirsty, and knew what he must do.

"Very well sir, I am at the mercy of your Lord. I will meet him in his camp at noon to discuss terms." He turned his horse smoothly and rode off with his escort close behind.

Soon after Forestal's troops began to splinter and make their way back to the castle. The Earl sighed and put on his red scarf, he had earned the right to wear this. He prayed to the Lawgiver, thanking her that his deception had worked and many honourable souls were saved.

The large oak table appeared set, but many servants still fussed around it. A huge boar with an apple in his mouth, a swan regal even in death, pheasants, fruit and wine aplenty, all were laid out to perfection. The sounds of his men rejoicing their victory warmed the Earl's heart and raised his spirits.





However, he knew if the Baron Forestal were to hear such celebrations, he would not be similarly heartened, so he went down to his men and, standing on a cart, waited briefly while the sergeantry brought the assembled throng to order.

"Fellows of Gainbury! Brothers in Blood! Men of Victory!"

The host before him surged forward shouting, "Victory to Charles, Victory to Charles, Victory to Charles!"

The Earl held up his hands for quiet and they became silent to a man. "Let us reflect upon the days past, those who are no longer with us and those who are suffering the wounds of war. We should respect them! Not assault their ears with our good health. What would the Law-giver think if we were not humble in our victory, if we did not revere the dead and injured, if we did not give all courtesy to the defeated enemy so they might retain their honour. I ask you, one and all, to be respectful and to drink to your comrades with dignity, not revelry, and then on the morrow, as I did promise you, we shall breakfast together at Forestal's table."

"Are these terms acceptable, Baron Forestal?" Sir Besquith spoke in his most neutral voice.

"I so agree to all these terms." Forestal was gritting his teeth as he declared his surrender. He and his men sat passive, saying no more than required and exercising great restraint as they sat in front of the feast laid before them. The terms were normal for such an occasion; he was to wear the red scarf and pay tribute to the Earl Charles' fief each month.

As soon as the peace treaty was agreed, Forestal and his men left, they did not stay any longer than protocol required, they returned to their horses and galloped off in some haste.

That afternoon Charles wandered throughout the ranks of the dead and said his own private prayers for their souls. As the sun drifted down over the hills he thought of breakfast at the table of Forestal, as he had promised his men. Suddenly, he coughed, then again and he saw the blood stain his tunic. He meant to shout but instead gave a croak, "Poison!" and he tumbled from his horse.

HONOUR ADIEU!

The Magpie looked up at the enthralled crowd in the inn, Methrick, the visitor from Taraj, lay on his side his wide open eyes seeming to stare up at the rafters. The noble's body, its head tilted to the side with blood trickling down the left cheek, had not moved from the chair. Whilst the Pagan, ever aware of his surroundings, lay half way between the Magpie and the others, his hands outstretched in a desperate attempt to defend himself and others from this seemingly inoffensive bard. With an eerie quiet settling upon the inn, the bard looked up.

Speaking to no one in particular, as there was none left alive, he murmured, "Did no one ever tell you that to see a magpie on its own is bad luck?"

*"One for sorrow, two for joy.
Three for a girl, four for a boy.
Five for silver, six for gold.
Seven for a secret never to be told."*

The foreign sage, Methrick, never knew what was happening until the Magpie, a Minstrel Wizard, uttered the words of power at the very end of his spell, by which time it was too late. His wizardry had been perfected over hundreds of years and its subtlety could only be picked out by the best of sorcerers. The spell had cleared the way for the Magpie to pick his choice of the goods at the now silent inn, then he made his way out into a world of sunshine as, strangely, it had finally stopped snowing, back to his tower, warmed by the powers of his craft.



ANDERIA - AN OVERVIEW

The kingdom of Anderia is located on the northwestern seaboard of the area of Marakush which is known as the Dragon Reaches. The kingdom occupies some 145,000 square miles and its population is scattered throughout the land in sparse settlements. Anderia is mainly made up of temperate forest, which is rich in flora and fauna. Over the years some of the forested regions have been stripped in order to provide agricultural land, but the majority of the realm still lies beneath a dark blanket of forest.

The central and western areas of the kingdom are dominated by the Bright Steep Mountains that average around 3,000 feet in height, the highest of these peaks being "The Bearded Man" at around 4,400 feet. A dense heath covers the southern region with areas of moorland where some tribal nomads still manage to eke out an existence. These tribesmen are known as the Kamesh and their main income comes from trade in the pitch which they harvest from the bogs.

Anderia was founded in the year 124 AU according to "Bethrin's History of Marakush", a great tome written by an ancient Tylwyth Teg and still maintained by them in the Elven Realm to this day. The peoples who founded the area were from the noble northern households of Urtind, who escaped during the time when the Succession Wars gripped Urtind. They battled with the resident clans of Anderia in the hope of gaining a foothold in the region, and to gain lands in which to build themselves new homes. After many years of struggle integration finally took place and people of both sides intermarried, so giving birth to the current realm and peoples of Anderia.

The kingdom is bordered to the southeast by the Carlegg Mountains where non-human clans of Orcs reside. Many in Anderia believe that this area is ripe for conquest but as yet no one has really tried to tame the mountains. In the northeast, the kingdom is bordered by the impoverished realm of Asanthi. Anderia can be considered a country actively posturing towards conquest of their neighbours. However, the Carlegg Mountains are providing a barrier to this in the east.

The country is isolated and fairly difficult to reach since it is bordered by the sea on three sides and by the Carlegg Mountains in the east. There are several access routes in existence but due to the continuing conflicts between the noble families, they are poorly maintained. Only the East Road to the large kingdoms is kept in a passable condition and this hosts more regular traffic and some trade caravans. Roads are patrolled by robber barons and jousting knights who waylay passersby and caravans taking money in exchange for allowing passage.

These nobles have no scruples whatsoever, believing it is their right to demand "toll" for keeping the roads secure and looking after their upkeep.

The Anderian people are a religious race who devoutly follow the teaching of the Lawgiver - Beleryn. They believe that anyone who does not follow Her teachings is a heathen and a heretic and that they will be unable to pass to Endorina, the home of the Lawgiver. Occasionally a very devout King will instigate a Crusade against these people in order to try to make them rescind and return to the true faith.

Anderia is a feudal kingdom based around the fealty of knights and nobles to their Liege Lord and ultimately, their King. The King is appointed by the Lawgiver (the ultimate power in the universe according to the Anderian people), and he owns all of the lands in Anderia. He then rents out territories in exchange for tribute in the form of goods and services, whilst in return the King promises to keep the land free from invasion, protect the religion of the kingdom and to administer the kingdom in the name of the Lawgiver.

Within this bureaucracy are two major factions, the Red Scarves and the White Scarves. Originating from two differing aspects of the Lawgiver's doctrines, the Red Scarves believe that the use of chivalric combat and the need to expand the worship of the Lawgiver is paramount to their purpose. They urge the need for tournaments and religious conquest of other lands. On the other hand, the White Scarves believe in their duty to the serfs of the land that they are sworn to protect. Over the years these differing factions have led to various disputes amongst neighbouring nobles but at the present time, these differing views have turned into open wars between nobles, with each side raising private armies. The King has allowed this to continue as it prevents the nobles gathering their forces to threaten him. Despite this the factions continue to grow within the court itself, with the Red and White Scarves trying to either gain the support of the King himself, or even commit treason by attempting to place their own pretender on the throne of Anderia.

Anderia is split into five large Shires and four smaller Counties each of which is ruled by a bureaucracy (**see Government *qv* and Appendix 5**). The County of Sagrem is the exception since it is a conquered barbarian state and as such has no internal bureaucracy, only a Governor and his aides, who subdue the area using military rule. The population of Sagrem is very different to the rest of Anderia and they do not co-operate readily with the military officials; those who are willing to do so are considered to be collaborators.



Languages

The main languages of Anderia are Anderian, Pedrandir, Carabish and Urtish as well as Thieves' Cant and Wizards' Tongue.

Anderian, spoken by the majority of inhabitants of the kingdom, is a language derived from Old Urtish. Anderian, like most of the languages in the Dragon Reaches, uses both the Tadarn Runes and Bethrin Script, however reading and writing are reserved for the upper classes. Even the highest of knights and nobles may not be able to read or write. However, the majority of the warrior classes see the ability to read and write as feminine and unmanly traits. Strangely these classes do not seem to mind if their daughters or wives are able to read or write, some even consider it to be a good trait when choosing a wife.

Carabish is the language of the Pagans, who inhabited the area before the kingdom of Anderia was founded by the refugees of Urtind. This language is now only spoken in the back-water mountain regions and by the barbarians of the Province of Sagrem. Carabish is written using Tadarn Runes and is a very simple language to learn.

Merchants and bureaucrats are the main users of written language within Anderia, with scribes being employed by them and the wealthy families to send messages and record deeds. Both the merchant classes and the wealthier people of the kingdom tend to use the trade language Pedrandir to transact and record their business. However, royal decrees are always written in a two-column format, one column being in Anderian and the other column being in Urtish, the language of the church.

The third language spoken in Anderia is Urtish, the language used by the Church of the Lawgiver. They continue to use Urtish even though the church itself is regarded as a schism of the Church of Urto by those living outside Anderia (*see Religion qv*)

This is mainly due to the fact that the majority of the religious books came from the martyrs who gave their lives for the Church of Urto in the realm of Urtind. The language is learned only by those who have attained the second circle (Acolyte) and is only used openly by the clergy.

One of the pseudo languages that is used within the realm is that of the thieves' community. Due to the severe laws and the persecution of thieves, they have banded together into a brotherhood and invented their own language. This consists of a form of slang, sign language and snatches of Pedrandir.



The tongue has very few hard consonants and many soft vowels in order to reduce the noise level of the language and, when it is spoken correctly, it sounds like a bush as it rustles in the wind. They also have a purely sign-based language that is used when total silence is required. There is no script as such for Thieves' Cant but they do have a form of sigils that can represent wide concepts, orders, names of people etc. (*see Social Groups - Thieves Guild*)

Another similar language is that used only in hushed tones and within secret chambers, for this is the language of magic and wizards. This language originates from the Dragon Isle, which was once the philosophical centre of the world and where magic was said to be born and nurtured into maturity. The Wizards' Tongue is in fact a debased form of Argonish, an ancient language that sadly has now been lost to antiquity. The language is a rolling speech, almost song-like with no guttural sounds in the tongue. The written script is hieroglyphic in nature using pictographs; both language and script are very difficult to learn. Within the rest of the Dragon Reaches, Wizard's Tongue is used by both the Guild of Esoteric Lore and the Ancient Order of Elemental Magic.

It should be noted that the two magical organisations above are not represented in Anderia. Occasionally a member may enter the kingdom surreptitiously but like members of the Elder Brotherhood (the only organised group of mages in Anderia), they are subject to the religious charge of heresy and to its associated punishments.



THE PEOPLE OF ANDERIA

The general populace of Anderia are the inhabitants of all regions with the exception of Sagrem. The description of the average inhabitant of Anderia is as follows:

HEIGHT: 5'0" - 5'8"
MASS: Normal For Height
COMPLEXION: Medium to Fair
EYES: Blue or Grey most common
HAIR: Fair and Red Straight hair most common

The people are more concerned with religion and saving their eternal souls than in any other subject. They have been beaten into a religious fervour by generations of powerful ecclesiastic leaders. Their days are littered with many and varied holy days and religious festivals. Over time, the religious leaders have become very rich off the backs of the conscientious peasantry. Everyone aspires to being able to reside on Endorina, the home of the Lawgiver, after their death and as such they are a very superstitious people and have many strange customs to ward off the evil spirits that may come to test them or take away their due rights of luck. Religious artifacts are sold to ward off evil and penance contracts can be bought from the church to avoid any retaliation by the Lawgiver for any wrong deeds, that have been carried out in life, after you die.

The people of Anderia view wizards as evil entities and as such they are outcasts from society. Due to their superstitious nature, many are afraid of the powers that wizards wield and will find ways of trying to avoid contact with them at all costs. However, there are some nobles who secretly use wizards to further their political power, regardless of the cost to their own honour. It is rumoured that even the King has been known to seek guidance from wizards in the past. The Church's view is one of utmost horror and if caught, a wizard is likely to suffer burning at the stake after a perfunctory trial that enables the Church to show its belief in law and order.

Thievery is deeply frowned upon and the punishments are severe. Any knight or noble who holds land may meet out justice as he sees fit in that territory, so crime and punishment for peasants and serfs will vary from one area to the next depending on the Liege Lord. However, should a knight, noble or religious person come under the hammer of the law, they are given a different type of justice and generally are allowed to prove their innocence by "trial by combat". Religious leaders are tried for crimes under the clerical justice system. Very few people know exactly what this consists of and as such many religious crimes can go unpunished, especially as in many cases the victims are in awe of the clergy.

GAME STATISTICS

Character Generation

All characters that originate in Anderia should be human as there are no humanoid populations in the realm. To begin with you will need to identify whether the character is a native of Sagrem or not.

Percentage dice should be rolled with a 15% chance of the character being a native of Sagrem if the campaign is located outside of Sagrem, and an 85% chance if the located within the county of Sagrem.

All characters use the Social Tables from the main C&S rule book with Sagrem characters either deducting 5% for social class or having to pay an additional 10 points for nobel rank. When a character of Sagrem stock encounters one of Andertian stock, the Sagrem characters Social Status is altered. For Sagrem Peasants the Status is halved, while for Sagrem Nobles it is reduced by 5.

Heights and weights

These are generated using the table in the main rule book using the following:

Anderian Male	Height 1d10+18 / Build 1d10+1
Anderian Female	Height 1d10+15 / Build 1d10-1
Sagrem Male	Height 1d10+22 / Build 1d10+4
Sagrem Female	Height 1d10+20 / Build 1d10+2

Anderian names are normally French with Nobles having Breton and peasants having Gascony names. People of Sagrem have Saxon or Nordic type names.

Anderian clothing is typically bland with bright colours being seen as immoral and furtive. The quality of clothing available is good but expensive, with only the very wealthy able to afford anything other than a simple linen tunic. The men tend to wear brown breeches with a linen tunic, usually belted at the waist. The women wear simple linen dresses that reach to the floor, tied at the waist with a long girdle. They also wear a linen headdress made from a circle of white cloth, which is held in place by a narrow leather headband.

The carrying of weapons in Anderia is governed by Chivalric Rules, so only liveried soldiers or knights may bear arms. Knights and soldiers are unlikely to wear armour unless there is a specific reason, normally their dress will be similar to that of the peasants except that it may be of slightly better quality and they will usually wear a tabard bearing their insignia or that of their Liege Lord. Heraldry has only recently been adopted and designs are very basic, with very few flowery motifs.



Courting and marriage in Anderia is conducted in a traditionally strict manner where females have to be chaperoned by an elder aunt or some other older female relative, who looks after the virtue of the maid. The courtier has to ask the permission of her father before any liaisons may take place and it is a full year before they are allowed to be alone together. The year after that they are given permission to marry with the father of the bride paying for the ceremony and giving a gift to the household of the husband-to-be.

Most marriages within Anderia are arranged and the couple have little say in the matter. Marriages are normally arranged to further the political and monetary status of the two families concerned and little thought is given to the happiness of the children. Occasionally couples have defied their families by marrying but this usually results in their families disowning them and even, in extreme cases, exile.

Duelling can be carried out legally by two people who have a serious disagreement. They must first go to their respective Liege Lords and petition them for the right to duel. They will usually be asked to attend the court in order for arbitration to take place, where they will be expected to try to resolve the problem reasonably. Should this fail (and in many cases by the time the people petition their Liege Lords it is usually far too late for arbitration) they will normally be given permission to fight. The duel will take place at the castle, keep or manor of the greater Lord within seven days from permission being granted. The contest will be attended by the Lord, to ensure fair play, and by a physician to attend to any wounds. The contest will be to first blood unless otherwise decided. However, combatants, one or the other, frequently change their mind about this once the fight has begun, and it then continues until one of the parties is far too incapacitated to continue.

The Hunt

The Hunt is a tradition undertaken by a landed knight upon the anniversary of his knighthood. It is a ritualistic event which follows a set pattern and begins by the Knight travelling to his Liege Lord to redeclare his fealty. He will then ask permission from his Lord to hold the Hunt and it is normal for the Lord to grant the request - it is only in exceptional circumstances that such a request may be denied.

The knight will then return to his land and travel to his vassals. He will then humble himself before them, begging them to attend so showing his humility in power. He then returns home to slaughter his best calf for a feast. Once all of his guests have arrived they will venture out into the countryside and hunt for noble beasts, such as a Great Stag or a fierce Boar.



FIGURE 3.1 - DUELLING KNIGHTS

The Liege Lord will have first try for a quarry and then turns will go down in the social order until each has taken a turn, including the peasants and serfs. They will then return to the knight's home to feast and make merry.

The Hunt is considered an event for all ranks of people and the more a knight appears to care for this people, the more esteemed he will be considered, especially in the eyes of the church and the Lawgiver. It is also a good way to advance oneself politically and the more money a knight spends on the event the more popular, and maybe the more well-known he will become. Many knights invent (or pay a bard to invent) long and obsequious oratories to impress and sway their Lord and curie favour - this, however, is expected and woe betide a knight who does not try to impress.



The County of Sagrem

A very different type of people reside in the County of Sagrem:

HEIGHT: 5'5" - 6'0"
MASS: Normal to Massive
COMPLEXION: Medium to Dark
EYES: Brown most common
HAIR: Black and Brown wavy hair most common

The peoples indigenous to this region are a very simple folk who have been subjugated by the Anderians. The residents are currently mounting a subversive war with the local authorities whilst trying to maintain their own values and freedom. They are a race of fierce warriors, who prefer open fighting to the subversive nature of the current situation, which is the main reason for the county being governed by marshal law. To try to maintain some semblance of independence, the people of Sagrem will often speak in Carabish since very few of the military understand the language.

They are primarily an agricultural people with their "governmental" structure being based around the clan rule principle. Each family or clan has a Leader, who is the source of justice and rule for the family. Any disputes between the clans are normally referred to the Great Leader, the elected head of all the clan leaders, for settlement, although if this is not possible, the Great Leader may order the various clans' champions to settle the matter in a similar manner to the joust in other areas of Anderia. In Sagrem though the situation can be far less controlled.

They believe all things are linked to nature and Mother Earth, which ironically is a further aspect of Beleryn, and their religious structure is based on a Druidic priesthood. They still believe in many Gods and accept that the Lawgiver is real but that she has no benefit to their lifestyle (due in part to the Druidic priesthood advocating the role of Beleryn as the Earth Mother). Neither do they have any fear of death or magic due to their belief that all things return to nature at some time or other.

They wear animal furs as their primary form of clothing, these being worn over a plain linen kilt. They will also wear a brooch, usually of silver, to signify which clan they belong to. Clan emblems are based on nature and take the shape of stylized birds and animals.

The people of Sagrem are forbidden to carry, own or store any arms or armour by the oppressive régime of the province. They have therefore, secretly developed a martial art based around their primitive religious dance.

The art is called "Cup of Vara" and groups of warriors can often be seen practicing the art, to the regular beat of a drum. To any military personnel watching, it simply seems as though they are practicing their religious rites. This art is most effective and the swaying of the practitioner will mesmerise his opponent. The martial artist has to be very supple, athletic and fit as the art form involves a number of tumbling techniques. They have also included simple farming tools, such as small plough blades, blunt bailing knives, grain flails and the stick, into the art and these can be very deadly.

Courting is not heard of and males buy their wives from the woman's father. The head of the clan or Leader is the power of the village and he has the last say on all matters, this will include arbitrating at discussions relating to the "price" to be paid for a wife.

Duelling is not taken part in and if a disagreement occurs they will just fight to the death (normally using unarmed combat) and then, by law, the winner will have to take in the family of the loser. It is possible, therefore, for a single warrior to have a very large extended family. Generally the adopted family members are treated better than their own as this is seen as honorable.

NEW SKILL

CUP OF VARA

Agility & Discipline

RES (WILLPOWER)

Demanding: DF5

The 'Cup of Vara' is a development of a local religious dance of Anderian Pagans. As such the skill – DANCING (FOLK) – is a prerequisite to learning this skill. To use this skill, a PC must first build up the rhythm of the 'dance'. This takes 15 AP's if there is no percussion accompaniment, or 10 AP's if a drummer is present. A check must then be made at the beginning of each combat round before any other actions take place.

If successful, he/she begins the dance that mesmerises any opponents. Opponents must make a resisted Willpower check at the beginning of each round to avoid being mesmerised by the dance. If they fail this check they are unable to use any defense against any light weapon attacks made by the PC. A resisted Willpower check to break free is made at the end of each round or if the opponent is successfully hit. However, the AP cost of using light weapons is increased by 1 due to using the attacks as part of the dance. When a PC achieves PSF 25+ he/she gains the ability to reduce the normal AP cost of light weapon attacks by 1. At PSF 50+ he/she gains the ability to use full attribute damage bonus with light weapons as if they were medium weapons. These benefits are as a result of opponents being mesmerised and leaving openings for the attacks from the PC. If someone skilled in playing a drum plays the necessary beat during combat, the user of 'Cup of Vara' gains a bonus of +10 to his or her TSC if the drummer makes a successful skill roll or +15 to TSC if a critical success.



RELIGION OF ANDERIA

During the early years of the Church of Urto, there were many meetings of the Clergy to discuss the finer points of the Ursine Scriptures. These meetings often broke up into heated debates verging on riotous arguments. A small group of these Clerics interpreted certain aspects of the scriptures, pertaining to the aspect of Beleryn that advocated Justice, with a different vision to that held by the majority.

Their interpretation held that through the force of strict laws, applied with vigour and might, the greater blessings of Beleryn and, therefore, salvation would be gained. The group gained a small number of followers from the nobility, notably B'ran Johannes Mannon, a powerful Lord of the Eagle Tribe in Urtind. This led to a schism in the Church, with the small group advocating Beleryn as the Lawgiver, the bringer of Justice.

When the Canus Cult toppled the Ursine Dynasty, and the Succession Wars began, Johannes Mannon seized the opportunity to renege on his tribal and feudal obligations. Leading his Clan westwards, they traversed the northern peaks of the Carlegg Mountains and entered what is now Anderia. Amongst the group travelled the entire Clergy of the Lawgiver sect. Regrettably the great Johannes died in an avalanche in the Carlegg Mountains and Jared Mannon, his brother, became Clan Chief.

The Clergy were amongst the loudest voices in the battles against the local inhabitants and seized some of the richest lands for their order. The Church of the Lawgiver has since split the realm of Anderia into various regions, where they administer secular law and are among the most powerful of the landowners. Within the Church itself are smaller groups such as the Monastic Orders and the various Fighting Orders whom they sponsor. The Monastic Orders grew from the need of some priests who wished to retire from the public work of the Church after the lands were first settled. They sought an existence whereby they could expand their understanding of the Lawgiver's desires.

From these Monastic Orders, who were granted lands by the Orthodox Church, have grown the religious Fighting Orders. When the monasteries were first created, it became apparent that the 'Barbarians' were rebellious so the monks called for landless knights to protect them. From these knights and their followers were formed the first of the Fighting Orders. Today, the Central Church is extremely powerful, being backed by coffers filled with gold from various sources, usually the regular tithes (10% of all income) donated by its worshippers.

The Church, although replete with many pious individuals, has become power hungry. The upper echelons are filled with those clerics with a political bent, searching for individual power and glory. Those clerics who remain pious are either found within the Monastic Orders or within rural parishes, where they are happy serving the community. The Fighting Orders serve both the monasteries and the Central Church, fulfilling their religious vows to carry Holy Justice across the land.

The Central Church

The Central Church has structured levels of status within it, these allow the ordained clergy and lay people to recognise their positions within the religious social order of the realm. The levels and brief descriptions of the positions within the church are as follows:

Lay People	Non-ordained members of the congregation who have some theological training and access to minor Acts of Faith
Initiate	One who has been introduced to or has attained knowledge in a particular field
Deacon	A lay person who assists the minister in various functions. They are allowed to wear pure white vestments of the clergy with a green stole indicating their rank.
Archdeacon	A church official, as in the Anglican Church, who is in charge of temporal and other affairs in a diocese, with powers delegated from the bishop. As with the Deacon, they wear white vestments but with a black stole.
Ordained or Priests in Training:	
Novitate	A lay person who is a candidate for admission into a religious order. They wear a simple white vestment.
Acolyte	A person who has entered a religious order but has not yet taken final vows, they add a white stole to their white vestment.
Curatant	A priest who supervises the interests of the grounds belonging to the church and is a priest undergoing final training, having taken full vows, but is not yet ordained. They replace the white stole with a brown tabard.
Faltavar	Ordained priest responsible for either a parish without the attached tithes or who assists within a cathedral. They wear white vestments with a black tabard.



Faltavin	Ordained priest who is connected with a royal court or a noble household. They wear a white tabard charged on the top left of their breast with the device of the family they serve over white vestments.
Rectovar	Ordained priest who has charge of a parish and owns the tithes from it. They wear a green tabard over white vestments.
Deavar	Ordained priest appointed to oversee a group of parishes within a diocese. They wear a purple tabard over their white vestments.
Canotage	The senior priest serving in a cathedral or collegiate church. They wear a red tabard over white vestments.
Biovar	A high-ranking cleric, usually in charge of a diocese and in some churches regarded as having received the highest ordination in unbroken succession from the martyrs of the Lawgiver. They wear purple vestments with a black stole.
Caltanovar	A priest of the highest rank, heading an archdiocese or a province, who rank just below the Paltanivar. They are appointed by the Paltinivar directly and they wear red vestments with a black stole.
Paltanivar	The Leader of the Church of the Lawgiver, of a similar status to the Pope. He wears black vestments with a gold stole embroidered with a set of scales at each end.

Monastics

While the clerics of the Central Church sit in their churches filled with gold and worry about the contents of the donation plate, the clergy who have taken the Monk's Habit toil at the earth in silent prayer and devotion. They are organised as follows with the priests of the level of Curatant and above being automatically accepted into the Orders as Brother Monks. All members of the Monastic Orders wear simple brown vestments. The only means by which non-members can identify their ranks is by the decorative knots that are tied into their girdle of hemp rope. They spend most of the day at prayer, services taking place every four hours throughout the day and night.

Novice	A person who has entered a religious order but has not yet taken final vows
Lay Brother	A member of a male religious order who is not in holy orders but engages in the work of the order.

Brother Monk A man who is a member of a brotherhood living in a monastery and devoted to a discipline prescribed by his order. There are many varieties of monasteries with wildly varying doctrine. They tend towards the following of the work of a saint.

Prior A monastic officer in charge of a priory ranking next below the abbot of an abbey. The Prior has a similar social standing within the church as a Canotage.

Abbot The superior of a monastery - He generally wields absolute power amongst the brothers who work and live within his charge. The Abbot has a similar social standing within the church as a Biovar.

The Fighting Orders

These are men who in life have dedicated themselves to combating chaos the only way they know how. Through might of arms they wage war on the infidel and the heretic. They give up vast sums of money and huge tracts of land to join the order where they are purified in the sight of the Lawgiver and given the right to conduct holy war.



FIG 4.1 - A BROTHER MONK CALLING HIS BRETHEREN TO PRAY



They are tried by the religious courts and may not be harmed by duel or justice other than that held by the church. Their structure is based around the feudal society from which they were drawn and is represented in the Central Church by a chaplain, usually drawn from the Knight Commanders.

Members of this rank and above are all ordained as priests to assist them in their fight against the foe. When not in combat they wear simple undyed linen vestments with tabards of their order.

Lay Members of the Fighting Order –

Those who have sworn allegiance to the order but have not taken Holy Vows

- Man at arms** The lowest members of the Order, the general warrior
- Sergeant** A Man-at-arms, given some authority over a group of men.
- Sergeant at Arms** A freeman who has joined the order, entitled to ride a horse. They make up the general cavalry of the Order. They may become knighted on the field through acts of supreme courage or holy deeds.

Full Members of the Order

- Squire** A Knight in training, usually younger sons of Nobles or sons of lesser knights with little prospect of lands of their own. Along with the Sergeant at Arms, they make up the body of the cavalry.
- Knight** A full Knight who joins the order after giving up all his worldly goods.
- Knt. Commander** A Knight in charge of a number of the order. Usually promoted from the ranks of Knights. From this rank and higher are drawn those members put forward for ordination to the priesthood.
- Knight Chevalier** The Knight in charge of a Chapter of the order, also known as the Chapter Master.
- Marshal of the Order** A Knight of some rank, responsible for a province and all the chapters within that province.
- Grand Master** The Knight who has gained the position of head of the order, responsible to no-one but the head of their sponsoring Monastic Order and the Paltanivar.

The titles are self-explanatory and like feudal society there is no crossing of the boundaries between Knights and ordinary troops.

As with the monastic orders the fighting orders have varying doctrines, which they practice with fervour. They are normally sponsored by a monastic or orthodox sect who lends them their good name to fight for. In the history of Anderia these fighting orders have proven themselves in battle time and time again. They have also however been assigned with committing the most horrible atrocities.

Notable Fighting Orders of Anderia:

- Order of St.Bruno** Blue tabard with gold hand held up in blessing.
- Order of St.Mark** Red tabard with silver angel, wings outstretched.
- Order of Justice** Black tabard with a set of golden scales of justice emblazoned, the largest order in Anderia.

GAME STATISTICS		
	Faith Lvl	Acts of Faith
Initiate	1	Standard
Deacon	2	Standard
Archdeacon	3	Standard
Novitate	1	Standard
Acolyte	1	Standard
Curatant	2	Any
Faltavar	3	Any
Faltavin	3	Any
Rectovar	3	Any
Deavar	4	Any
Canotage	4	Any
Biovar	5	Any
Caltanovar	6	Any
Paltanivar	7	Any
Novice	1	Standard
Lay Brother	1	Standard
Brother Monk	2	++
Prior	4	++
Abbot	6	++
Man at arms	1	Standard
Sergeant	1	Standard
Sergeant at Arms	1	Standard
Squire	1	Standard
Knight	1	Standard
Knight Commander	2	++
Knight Chevalier	3	++
Marshal of the Order	4	++
Grand Master	6	++

Acts of Faith relate to those listed in Chapter 8 of the main C&S rule book, where a full explanation is given for those marked ++ usable by Monastics and members of Fighting Orders.



MAGIC OF ANDERIA

Magic was invented many thousands of years ago in the kingdom of the Dragon Isle. This island kingdom was then the philosophical centre of the world. They had all of the greatest mathematicians, alchemists and philosophers and the best mechanical devices.

One hot summer's day, a young philosopher by the name of Hydres was out in the mountains meditating on a problem that his master had set him. It was during his time of meditation that he experienced what he called a "moment of lucidity". He was visited by a great dragon, named Piomenedes, who revealed unto him the three truths of the universe and their correspondence to the laws of magic.

Hydres recorded these teachings over many years and called the works the "Codex Magical" - the ledger of the art of magic. He gained many followers in his later life and stories tell that he lived on to reach an age that was impossible for mortals. The followers began to make more and more political noise, using their powers to control those of lesser knowledge and soon everyone was clamouring to learn the powers of Piomenedes' Magica.

Shortly after this, the Dragon Isle was rocked by a series of titanic earth tremors and the Emperor began to blame the many wizards of the Isle for causing the destruction. Emperor Tiam began a persecution of the wizards and many of them, including Hydres, fled the Isle. The majority of these wizards eventually found their way to either the Wizard's Isle or the Serpent's Isle, whilst those who followed Hydres and his teachings eventually settled in what is now Anderia.

These wizards continued to expand their knowledge in peace, whilst also controlling the local populace, until around 120 AU when refugees from the Succession Wars in Urtind, a neighbouring kingdom, began to arrive in the area. These new arrivals, worshippers of a small scism of the Church of Urto came

to regard the control of the people by the wizards as an anathema to their beliefs. The following years saw a crusade against the original populace by the new arrivals. This campaign caught the wizards by surprise and the original inhabitants were eventually conquered.

Some of the more powerful leaders of the magical fraternity survived this time and formed the Brotherhood of the Twelve. Members of the Brotherhood are now scattered all over the Dragon Reaches, but predominantly in Anderia where they work in secret to develop their skills, outlawed in all but a few places.

The Brotherhood of the Twelve

"If you take a perfect sphere it will take twelve spheres of equal size to cover it completely."



This is the underlying principle behind Piomenedes' Magica and is the foundation for the Brotherhood of the Twelve. The Order was founded upon the knowledge that Hydres, after receiving his instruction, took twelve disciples and became known as the Ancient Brother. Each of these twelve, known as Older Brothers, also take twelve disciples and it is the, known in turn as the Elder Brothers, who go out into the world and form the twelve Convocations of Magica. They in turn have twelve disciples, known simply as Brothers, who form the Guilds of Brothers.



Each of the Guilds of the Magica have been established in kingdoms where an Elder Brother has settled and started a Guild of Brothers.

The Convocation of Magica itself, however, has thirteen members. This thirteenth member is the Elder Brother himself. He is never seen by his twelve disciples and leads simply by the power of his will. The Older Brothers follow this example and they in turn remain hidden to the twelve members of their particular Guilds of Brothers, again leading by their will. The Original Ancient Brother is now many centuries old and has never been seen whilst the Older Brothers are perhaps 150 years old and are seldom seen.

Guilds are typically built in out of the way places where the cosmic aura is strongest and magical powers run more freely than where the negative vibration of the Dominion rule. The Older Brother will pick somewhere that will match his aura of Speciality e.g. Earth.

Times have changed in Anderia and the Brotherhood have been forced to move into urban areas to still the beast in the hearts of the men there. You can find the Guilds of the Brotherhood in many of the cities and towns here, though they are covered in secrecy. Only those who are destined to find the Brotherhood see the symbol of their order where they tread.

The ideals of the Brotherhood are to increase the spiritual consciousness of humanity and allow them to reach an ethereal state. They believe that we are all eternal spirits and are living in a mortal body so that we may learn through our experiences. When the body is old and has served its purpose we die. This is, however, only a death of the mortal body and the spirit is returned to earth to live another life and accumulate more experiences.

The body we take when we return depends upon the quality of our previous life and the karma of our parents and the benefits of the stars.

The Brotherhood is a hard, unfeeling, uncaring and monstrous group of people. This is only because of their ultimately long-term views in that they will return to complete the works of their immortal spirits.

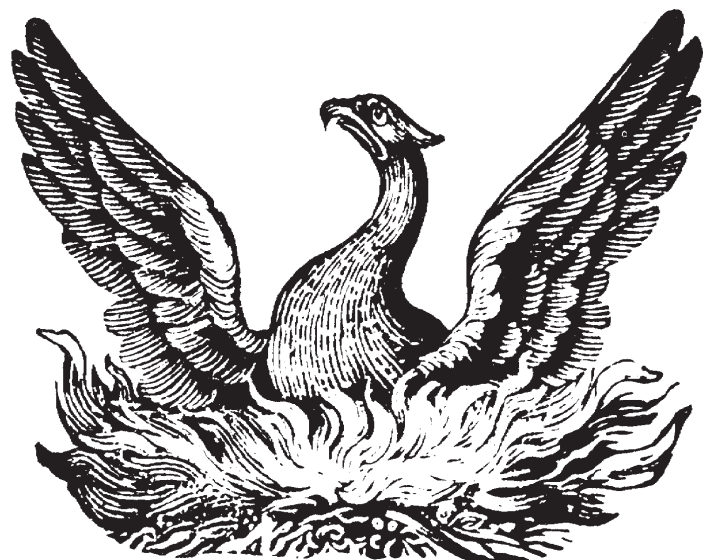
The area of study for the Brotherhood is called the Enigma and covers all of the magical topics. Those who are versed in the Enigma become withdrawn and distant from the real world and find mundane topics very difficult to understand. They have very strange and mystical verses that are supposed to describe the Enigma.

*The Enigma that can be known is not the Enigma.
The substance of the world is only a name for the Enigma.
The Enigma is all that exists and may exist
The world is only a map of what exists and may exist
One experiences without self to sense the world
And experience with self to understand the world
The two experiences are the same within the Enigma
They are distinct only within the world
Neither experience conveys the Enigma
Which is infinitely greater and subtler than the world.*

Or: -

*Looked at it can not be seen - it is beyond form
Listened to but not heard - it is beyond sound
Grasped at but cannot be touched - it is beyond reach
These deathless things evade definition
And blend into a single Enigmatic Mystery
In its rising there is no light
In its falling there is no darkness
A continuous thread beyond description
Lining what can not exist
Its form, formless
Its image, nothingness
Its name Enigmatic Mystery
Meet it, it has no face
Follow it, it has no back*

*Understand the past, but attend to the present
In this way you know the continuity of the Enigmatic Mystery
Which is its essence.*





TRADE & ECONOMICS

Most trade is conducted at three levels. The first and highest level is between Merchants and Merchants. They use 'Usurers Notes' as currency and they are recognised by all Guilds as being valid. There are two types. Specific, where a person or guildhall is named, or general where the bearer is paid directly. The second level is between Merchant and Trader, they often exchange coinage but some will accept Usurers Notes or barter. The third level of trade is between Trader and the general public, which is usually by barter or coinage.

Coinage is quite rare and only Urban Freemen and Guildsmen are likely to have coin to pay for goods or services. Merchants have wealth and power and even the highest Nobles will bow to a wealthy merchant.

The main asset of Anderia is the rich fine clay that is found in many areas. This fine white clay is used to manufacture **fine porcelain**, which is much in demand in the Taraj Empire and elsewhere in the Dragon Reaches.

This fine porcelain fetches an exceedingly high price in the west, and it is this commodity that has founded the fortunes of the Merchant houses. What has not yet been exploited is the large amounts of tin deposits that are sometimes found with the fine clay. It simply awaits the day when some entrepreneur comes along and begins wholesale mining.

Up until now the currency of Anderia has been that of the Dragon Isle. Originally, Anderia had no currency of its own, the few coins the refugees carried were those of Urtind. As they carved out the realm of Anderia, traders from the Dragon Isle visited the new settlements and began trading for what resources had been wrestled from the original inhabitants.

They used these coins to pay for the commodities, and this practise became adopted by the fledgling realm.

Recently, with the increasing wealth of the Merchants, the King has come under increasing pressure to introduce a unique Anderian currency.

Surprisingly, the call for the new currency comes from the Nobles and not the merchants. The merchants have realised that a new currency may well undermine their own wealth.

GAME STATISTICS

Money Conversion

The coinage used currently in Anderia are as follows:

Scales	a 4 dram copper coin
Claws	a 4 dram silver coin
Fangs	a 4 dram electrum coin
Wings	a 4 dram gold coin
Royals	a 4 dram platinum coin

1 Scale = 2 C&S Pennies	1 Claw = 1 C&S Shilling
1 Fang = 1 Crown	1 Wing = 2 Crowns
1 Royal = 2 Sovereigns	

1 C&S Shilling	= 1 Claw or 10 Scales
1 C&S Crown	= 1 Fang, 5 Claws or 50 Scales
1 C&S Sovereign	= 5 Fangs, 25 Claws or 250 Scales
1 C&S Dragon	= 1.5 Royals, 7.5 Wings, 15 Fangs 75 Claws or 750 Scales





SOCIAL GROUPS

There are many social groups amongst the inhabitants of Anderia, but the main groupings that concern adventurers are as follows.

Merchants

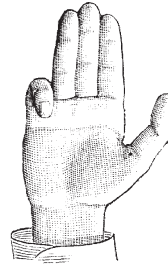
Within Anderian society, the Merchant class holds a large amount of power, in so far as they control the purse strings of the realm. With the majority of sales amongst Merchants being undertaken under Usurers Notes, the finances to back these notes are held by a small number of Merchant Princes. In some cases these Merchant Princes are also Nobles of the Realm, but a few are common men, traders who have by shrewd business acumen acquired a great amount of wealth. These men provide some of the backing for the continuing disputes amongst the Red and White Scarves.

Although disliked by the Nobility, they have little choice but to accept them as they currently have the means to pay the many mercenaries hired by the Barons for their little "Wars".

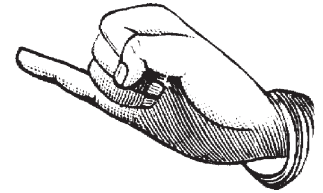
Thieves Guilds

Within Anderian Society lurk a number of hidden groups, those with knowledge reckon on the Elder Brotherhood being the most powerful. Others believe that the Merchant houses wield the real power, while a few still say that the Barons hold the upper hand by might alone. But within these groups they speak of another group, a group that holds sway over the Merchants through fear, that disgusts the Elder Brotherhood and is foolishly ignored by the Nobles. They are the many Thieves' Guilds within Anderia. Each town has a small guild which in turn owes fealty (albeit a loose one at that) to the Guild in the nearest city. Thieves who are not members of a Guild do not benefit from the network of fences, safe houses and other benefits that the Guild can offer. Invariably, the many Guilds also try to 'muscle' in on each others' territories which can lead to some rivalry in the larger towns and cities. The further away from a city, the more independent the guild is, with its Guildmaster regarding himself as a major citizen. All of the guilds share and teach the knowledge of Kaldran, the sigils that they use to send messages and also Fiskal, the sign language, examples of which are shown opposite. Both should be regarded as Ancient Languages to learn as skills, unless one is a thief when they are vocational skills and learnt as if a foreign language, (Kaldran as both written and spoken, whilst Fiskal should be regarded as written only but used as a spoken tongue.)

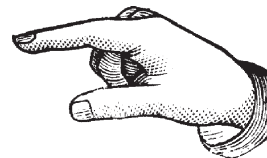
Below are just a few examples of the signs used by the thieves guilds in Anderia.



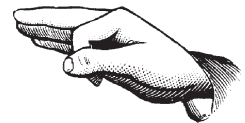
This gesture used in greeting indicates that there are many guards about.



This gesture means that the local Guildmaster wishes to see you straight away!



This gesture means that a lock needs picking.



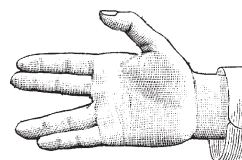
This gesture shows that a lock has been picked successfully.



This gesture used in greeting indicates that your guild dues are outstanding, pay up in 2 days or else!



This gesture indicates to others that there is a tripwire below.



This gesture is used in a handshake. It indicates that picking pockets in the area is easy, with no guards on watch.



This gesture is used to show that the area is clear of any traps.



Knighthood

This has a formalized sequence for learning the skills of a warrior and that of a manager of estates. These have been established under tradition for many generations. First, the person must be born into the correct family as only by inheritance can a person become a Knight. It is indeed a rare occasion that a sergeant or man-at-arms is knighted in the field of battle. It would have to be for a great deed such as saving his Lord's life or slaying a dragon.

The Page

At the age of 10 to 15 the aspirant will become a page and learn the ways of courtly life by observing their elders and doing those menial tasks assigned to them. After this period most girls become maids in waiting and the boys go on to become Squires.

Squires

These are boys aged 15 or older who have been through their service as a page. They are servants to a Knight and are expected to study the ways of the Knight while they serve. Those who are confident, religious and show aptitude may later become Knights. However, most remain as squires.

Most candidates must wait until the age of 21 before being knighted after serving six years as a Squire. Men knighted younger are exceptional but not unheard of. There are several grades of Knighthood, the difference being primarily one of wealth.

Knight Captain

These are Knights without a Liege Lord or land and offer their military services for pay. They are the lowest class of Knight and receive little or no respect from other Landed Knights.

Knight Bachelor

These are Knights whose income is derived directly from their Lord, either through direct maintenance or by cash payments. The word comes from "Bas Chevalier" or "low Knight". They may also be known as "Household Knights" because they live in their Liege Lords household, not on their own land. They form the Lord's bodyguard and standing army, and they travel wherever their Lord takes them. Their loyalty is crucial to the Lord's success so they are treated well and receive great honour.

Knight Vassals

These are knights who own their own land. They are substantial landlords and are capable of equipping themselves for war. They are duty bound to serve for 40 days of war plus 20 more should the Lord demand it. They are also obliged to serve three months of castle garrison duty and at court to offer advice whenever the Lord demands it. This group includes all of the major Barons, Dukes and Earls, for they are all Knight Vassals of the King.





GOVERNMENT

The absolute monarch at the present moment is King Alladan who is 43 years old. His Queen, Mone is only 21 years old and hails from the County of Sagrem to the south. They have no children and are not planning to have any in the near future. The King's mother is still alive at the age of 66. He has three younger brothers and two younger sisters. All of these siblings are jealous of his power as monarch and secretly plot to overthrow him. Each member of the King's government plots to further their own position and have raised their own private armies, under the auspices of the Red and White Scarves dispute. The monarchy is advised by a simple but effective bureaucracy consisting of:

Members of the Chamber

Lord High Chamberlain
Keeper of the Rolls
Astrologer Royal
Physician Royal
Interpreter Royal
Master of the Royal College of Arms
The Royal Jester
Musician Royal
Musicians

Earl Nicholas Montforte
Master Harvey Kinthorp
Master Luther Pengor
Master Carl Junger
Master Peter Lain
Baronet Marvin Orlow

Poet Laureate
Royal Chef
Royal Food Taster
Chief Scribe of Chambers
Scribes of the Chambers
Servants of the Chambers

Guy Lucky
Justin Veron
12 other entertainers who come and go at His Majesty's pleasure
Arthur Monsort
Master Gilbert Arnou
Position changes often!
Master Kevin Polorson
20 other scribes.
150 other staff with more menial duties.

The Members of the Exchequer

Chancellor of the Exchequer
Clerk of the Chancellor
Scribe of the Chancellor
Scribe of the Exchequer

Count Ricardo Viselli
Master Orin Lorkin
Master Fredrick Collon
25 scribes destined to be accused of pilfering
Baron Colin Derwent
Master Adrian Miles
Master Steven Darlon
25 scribes destined to be accused of pilfering
Master Daniel Hawker
Baron Wesley Porter
Master Trevor Spliter
Master Roger Kildon

Treasurer of the Exchequer
Clerk of the Treasurer
Scribe of the Treasurer
Scribes of the Treasury

Treasury Chief Assayist
Governor of the Royal Mint
Engraver Royal
Master of Coinage

Chief Scribe of the Mint
Scribe of the Mint

Master Nigel Horthorn
10 good men

Military Bureaucracy

Marshal of the Realm

Chief Constable of the Realm
Captain of the High Guard

Duke Ferdinand
Gabrow
Baronet Justin Carvon
Knight Commander
Sir Robert Gallad
Knight Commander
Sir Tristram Ingle
60 men of honour and worth
60 men of honour and worth
120 men
120 men
Sir Robert Lovell

Captain of the Low Guard

Knight Bachelors of the High Guard
Knight Bachelors of the Low Guard
Sergeant of the High Guard
Sergeant of the Low Guard
Forester Royal

Members of the Chancery

Chancellor of the Realm
Keeper of the Privy Seal
Keeper of the Charter Rolls
Chief Scribe of the Chancery

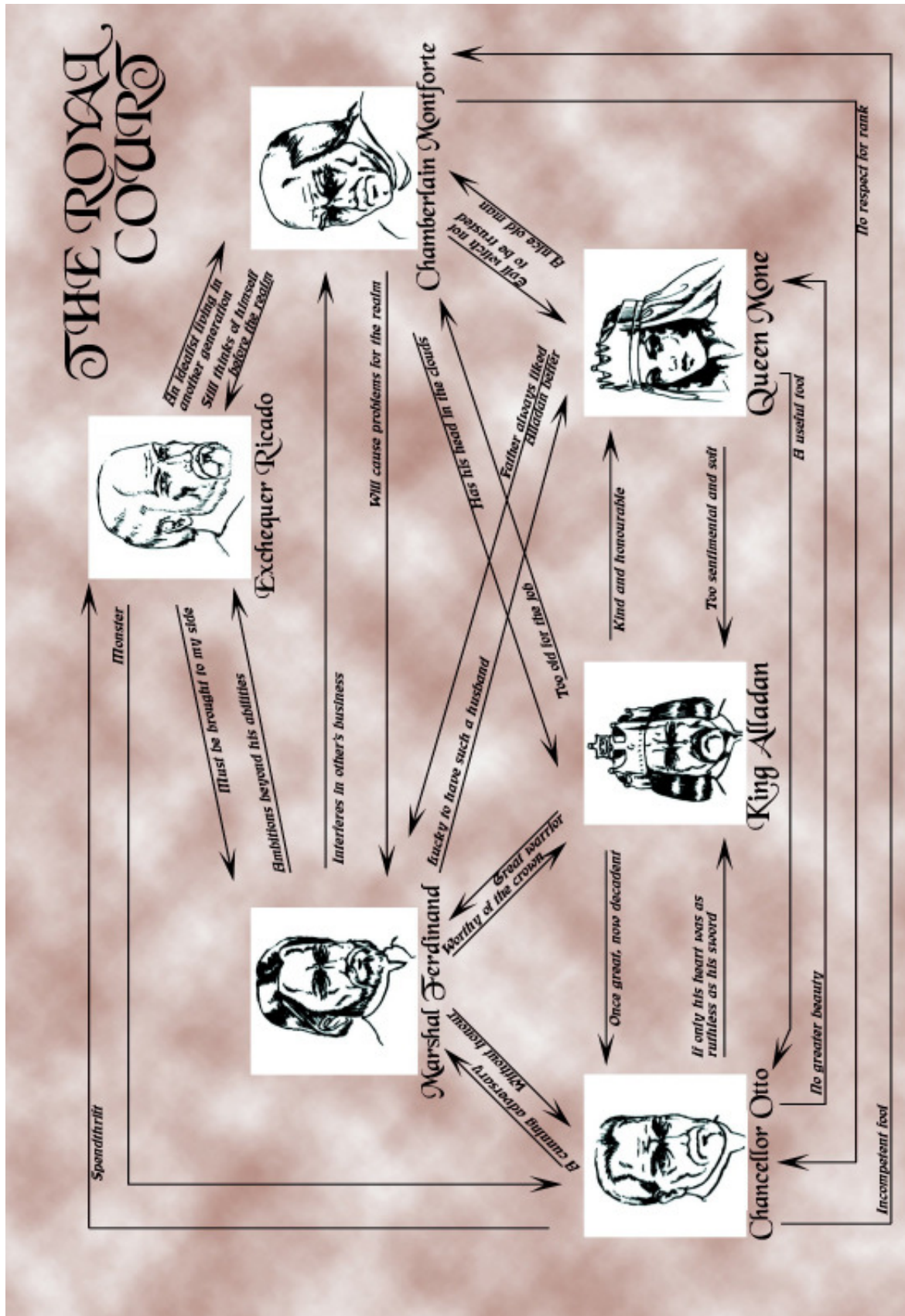
Duke Otto Letor
Baron Morcom Kelbore
Master Luther Poe
Master Gordon
Henersay
30 men incapable of treason
Sir Harlon Tregor
12 men of goodly wisdom
Sir Fredrick Brook
50 men of no conscience and perfect memory

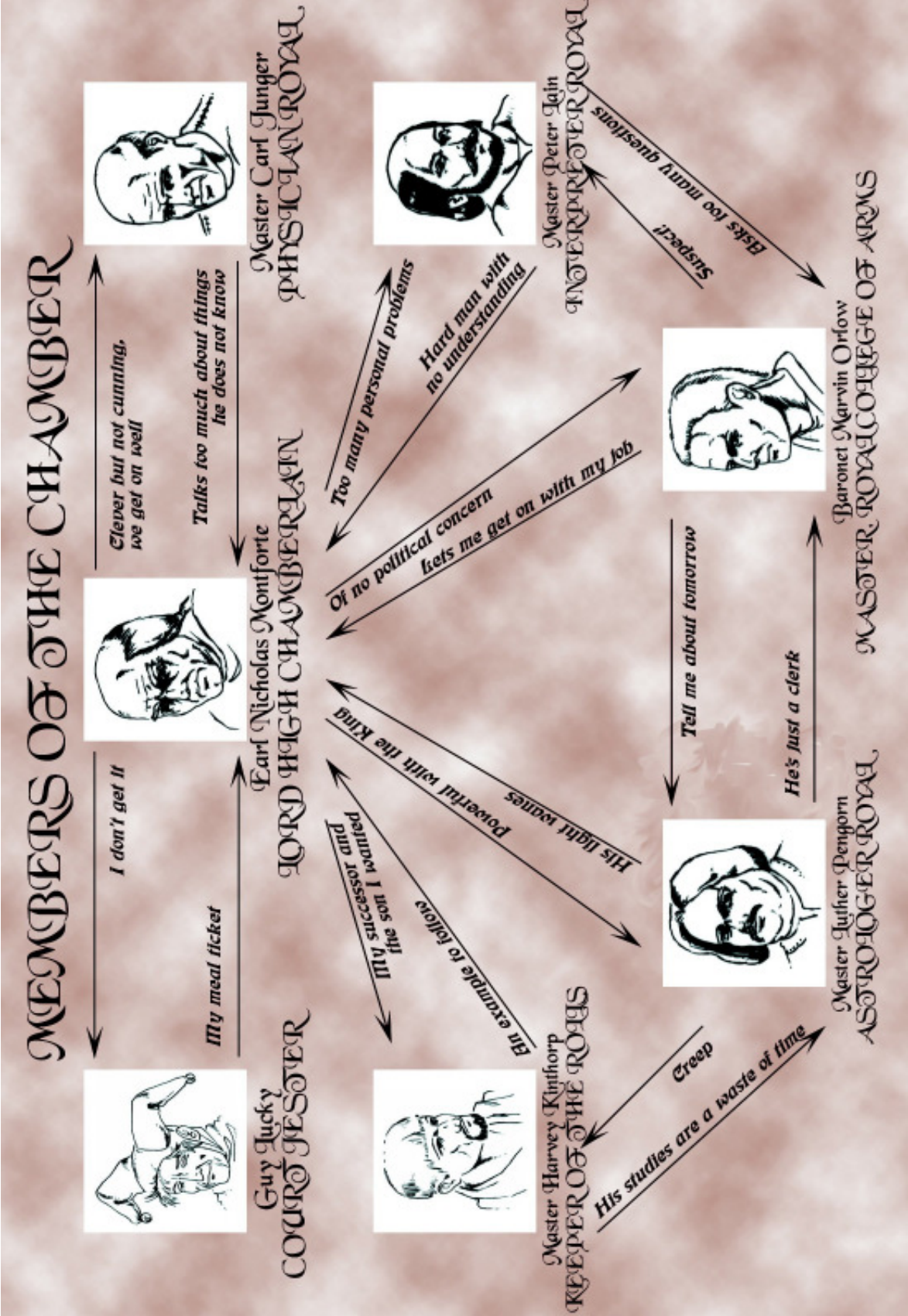
Scribe of the Chancery

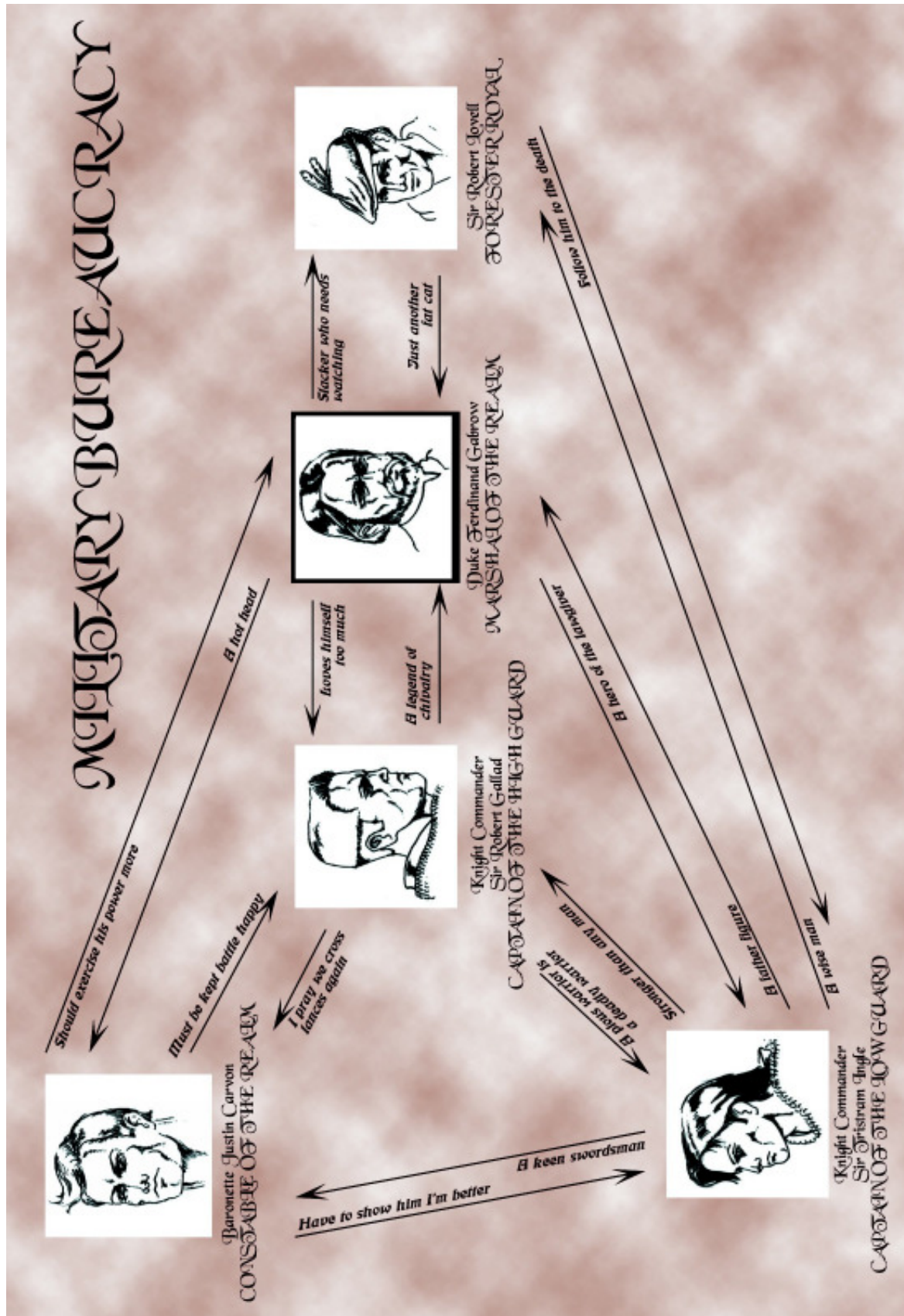
Constable of the Royal Towers
Ambassadors of Anderia

Captain of the Watch
Agent of the Chancery

The Kingdom is split into five large Shires (Holdshire, Borreshire, Vildenshire, Logrenshire and Pencalshire) and four smaller Counties (Hackham, Beaufort, Pomley and Sagrem). The County of Sagrem is the odd one out here as this is a conquered barbarian state and as such has no internal bureaucracy, only a Governor and his aides. The peoples here are very different and they do not co-operate with the officials. On the next three pages are some diagrams which show the interrelationship of some of the major figures in the countries bureacracy, and what they really think of each other. It must be remembered that each of these figures commands their own small army.









GAZETTEER

Name: ALBERCRAIG
Settlement Type: Town
Population: 2,200 (rises to 2,600 during race days)
Liege Lord: Baron Norman Tenly
Resources: Horses

Site of the Faeroe 100 horse race, the town is sited along the banks of the Inky River with the crags of the Carlegg Mountains close by. The town consists of closely packed houses surrounding a riverside market area. On the outskirts of the town are the corralls where the horses for sale at the market are kept. They are also used for the horses that are entered into the Faeroe 100. The race is only held when the signs are right. The race always has exactly 100 of the finest horses and riders enter, but only 99 ever finish as one of the riders will catch the eye of the Fairy Princess and be taken by her to their realm. The signs are variable, but could be the presence of a ring of mushrooms; a lightning struck tree, a strange birth in the city or a cloud formation that looks like a female face.

Name: ASHLEY
Settlement Type: Hamlet
Population: 1,200
Liege Lord: Sir Kilbride Haversham, Constable of the King
Resources: Timber and items of an arcane nature

Ashley is a small settlement of timber hovels, surrounding a small timber motte and bailey castle that borders the Tumul Forest. The small keep is the residence of the King's wizard (one of only a handful of known wizards), a rogue by the name of Pollus Halding. He infiltrated the Elder Brotherhood and learned their secrets. The Brotherhood discovered his deceptions before Pollus could learn fully of their network, but too late to undo the arcane knowledge he had already assimilated. He now works for large amounts of money and power for Alladan, by providing prophecies and minor spell castings. Queen Mone sees this going on and laughs at the petty parlor tricks that impress the King so much.

Name: BALLINGAY
Settlement Type: Town
Population: 3,000 (rises to 4,000 during market days)
Liege Lord: Baron Karl Hasanun
Resources: Animals and religious items

The Baron here uses Orcs as slave labour. They are brought in from the Carlegg Mountains and for many citizens of Anderia this may be the only time they actually see an Orc. He uses them to build the walls around this large town, hoping to create a rich seaport city. The walls themselves are some thirty feet high in places and now surround the south and east sides of the town, the north is still awaiting the construction of the foundations, while the western harbour currently lies unprotected. The market here has a tendency to become rowdy as the people are also skilled in a ball game that runs through the main thoroughfare of the city. Strange animals from the mountains can also be seen here and act as quite an attraction for the well to do, especially as some are being imported from Bainbridge to the south. The town's cathedral is almost finished and will the inhabitants will see in the New Year with a tournament at which the town will gain its City Charter.

Name: BALTHORPE
Settlement Type: City
Population: 3,600 (rises to 4,200 during market days)
Liege Lord: Baron Tyler, the King's cousin
Resources: Religious items and a healing spring

Standing on the heights overlooking the mouth of the River Gargel, this small city has built up a reputation as having some of the finest healing springs in Anderia. The priests of the cathedral administer the healing gifts of the spring waters, a task they have performed since the cathedral was founded. The cathedral has been in existence on this site since 247 AU and it is the oldest structure still in its original condition - surrounded as it is by many timber framed wattle and daub buildings, the white limestone of the cathedral stands out. Every seventh day a flourishing market sells various goods to the many visitors to the city.



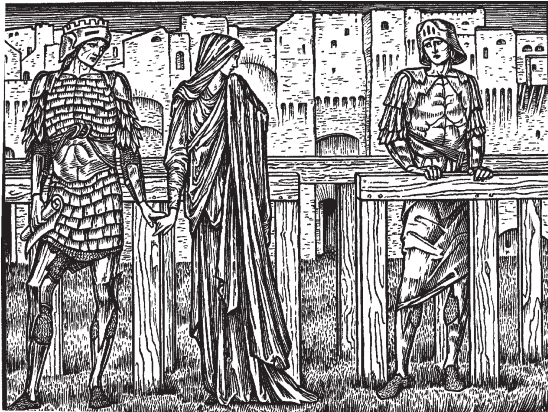


Name: BANKING
Settlement Type: Village
Population: 2,700 (can rise to 3,500 with the addition of Pilgrims)
Liege Lord: Baron Thomas Verrier
Resources: Spiritual Healing and the home of a Holy Relic

Towards the headwaters of the Stormflow River stands the small village of Banking. The stone cottages of the village lie amongst the woodland, at the foot of a series of rapids and waterfalls. Banking was the home Saint Bruno, a pious man in his time, he endured the tortures of the flaming brand but it is said that his faith in the Lawgiver healed his wounds almost as soon as they were made. Upon his death many of his relics were dispersed throughout the realm, and his knucklebone, kept within a silver reliquary, resides in the small village church. People from all over Anderia come here for spiritual and bodily healing. Also attached to the church is the Fighting Order of St Bruno, dedicated to fighting the oppression of the truly faithful in the name of the Lawgiver.

Name: BARAMERE
Settlement Type: Hamlet
Population: 1,400
Liege Lord: Sir Malcolm de Warenne
Resources: Home of a Sword Master

The cluster of hovels that passes for Baramere straddles the lowest ford of the Inky River. Its only real claim to fame is that the hamlet is home to Master Alfred Whitle. Also known as 'Skewer' or 'The Tempest', he is one of a new breed of Sword Masters that are advocating lighter blades and greater speed in duels. They see the armoured duels as a waste of time with most combats ending in exhaustion rather than a wounded settlement of honour. To try to prove their point, they have singled out various upstarts and challenged them to a duel without the benefit of armour. The faster blade is devastatingly effective. The opponent of course also wears no armour, as honour would not be served if they had such an advantage.



Name: BASENBROOKE
Settlement Type: Town
Population: 2,800 (rises to 3,500 during market days)
Liege Lord: Sir Michael de Fitz, Constable to the King
Resources: Fine beers and home of a Thieves' Guild

This remote town lies atop the northern stretches of Balon Heath. Despite its remoteness, a large market has sprung up here over the last ten years. Its popularity is unexplainable but it has also attracted the thieves community (due in part to the number of prospectors using the town). The market square is surrounded by many fine stone built taverns and inns, which radiate out along the streets of Basenbrooke. These inns act as the home of many miners and prospectors who try to find a big strike in the Bright Steep Mountains. However, they tend to spend any finds in the town, usually on the local beer which is traditionally drunk from the ceramic tankard called a "Fisher", always saying "the big strike" is just around the corner.

Name: BENSTONE
Settlement Type: City
Population: 11,500 (rises to 13,500 during market days)
Liege Lord: Duke Charles, the King's brother
Resources: Minerals and headquarters of the major Guilds

The city has grown up around a large royal castle which stands upon a hill, alongside the Stormflow River. The castle is heavily fortified and a surrounding wall has been started to take in the current buildings and the cathedral, all of which are built from the local sandstone (after which the city is named). A decent sized market is held in a large meadow every seventh day for the nearby fiefs. It is usually held across the river and is reached by the great bridge recently built at the Duke's request. The mineral wealth of the area has increased the population of troops in the area and many soldiers and mercenaries can be found here. Since the city is the home of the Guild Bureaucracy, guild member's flock here once every year for the Masters' Vote, a very important ritual in the Guild if you have a political frame of mind.



Name: BLACK CLIFF
Settlement Type: Town
Population: 2,700 (rises to 3,400 during market days)
Liege Lord: Sir Nigel de Warenne
Resources: Works of art and various written works

This small town lies at the heart of the County of Sagrem with its many wattle and daub hovels gathered around a small market square. Despite its outward appearance, when you see the inhabitants it becomes obvious that there are more than a few scholarly types residing here. Although the river Lustre is narrow at this point, its depth and current make it treacherous to cross, which has resulted in the Governor demanding a bridge to replace the ferry. At present only the foundations have been completed, the many disruptions from the local Pagan population having delayed proceedings. At the market, held every tenth day, the typical stalls are lexicographers, accountants, astrologers and other men of knowledge such as philosophers and sages. Artists also have a large representation in the town and with all of these lower rank arts Black Cliff is regarded as strange by even the worldliest noble.

Name: BLACKMOOR
Settlement Type: Town
Population: 5,700 (rises to 7,200 during the monthly fair)
Liege Lord: Earl Ian Malay
Resources: Works of fine art, and many scholarly works.

Known as "the town of two bridges", Blackmoor lies at the fork of the rivers Lustre and Sponlon and a bridge stands at either end of the town to allow passage over both. The Earl has a large citadel here but sadly it is in need of much repair following a recent siege. A small country style market is held daily and provides a focal point for the surrounding area, but it grows in size once a month when a well renown monthly fair is held. Hidden deep within the social structure of the town is a chapter of the Elder Brotherhood known as the Cosmic Wind. They have been working here to destroy some chaos monster that continually brings the city bad luck. One of the well-known citizens of the town is Ralph Henddon, a very good artist who is becoming known throughout the kingdom of Anderia. His works line the walls of many of the Nobles' castles all over Anderia. He primarily works with oils and his best works are portraits. The back streets of Blackmoor are littered with scholars of all specialities and areas of knowledge. They are shunned by a militaristic society but continue to be dedicated to their field of study. It could even be one of these who may be the cause of the chaos that blights the city of Blackmoor.

Name: BORENHAM
Settlement Type: Town
Population: 4,200 (rises to 5,500 during market days)
Liege Lord: Baron Getan Malay, the King's uncle
Resources: Metalwork goods and large weekly cattle market

Located in the heart of the county, the town provides the central focal point for all fiefs in the surrounding region. A market, which takes place every seventh day sees the farmers and serfs bringing fresh produce from the fief to the town along with fine specimens of local cattle. The strong stone houses of the town are the home for numerous forges and these provide the base for the teeming metalcraft industry, whose workers produce excellent metalwork of all kinds.

Name: CAINSTER
Settlement Type: Hamlet
Population: 1,500
Liege Lord: Sir Jules of Guerre
Resources: Glue

Herodate, who recorded that he visited the town here, said; "Never a smellier town have I roamed since Calathag (in the neighbouring realm of Milthar) when the plague had devastated the town leaving a stench along every street." It is often said that only a fool visits Cainster in the hot summer months, since it is then that the smell is at its worst. The town is also famous for its strong adhesive glue made from the bones of dead animals. The curiosity is where do the dead animals come from, as Cainster is not known for the vast number of animals in the area?

Name: CALDRON
Settlement Type: Village
Population: 2,400 (rising to 3,500 during harvest)
Liege Lord: Sir Andrew Carran
Resources: Cider and fruit (mainly apples)

The many apple orchards surrounding the town contribute to the town's one and only famous feature - cider. This is the cider capital of Anderia with various colourful names for its brews like - "Dead Man's Amber", "On yer back after two", "Never again!", "Sweet Water Megan" and the most popular: "The Bard", named for its ability to make people sing like a bird. There are many inns and taverns, which become filled by fruit pickers at harvest time and by tasters during the winter months. Various barrels of the brews are frequently shipped to both Constitution and Hope for the King's table.



Name: CAREMORTON
Settlement Type: Hamlet
Population: 1,200
Liege Lord: Sir William Leblanc
Resources: Copper

This thriving fishing hamlet with its timber cottages and slate roofs also benefits from the many local mines. These large copper mines in the surrounding area are well used and well guarded by royal troops. The local market sells home made bracelets and lucky charms made from the copper ore that can be found loose in the area. Occasionally ships will anchor off the coast while ore is ferried to them by the local fishermen, who use this opportunity to supplement their income.

Name: CLODBURY
Settlement Type: Hamlet
Population: 1,400
Liege Lord: Sir Lomsden, Constable for Duke Ferdinand
Resources: Pottery

The hamlet is renowned for its stylised pagan pottery, which has even reached the royal court. A ruined keep with a black history lies just three miles from the town. The keep, known to the superstitious as "The Spike of Doom", was home to Baron Nathan Azlim, a practitioner of the black arts. He is said to have abducted townsfolk for his work, made mercenaries of Orcs and evil was said to have walked the land at night. Duke Ferdinand, hearing of this trouble in his domain sent some of his best men to oust this malevolent beast, along with Sir Willis who was to be the Constable for the fief and town. Their story is long and sad, for they never returned and the tale is only known from the retrieved journal of Farther Ballingay who accompanied them as chronicler. The Duke went into a rage and sent a small army to defeat Azlim and though their battle was long and hard, they pulled down the tower and captured Azlim.



Name: CLOWDALE
Settlement Type: Hamlet
Population: 1,200
Liege Lord: Sir Benley Revell, Constable of Duke Fudego
Resources: Wine

The first time you encounter Clowdale is travelling westwards from the capital, Constitution. The road suddenly leaves the verdant forest and you find yourself amongst lush vineyards. The vineyards yield a good crop and create an unremarkable but tasty wine. The hamlet surrounds a large timber hall where the grapes are traditionally pressed in large wooden vats by walking, and visitors to the hamlet are always welcomed with a chance to sample the latest vintage. The harvest time is normally a holiday season, with all the inhabitants discarding their usual jobs in order to bring in the grapes and bottle the wine while they are at their best. The end of the harvest is celebrated with a huge party where everyone eats, drinks and makes merry.

Name: COINMINSTER
Settlement Type: Hamlet
Population: 1,400
Liege Lord: Sir Willimow Crane, Constable of the King
Resources: Minerals

The town itself is nondescript, but deep in the earth of Coinminster, as its name betrays, is a secret facility that turns plundered golden coins into a new Anderian currency.

Should the shrouded facility be uncovered, secret garrisons are nearby, and the town is filled with spies belonging to the King's Scarlet Messengers.

Some local peasants have begun to avoid the small Hamlet, saying "Thems that goes yonder nay return!"

This is a reference to a small band of local brigands, who made the mistake of venturing into the settlement. The Scarlet Messengers made sure that they would never reappear, they simply vanished.



Name:	CONSTITUTION
Settlement Type:	City - Capital
Population:	27,500 (rises to 31,000 during market days)
Liege Lord:	King Alladan
Resources:	Market, arms, armour, religious artifacts and various imported goods

Constitution is the capital city of Anderia, King Alladan holds court here and the fine palace is a good example of Anderian architecture. The city holds a market every day in Centenary Parade and this is the largest market in the kingdom, with some areas undercover in a section known as the Orbit. For security the Royal Treasury lies deep within the barracks area and all of the currency reserves of the realm and royal treasures are stored here. Some sea trade comes through here, but the majority of this is from Privateers sanctioned by the King to raid other shipping. Some of the finest arms and armour in the hemisphere are manufactured in Constitution, with excellent work being produced by both Villian De Rothfell and Charles Morton. The large marble-faced cathedral, dedicated to the Lawgiver, is a site for pilgrims from all over the realm and regular holy days can swell the population of Constitution beyond tolerance. The walls of Constitution are vast and extend into the distance from any reference point, while, once inside, the visitor is met by a marked contrast between the areas of the city, known as Quarters.

The Royal Quarter is extensive and is lush with plants and gardens. Few shops or trades are represented here unless deemed necessary by royal proclamation. The Guards on duty here are the best available and they patrol the quarter at regular intervals. The Royal Quarter is even lit by night so that the nobles of the realm may walk the gardens after dark in apparent safety.

The Merchants' Quarter is less extravagant than the Royal Quarter but of the same spacious design. Most trades and guilds are represented here with high quality luxury goods being most predominant. Although not formally lit at night, many of the shops trade into the night and the light from these does tend to illuminate the quarter somewhat. There are also regular patrols of guards, sponsored by the merchants in the area.

Downtown is a midge-modge of merchants who have not quite made the grade and guildsmen who have been exiled from their particular guild, for one reason or another. Shops of all kinds can be seen here and as the area is the prime residence for knightly town houses, a large selection of Ostlers, Weaponsmiths and Armourers can also be found too.

The **Waterfront** is a rough and dangerous area by night and full of hustle and bustle by day, with ships bringing visitors and travellers to Anderia, and pirate ships, sharing the same docks. Many thieves work this area looking for fresh targets off the incoming ships. There are a large number of inns and taverns which line the streets, whose quality is as variable as the tide. The shops and trades found here tend towards the exotic with many visitors from distant lands setting up curiosity shops. Alchemists, Astrologers, Magicians, Mercenaries, Physicians and strange followers of other religions etc can be found residing in this area.

The **Market Quarter** is a large area dedicated to the permanent outdoor and indoor markets of Constitution. It is a choice area for thieves, who are run by organised groups, and any freelance thieves in this area had better be good or they will quickly be found dead in some forgotten alley. Travellers are fairly safe in this area as very little violence is tolerated by the leaders of the groups, and it is only if someone accidentally sees or hears something they should not, that they are likely to come to any harm. The area is split into several sections, each of which is run by separate group each headed by a chief, The Hub, The North spoke, The South Spoke, The East Spoke, The West Spoke and the Orbit. Of these six areas, the Orbit is the most dangerous, run by someone known as The Principal, with the group gaining a distinct reputation. The Principal has defended the Orbit against all of the other chiefs and even the King's Own Scarlet Messengers.

The Commons has very little in the way of thief activity as most of the travellers have nothing to steal or are the stealers returning home. However, murder is commonplace here due to inter-gang rivalry and a distinct territorial motivation. All of the bread and butter type trades are represented here along with street traders, beggars, tinkers and scholars.

The **Jewellery Quarter** has much opulent architecture and the very wealthy live here guarded by well-paid mercenaries. The shops are all of the jewellers and goldsmith crafts but the odd moneylender breaks the pattern.

The **Military Quarter** contains the barracks for the town guards, and parade grounds along with the tourney field are part of this area's sights. The streets here also tend to be fairly wide to enable troops to march down them with ease. The greatest dangers here are from being called out for a duel (especially if you offend someone without realising it), or being run over by a speeding knight on horseback.



Name: COWSTINGS
Settlement Type: Village
Population: 2,000 (rises to 2,400 during market days)
Liege Lord: Sir David Saltar
Resources: Timber

Many debates are centred on Cowstings. Firstly about the town's name, and secondly since its origin is on the site of an old pagan ruin. The town itself was home for several years to the scholar and historian Herodate who said, "Energy surrounded the town that gave me spirit to complete my works".

Name: DASSUP
Settlement Type: Hamlet
Population: 1,900
Liege Lord: Sir Malladan Gestang
Resources: Wool

A nondescript collection of wattle and daub hovels that cower at the foot of a motte and bailey castle. This fortification, the timber keep of which is being converted to stone, is the home of Sir Malladan, the famous tourney knight. His keep is filled with the armour of his victims at the joust. The hamlet itself has a small collection of spinners that produce some of the best quality spun wool, garnered from the local sheep.

Name: DORMOUTH
Settlement Type: Village
Population: 2,100
Liege Lord: Sir Henry Grange
Resources: Fish

An unremarkable fishing village sited at the mouth of the Wetlands River. Its only claim to fame is the view of the sea and the safe natural harbour that it overlooks. It is also the home to a number of smugglers who make the most of the safe coves in the area.

Name: DUNHOLLOW
Settlement Type: Village
Population: 2,400
Liege Lord: Sir Stephen Percy
Resources: Ironwork and other metalwork goods

Hidden amongst the forest in the shade of the Bright Steep Mountains lies Dunhollow. Amongst its many well-built houses lies a smithy which houses a magical anvil, reputedly to be of Dwarven origin, which enables the local smiths to create their great ironwork. It has an excellent history of metal work with wrought iron products, making good use of local timber for fuel and locally mined iron ore, which has a naturally high carbon content. Several of the smiths have earned royal acclaim by producing goods for the royal palace at Constitution.

Name: DUNSTERN
Settlement Type: Town
Population: 3,200 (rises to 4,100 during market days)
Liege Lord: Baron Harold Neville
Resources: Market, timber, wine and longbows

The market, which is held here every ten days, sells a wide range of products made from wood, with local carpenters taking advantage of the locally grown birch, elm and oak. Bowyers here make the famed longbow with some of the heaviest pulls in Anderia; they can even make bows with a draw weight of 200lb, which even the strongest archer would find uncomfortable to draw. The oak casks made here are used to produce a fine wine, deep red in colour and with a fruity flavour that the people in this part of Anderia love. Export of this has never taken off as many find the strong taste too much.

Name: EVENLIGHT
Settlement Type: Hamlet
Population: 1,500
Liege Lord: Sir Gawath Jones
Resources: Inns and taverns

The home of Sir Gawath, once a household Knight of the King's elite guard (even though he holds lands of his own). He left the King's Household in disgrace, the reason unknown, and now wanders the streets of Evenlight and the remainder of his fief, as a poor preacher of the gospel. The town is also famous for a number of fine bards who ply their music and stories of adventure whilst wandering the taverns and inns of Evenlight. They tell of the Elves and the Little People, of great battles and dragons' treasure hordes. A fine evening can be spent at the "Golden Goose" listening to the strumming of John Silkenvoice and hearing his stories of once upon a time. Adventurers tend to stop here awhile to recuperate from their toils in the wilderness and thus the bards have access to more material for their epics.

Name: FALKEY
Settlement Type: Village
Population: 2,600
Liege Lord: Baron Thomas De More
Resources: Fine porcelain

Unlike the white china type clay found in most ceramic areas, Falkey uses a clay that when fired has a unique blue hue to it. The products made from this are sold at the nearby markets in large numbers - some has even been seen at the summer palace of the King at Hope.



Name: FARMOUTH
Settlement Type: City
Population: 15,500 (rises to 18,000 during market days)
Liege Lord: Duke Blaize, the King' uncle
Resources: Ship building, seafood and clothing

The city is famous for its simple outdoor market that serves the local fiefs and the fresh seafood that can be purchased here is excellent, with offerings of cod and haddock being some of the best in the realm. Farmouth is the centre in Anderia for the ship building industry. They build the small sturdy ships that are able to turn in the wind with frightening speed. These ships have harried foreign traffic for many years with great success. The people of Farmouth are very fashion conscious, and as such the area has attracted the best tailors and cloth merchants in the Kingdom. However, some of the areas around the city are subject to bandit and brigand attacks.

Name: FAVENGER
Settlement Type: Town
Population: 7,500 (rises to 9,000 during market days)
Liege Lord: Earl Courtlan, the King's uncle
Resources: Market, arms, armour and religious artifacts

The market here has a reputation for the strange and bizarre with many alchemists showing their wares to the public and a goodly number of religious artifacts available for sale. Derrick Patterson is the Master Armourer in the town and has made some excellent pieces, his reputation is such that his arms and armour is custom made to order. Religion here is an important part of the social structure. The citizens of Favenger take any lack of faith very seriously and unbelievers are tolerated, though occasionally spitting and stone throwing are known to occur.



Name: FAYFIELD
Settlement Type: Hamlet
Population: 1,200
Liege Lord: Sir Colm Jarvis
Resources: Metalwork

Fayfield is the home of the world's strongest man, Jason Canberry. Jason is a simple farmer who has achieved some limited fame for his inhuman strength. The local fair hosted a strongman competition and contenders came from far and wide. There were several feats of strength to be performed each one more difficult than the last with the final test being lifting a cart filled with children. All of the contenders failed except for one; a large man from Hope, a giant in a man's skin, Hallan Dunley. He lifted the wagon of children though his muscles bulged and his sinews cracked. So you ask how did Jason become famous? He lifted Hallan lifting the wagon!

Name: FENHILL-ON-MOOR
Settlement Type: Village
Population: 2,500
Liege Lord: Sir Jason Underhill, Constable to the King
Resources: Ponies

Fenhill-on-Moor is located at a junction of two main routes and a major ford across the Aengel River. The village is most noted for the local sturdy ponies that are bred here. Kalon ponies were used by the Pagans and are still used by many families in Sagrem.

Name: GAINBURY
Settlement Type: Village
Population: 3,200
Liege Lord: Sir Raymond De Falton, Constable to the King
Resources: Wool and cloth

Situated on the lowest fordable crossing point of the Lustre River, Gainbury has suffered recently from the loss of its Lord and many men in conflicts with a neighbouring Baron. Still without a lord, the fief is held by a Constable of the King, pending assignment of the estates and the title of Baron. A propensity of sheep has given rise to a thriving textile industry in the city with various types and weights of woolen cloth being made. In this respect, the city is becoming famous for a light weight tweed cloth known locally as "Gainbury Tweed". Gainbury is attempting to re-introduce its once famous Cloth Market and regain its Town status.



Name: GENGORGE
Settlement Type: Town
Population: 2,600 (rises to 3,100 during market days)
Liege Lord: Baron Kolin Purter
Resources: Fish

The town of Gengorge, which is located on the River Girth, is relatively non-descript but it is noted for a fish dish that is made from a local variety of fresh water fish similar to the Barbel. It is quite spicy, using local herbs to add tang and heat to the dish, and while some consider it to be a classic, others say that it is an acquired taste. The King's personal cook hales from here, and has introduced the dish to him, which, it is said, has become a royal favourite.

Name: HAGTONBURY
Settlement Type: Hamlet
Population: 1,500
Liege Lord: Sir Franklin De Borvan, Constable to the King
Resources: Iron ore

Sir Franklin was knighted for his action in battle for saving the life of Baron Getan Malay, the King's uncle. As a further reward Franklin takes the rent of the hamlet for his own. The local mine delivers some of the best quality iron ore and with the placement of Franklin as Constable, the King has secured this valuable asset for his own use.

Name: HIERIDGE
Settlement Type: Hamlet
Population: 1,100 (rises to 1,400 during visits from Royalty)
Liege Lord: Sir Nigel Warren
Resources: Hot springs and war horses

The horses bred here are the finest war-horses in Anderia and accordingly due to this it is these horses which are used for the Royal Cavalry. Altherik the One-Handed, a master horse trainer, trains them in dressage. He asserts that the hot spring water here contains something that gives the horses their power and intellect. The hot springs also attract the royalty as the ancient pagans that once lived here crafted great baths, in which people could bathe and feel the recuperative effects of the hot water. They had fallen into ruins when the town was founded but are now restored, although sadly not to their former glory.

Name: HINGLEY
Settlement Type: Town
Population: 2,900 (rises to 3,200 during market days)
Liege Lord: Baron Ian Kaleson
Resources: Market and fruit

A very beautiful town, Hingley has extensive orchards where during the early summer the blossoms create a wonderful aroma. Many who visit here say that the groves are enchanted by the fey who made them fall hopelessly in love with a stranger. True or false, the fruit of Hingley is certainly in demand.

Name: HOPE
Settlement Type: City
Population: 22,000 (rises to 25,000 during market days)
Liege Lord: King Alladan
Resources: Market, wine, ceramics, minerals and religious items

The official second city of Anderia, the King will hold his winter court here as the weather tends to be milder during these late months. The entourage that accompanies him brings a great influx of wealth to the city. However, unlike the market at Constitution, Hope has no fixed site or dates for market days. It tends to be a very hit and miss affair with the defining factors being such things as the weather, visiting dignitaries, holy days and crop yield, all of which will affect the turn out.

One thing that the area is renowned for is the fine quality of wine that is produced on the terraces which can be seen on the hillsides outside the city. Large oak vats give the wine a distinctive enough flavour on its own, but add to this the rosemary that is grown in between the vines, and a unique blend is born that is sought by connoisseurs from far afield.

Hope is fortunate in that the hills and mountains here provide a fine quality white clay not unlike china clay. With this the Pagans of the area craft fine ceramics that Anderia exports for great profit. Minerals are not uncommon in the mountain regions of the south and heavily guarded caravans carrying gold and silver are often seen travelling to the north during the summer months. The south has been branded lawless and godless, this is mostly due to the actions of the pagan rebels of the area and the recent and increasing incursions of Humanoid races into the area. The religious leader of the area is Caltanovar Wolarty, who continually pesters the King for more troops and greater budget to put down these rebellions and return the people to the true faith of the realm.

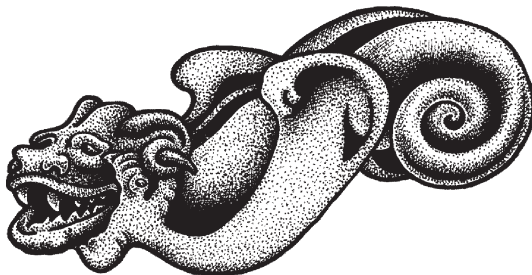


Hope has no regular design, it simply sprawls out on either side of the main highway which runs through the city. The city walls, added as an afterthought, are of cheap construction and in poor repair, requiring funds from the royal coffers to make good. Even the Cathedral here is in partial ruins, the priests are living in the west wing after the heavy rainfall a year ago collapsed the other roofs. Caltanovar Wolarty is permanently in Constitution, lobbying the nobles for help (and their money), and while they see him as a pest at best, he is the essence of the church. The central citadel is a huge castle, known as Castle Diamond, which has double walls and double towers, and is considered to be the best defensive structure ever built in the Kingdom. Some say it will never fall. It is however, permanently undermanned and should any attack be made against it the response would be measured by their lack of numbers.

The city is noted for its dirty streets and the multitude of beggars who have crafted begging into a mystical quasi-religious art form. Despite attempts to rid the city of these undesirables, they keep returning. No thieves' guild operates in the city and thieves run an independent show with tightknit family groups forming small thief bands. Travellers are more likely to fall ill from food poisoning and other such complaints than from a thief's dagger. A large percentage of the population of Hope is of the poor and starving type, mainly because Hope is a free city and so more than a few peasants come here to hide for a year and a day, to earn their freedom.

Hope, despite its appearance is a place where adventures start. The hills hold the promise of gold or silver and the mountains are littered with old Pagan ruins, Orc infested but containing strange magical devices. The forests are crawling with brigands and bandits that need hunting down and more than one or two treasure maps have made brave adventurers wealthy.

The city is also home to some of the best and most creative minds in the realm. Working in stone, a masterpiece is created in a hovel on Chipping's Street. A young boy performs his apprentice work in oils and a woman weeps at the beauty of his artistry. The blue tint of the pottery is decorated with cornelia and turquoise and so a royal vase is created. Deep in the dark an Elder Brother predicts the coming of the Poison Tongue Orc tribe and plots his recruitment of heroes to win the day - for Hope.



Name:	HUNBERT
Settlement Type:	Town
Population:	3,000 (rises to 4,100 due to transient Cartographers)
Liege Lord:	Baron Weyland Aubrice
Resources:	Maps

This walled town is recognizable from a distance, because although the walls stand twenty feet high, many of the buildings have three stories and the red slate roofs seem to glow, especially at sunrise and sunset. A place worth visiting if you are of an adventurous spirit. Many of the finest Anderian cartographers here busy themselves copying ancient and rare maps. Some true finds have been made on the market stalls of this small town.

Name:	HUNTHORPE
Settlement Type:	Town
Population:	2,900 (rises to 3,400 during market days)
Liege Lord:	Baron Tesker Lordin
Resources:	Ceramics

This coastal town long ago abandoned the fishing trade after discovering large deposits of fine local clay and it is now considered to be the best market area for picking up cheap but excellent quality ceramic goods. While they are not collector's items they will certainly last a lifetime - barring accidents. The best pieces are kept for export to the Taraj Empire and you can normally find at least a couple of Taraj coastal merchant cogs harboured here.

Name:	KADEN
Settlement Type:	Hamlet
Population:	1,100 (rises to 1,400 during market days)
Liege Lord:	Sir Jules of Guerre
Resources:	Music

Kaden is a smallish hamlet of timber framed buildings with whitewashed wattle and daub walls. A small brook runs along the southern edge of the village and in the centre of the hamlet stands a large timber hall, raised above the level of the main street by stone arches. Beneath the arches can be found the weekly market whilst the hall above houses the Barorve School of Music. This school is the only location in Anderia where the common folk can not only learn how to play various instruments, but also to read and write music. The hamlet is also home to Lintas Darant, a writer of ballads that are very popular at court. He can often be found in the Barorve School helping his former master and tutor, the aging Hemas Barorve. The hamlet is also the home of Gloria Fabage, whose angelic voice is said to be in the gift of the Lawgiver, her singing can sway the heart of the coldest wizard.



Name: KELENWORTH
Settlement Type: City
Population: 5,000 (rises to 7,500 during Tournaments)
Liege Lord: Baron Edward, the King's brother
Resources: Tournaments, arms, armour, leatherwork and basketwork

The market here sees some unique examples of basketwork. The first day of every third month also sees a grand tournament. Held on the splendid and expansive lawns here, the prize brings knights from all over Anderia. Weaponsmiths and armourers have found a home here and while their goods are not up to the quality from Constitution or Westport, a gem can be garnered if patient. As a compliment to the metal armour, good leatherworkers can also be found here. No tournament would be just without the sanction of the Lawgiver, and this is done by the head of the town's militaristic cathedral blessing the tourney before it starts. The town is also home to the chapter houses of several fighting orders.

Name: KILDUR
Settlement Type: Town
Population: 2,700 (rises to 3,200 during market days)
Liege Lord: Sir Geoffrey De Raine
Resources: Fish

An unremarkable town with fish being their main produce sold at the market, which is held every seventh day. However recently, rumours have begun to spread that pearls have been found in the freshwater beds, and strange characters have been seen in the area.

Name: KLYSHILLMINSTER
Settlement Type: Hamlet
Population: 1,000
Liege Lord: Sir Michael Halban
Resources: Oil, tar, pitch, and religious items

The geothermal activity in this area has created various tar pits and bubbling oil wells. Rumoured to be the site of a miracle of St Mark a large abbey of monks has also sprouted here. They proclaim the healing qualities of the oils found here, while the town's inhabitants sell the tar, pitch and oils at a market held every seventh day. There is also a special market held on the first day of spring each year, since this is said to be the anniversary of St Mark's miracle.

Name: KOLOUN
Settlement Type: Town
Population: 2,000 (rises to 2,500 on market days)
Liege Lord: Sir Jeremy Dassaul, Constable to the King
Resources: Gems

The town is well visited by the wealthy nobles, who crave the gemstones and fine minerals that are mined here. They, of course, require their religious needs seen to and so a luxurious church has been erected for them. The church dominates this small town with its twin spires and leaded glass windows. The King will never relinquish this town, as the wealth from the sales of its gems is far too valuable to him.

Name: LAKE-ON-HEATH
Settlement Type: Town
Population: 3,200 (rises to 4,000 during market days)
Liege Lord: Baron Gaunt, the King's cousin
Resources: Arms and armour, religious artifacts and mercenaries

The market here is worthy of note for the religious relics that frequently and regularly seem to turn up here. Rumours of holy spirits in the lake have been circulating for years and, with the addition of a small Wyvern that has moved into the area, some of the greatest adventurer warriors of the realm are being attracted to the Town. Where there are warriors there are arms and armour - this town is no different and as such has a favourable selection of good weaponsmiths.

Name: LOWLAKE
Settlement Type: Village
Population: 2,200
Liege Lord: Sir Robert Davenport
Resources: Bows

This lakeside settlement of wattle and daub thatched hovels, hides a deadly secret. Under the auspices of Sir Robert, the bowyers of Lowlake have mastered the art of the re-curve. Their bows are as accurate and deadly as a longbow but without the large draw weights. Little is known of these, due to Sir Robert's desire to keep the knowledge hidden, as the avant-garde (all of whom are Red-Scarves) all use longbows. Sir Robert is a staunch White Scarf and so wishes to augment his own small army with these weapons. He knows that many more men will be able to use the recurve bow with the same deadliness of a longbow and so hopes to gain the advantage over his enemies.



Name: MAGORIN (Ogrenshire)
Settlement Type: Town
Population: 3,800 (rises to 4,700 during market days)
Liege Lord: Baron Gesepe de Ville
Resources: Herbs and spices, jewellery and ship building

A local folk and craft market is held every seventh day with flowers, herbs and spices, base jewellery and artists being some of the trades represented. The area has very different ideas about dress codes and the young aristocrats consider the tailors of the town very much en vogue. Magorin is also the home of the renowned shipwright, Alkensal, and his ship designs are arguably the best in the realm.

Name: MAGORIN (Holdshire)
Settlement Type: Hamlet
Population: 1,000
Liege Lord: Sir Edward Montague
Resources: Metalwork, arms and armour

Once a thriving town, the raids of brigands and bandits and the warring of the local nobles have reduced this large town to a way station. The limits of the town obviously once catered for almost double the number of its current inhabitants and abandoned habitats can be seen long before you reach the new town centre. A few weaponcrafters and armourers still trade with the local mobs to earn a living but the general population is poor and starving.

Name: MONARCHAM
Settlement Type: Village
Population: 1,700
Liege Lord: Baron David Warton
Resources: Beer

During the dark ages of Anderia when the kingdom was split into many small kingdoms, the town of Monarcham was the seat of King Bithold. Bithold was a just ruler and well loved by his people, however, his military skill was poor and the small realms were his undoing. The people of Monarcham brew a strong light beer that is served chilled and refreshes especially during the heat of the summer months.

The barrels of the local beer are kept hidden away in local underground caves. These caves somehow have a constant temperature all year round, just above freezing..

Name: RULEY
Settlement Type: Hamlet
Population: 1,700
Liege Lord: Sir Mark Giles
Resources: Stone and masonry

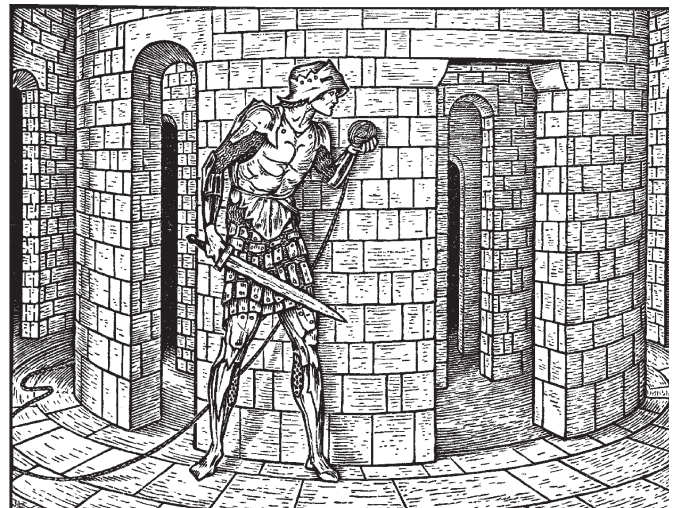
An area of excellent quarrying stone and much of the surrounding architecture has been erected using the stone from the quarries of Ruley. A skilled mason can work the light blue coloured granite of the area into an excellent block for fortifications or a flagon for a noble's great hall. Some of the populace have taken to carving the granite and their works of art are sold at the local market, held every seventh day.

Name: SALISMOOR
Settlement Type: Village
Population: 2,100
Liege Lord: Sir Jules of Guerre
Resources: Beer and a Thieves' Guild

A fine brew is exported from Salismoor. The town has a reputation for pick pockets and amongst the underworld it is said that entry into the Thieves' Guild is automatic if you hail from Salismoor.

Name: SKILON
Settlement Type: Hamlet
Population: 1,200
Liege Lord: Sir Jonathan Robson
Resources: Religious manuscripts

The small hamlet of Skilon has a nearby abbey that is noted for the brothers' copious copying of religious manuscripts. They turn out large numbers of highly decorated religious texts and sell them to passersby, giving a share of the profits to the local poor. The mystery is the speed at which they work, creating vast collections of scripture.





Name: ST CLIMES
Settlement Type: Hamlet
Population: 1,100 plus 43 Monks
Liege Lord: Sir Robert Mackson
Resources: Cast iron and bells

Tucked away in the heart of the Dolan Forest lies St.Climes. Named after a pious monk who sacrificed himself to save a fellow monk from a collapsing bell tower, legend has it that the bell never cracked but captured the image of Brother Climes on its surface. The small priory that the brothers lived in, built a new bell tower to house the bell, now regarded as a holy artifact. The priory has long since been abandoned, its ruins lie a furlong into the forest, but an Abbey has now replaced the priory. St Climes Abbey attracted many brothers skilled in metalwork and has become the site of the one and only foundry in Anderia. Technically gifted, the Brother Monks of St Climes, along with the layworkers of the hamlet craft large bells for the churches of Anderia.

Name: ST MARKS
Settlement Type: Village
Population: 2,100 (rises to 3,000 with pilgrims)
Liege Lord: Sir Geoffrey Hawkes
Resources: Religious artifacts and wool

The village of St.Marks lies in a bend of the Stormflow River, its limewashed wattle and daub buildings overshadowed by the marble church of St.Mark. The village is home to the fighting order of St. Mark, the large church and religious centre which has built up around the church of St Mark. Once claimed to be the site of St Mark's third miracle - the DESTRUCTION OF THE HOST where 1,000 Orcs are said to have been turned to dust and blown away on a wind singing like the voice of angels. The attached Chapter House of the small fighting order is the headquarters and is attached to the monastery that sponsors it. Although the order only numbers 374 members, The Grandmaster and 112 other Members are based here. The monastery currently has 53 brothers and its Abbott, Father Jonathan, is quite outspoken and has urged vehemently that the Order support the cause of the White Scarves. Grandmaster Henry Mollet is very disturbed about the outspoken attack against the Red Scarf faction, of which he is secretly a supporter.



Name: TENPEAKS
Settlement Type: Town
Population: 2,300 (rises to 2,900 due to mercenary camps)
Liege Lord: Baron Cedric Norton
Resources: Arms, armour, mercenaries and minerals

Located in the shadow of a large copper mine the town has an oversized compliment of guards and mercenaries. Weaponsmiths and armourers as always have been attracted to this town. Noted as a dangerous place by the historian, Herodate, who lost an arm in a senseless brawl between two mercenaries who he had never met and never spoken to - apparently they did not like the colour of his tunic!

Name: WESTPORT
Settlement Type: City
Population: 17,500 (rises to 19,500 during market days)
Liege Lord: Duke Ferdinand, the King's father-in-law
Resources: Market, arms and armour, sea trade and religious items

The fair city of Westport is a thriving seaport, built 300 years ago to make the most of the natural harbour of Ionian Cove, the city has become the major seaport of Anderia. On a high ridge overlooking the main harbour lies the castle of Duke Ferdinand, extending down the side of the slopes, it merges with the walls of the city itself. A large cathedral noted for its unique stained glass windows lies at the centre of the city and forms the heart of the twelve churches that cater for the city population. A nice size market is aired every first and mid day of the month covering every conceivable commodity. Westport has an excellent range of arms and armour and the resident manufacturers are trained in Constitution by the great names who reside there. Sea trade, as in Constitution, is mostly from Privateers although the majority of Taraj traders also dock here. It is a normal sight to see at least a score of vessels docked at the busy harbour with many waiting at anchor in the cove.

Name: WILENHEIM
Settlement Type: Village
Population: 4,800 (40% are soldiers)
Liege Lord: Sir Mortimor Brand, Constable for Earl Ian Malay
Resources: Mercenaries, Engineers

Wilenheim is the military heart of Earl ian Malay, it is here that his war machine trains his private army within a great defensive citadel. The Town also has a school for military engineers, which produces some of the best siege captains in the realm.



APPENDIX 1 - CHRONOLOGY OF ANDERIA

- 124 AU Jared Mannon crowned the first King of Anderia. The battle to establish a home had been long and many Nobles and Pagans had died. The Nobles from the east, with nowhere else to go, had no choice but to take the land by force. They took horses from the local area, trained them as warhorses and they discovered mines, from which they were able to smelt iron for their weapons and armour.
- 126 AU After two years of unsettled peace with the now pacified Pagans, Jared took his first wife. He was now twenty-eight years old and ruler of a small-embattled kingdom. His wife was the daughter of a wealthy landowner back home by the name of Santine.
- 127 AU The following year the first heir, Jareth Mannon was born. The Kingdom gave great celebration for the realm was blessed with an air to Jared within only a year.
- 128 AU Queen Isabelle gives birth to Elizabeth. The Pagans rise up in arms and attack the new town of Constitution. Jared now thirty-six years old is once again in command of his troops. This time they are on the defensive and bravely man the ramparts against what are vast numbers of Pagans.



- Amid all of the hew-and-cry of battle Isabelle gives birth to Jared's third child, Judith.
- 130 AU The Pagans storm the redoubt of Constitution and force the Nobles to abandon their position and flee to the mountains. In the retreat a mob of Pagans assail the kings vanguard. He fights with great valour and at the end of the skirmish only the King and his commander, Lord Gregory Linford, are alive surrounded by the dead bodies of Pagans. In the confusion young Judith, barely a year old, dies.
- 131 AU Isabelle gives birth to Jared's last and most famous child. Vasilla will come to be known as the Prince of Battles.
- 146 AU Queen Isabelle passes on to the next world at the age of 52. She developed sudden illness which her physicians could not cure.
- 147 AU Elizabeth Mannon is wed to Lord Malkum Linford, the son of the commander of the King's Vanguard.
- 148 AU Jared mourned the loss of his wife in public for two years, after which he could take no more. He leads a suicidal attack on the now Pagan held Constitution. After 110 days of continuous fighting the Noble forces entered their town of Constitution once again. The street fighting was fierce and in the ensuing melee Jared was mortally wounded and died some seven days later. That winter Jareth was crowned king in the ruins of the temple of the Lawgiver at Constitution. Jareth was twenty-one but well steeped in battle. He publicly vowed vengeance upon the Pagans for the killing of his father. Vasilla at the age of just sixteen was knighted and given command of a non-religious fighting order who called themselves the Order of Red Justice, they wore a red slash mark where the kings wound had been. Unexpectedly the young princess Elizabeth gives birth to a daughter, Selinda.
- 150 AU Elizabeth gives birth to William later to be known as 'Plusgrand'.
- 152 AU Jareth takes a bride. Margun Baleth, meanwhile Elizabeth gives birth to a son Blair.
- 153 AU The Order of Red Justice makes several attacks upon Pagan villages. They claim that the spirit of the Lawgiver possesses them and sends them into a battle fury against the Pagans. At the battle of Moonstone River, barbarian cavalry outnumbered Prince Vasillia and his men by five to one. Ordering his knights to dismount they formed a battle circle, their lances used to form an outer defensive ring.



At the end of the hot day, 70 of his men had fallen, the barbarians lost over three quarters of their force which numbered over 1,000 cavalry and spearmen. The rest fled in fear in the face of the religious battlerage of the Order. Prince Vasillia is named the Prince of Battles by his men, a title only he will wear and carry to his grave.

- 154 AU While on a long patrol Pagan assassins creep into the camp and kill the Prince of Battles in his sleep, the Order swears revenge will be taken. Jareth takes ill and dies of some strange illness in the fall of that year. Elizabeth is crowned the first Queen of Anderia. During the winter her husband succumbs to the same illness that took her brother
- 155 AU Elizabeth calls all of the border patrols back and begins to fortify the border and secure their holdings instead of stretching their resources. A stone wall is started around Constitution.
- 164 AU The town wall is completed and the Pagans are unable to make any impact upon the smaller but stronger area controlled by the Nobles. William 'Plusgrand' weds Dorthia Candell.
- 165 AU The attacks continue but the close proximity of aid to each manor makes this impossible for the Pagans assaults. Elizabeth begins construction of a cathedral at Constitution, a large structure that surpasses the designs from their homeland, it will take 20 years to complete.
- 166 AU William and Dorthia are blessed with a son, Borth.
- 167 AU Blair Mannon is wed to Pruella Groven. Pruella gives Blair his first son, Jared II, born later that year.
- 168 AU The Pagans cease their attacks but also fortify on the contested border and so begins an uneasy peace.

- 170 AU Pruella gives birth to William 'Boar Face' Mannon
- 172 AU Dorthia gives William his second son, Wilfred
- 174 AU Dorthia gives William his third son, Jethred
- 175 AU Elizabeth is ill with the strange illness that has plagued the land, she sends knights on a quest to find a cure. Selinda weds Dylan Arley.
- 176 AU Sir Kemos returns from deep within Pagan forests with a curative herb for the strange illness. The Queens is administered to by the physicians and makes a complete recovery. Kemos is given border lands and made Queen's Knight Protector.
- 177 AU The Queens eldest daughter, Selinda and her husband Dylan vanish mysteriously while journeying from their manor to Constitution. A journey of some forty miles across safe farmland and light woodland.
- 178 AU Blair Mannon is assumed killed in a duel over a petty insult. He and his wife secretly travel south with their loyal retainers. They settle amongst the dwaves of the mountains. On the road to the mountains Pruella gives birth to Heather, Blair's only daughter. Blair dies defending a group of female dwaves on a path against Orcs.
- 183 AU Dorthia Candell at the age of 36 dies in childbirth
- 188 AU Jethred weds Marylin Carramore, the arranged marriage cements two great families.
- 190 AU Cathedral of Constitution is completed. The entire kingdom celebrates. Borth Mannon weds Vivienne Candell his cousin.
- 196 AU Wilfred Mannon weds Jayne Blackham, a suspected witch.
- 198 AU Jared II weds Carmen. Carmen is of native mountain stock and was reputed to be so beautiful that no man could look at her and not fall in love. Later in that year his mother Pruella catches a chill and dies.
- 200 AU On the day that the Queen announces that she will extend the walls of Constitution she dies. Later that month William 'Plusgrand' so called because of his unnatural height 6'8" is crowned King of Anderia.
- 204 AU Heather Mannon is wed to Nigel Brake. Later that year their daughter Elizabeth is born
- 210 AU In one fluid motion and precision movement the Pagans attack all of the principal strongholds of the invaders. Slaughter is rife and few nobles survive the attacks. The Pagans are reinstated as the nobility of their own lands. The only royal survivors are the siblings of Blair.
- 215 AU Jared II returns to Anderia with a mass of troops including Legions of Dwarven warriors. The kingdom is racked with war for seven years with much bloodshed. This time is called the Rebirth.
- 221 AU Jared II dies valiantly in battle and is succeeded by his son Albert who rules for one year before meeting death from a pagan arrow.



222 AU Nigel Brake Husband of Heather Mannon who was thought dead escaped the slaughter before the re-birth. He was on a long-range patrol mission when the attacks began. He took his men west into the deep forest. He returns to give aid to Albert and becomes King upon Albert's death. During his years in the wilderness he had married Kerry, a Pagan shieldmaiden. Kerry was a strong woman and continually tried to forge an alliance between the two peoples even after the death of her husband in 229 AU.

230 AU Eric, the eldest son of Nigel and Kerry takes the throne of Anderia. In one bold movement he give the pagans more rights than ever granted under any other Noble monarch. He comes under great pressure both religious, political and military. He creates the southern province of Sagrem and the position of Governor who has the responsibility of keeping the pagans happy. This act in one stroke stopped the hostilities between the two races.

264 AU Eric dies at the age of 52 in the arms of his wife Berbadette, they have no children. The lack of heirs and the unclear lineage of Mannon causes massive rebellions with even Pagan chiefs from the south claiming the throne from the marriage of Kerry.

265 to 494 AU The Kingdom is plunged into a dark age that lasts for over two hundred years when anyone who has followers and money can be the king of his own realm. Anderia is split into many small kingdoms with petty nobles acting as king. Written history is no longer kept and many records of the past are lost along with the great relics brought from their homelands.

495AU Anderia is divided into five major kingdoms with the majority of power held by Daniel Darride. His fiefdom is prosperous and he proves to be a good steward. The next 25 years were bloody indeed and the area now known as the province of Sagrem suffered more than any other area. The Orcs of the Carlegg Mountains invaded Anderia, many towns and villages were left in ruins. The city of Gainbury while under attack constantly stood, even after their main thrust. Reinforcements from the still prosperous North filled the ranks daily while food became scarce in the South and many armed forces deserted rather than face the Orc armies. They turned to the forests and became bandits and brigands stealing from those who had little to give.

456 AU This year, as quickly as they came, the Orc armies disappeared, no one knows what caused them to leave. Their number were steady and their victories growing, while Anderia was having difficulty fielding troops.

523 to 544 AU

545 to 554 AU

563 AU

Several people who move in Occult circles claim that the war ended due to the intervention of the Elder Brotherhood and the hero's they recruited. Anderia is crippled by the war and turns more and more towards piracy to increase the coffers of the petty Kings. Sagrem is in the process of rebuilding but still suffers from Orc raids and the depredations of bandits and brigands. The power of the clergy here is broken, people have lost their faith in the face of the tragedies. During this period several wizards set up small towers from where they hire desperate mercenaries to do their killing. Again the land suffers with an unbroken blight ruining crops. The population of Anderia goes into free fall. There are barely enough people to work the fields. The petty kings order privateers to bring back slaves to work on their lands and the country enters a black era in its history that surrounding territories have yet to forgive.

Secretly one man has the courage to gather together a band of men, strong of faith, men who knew the wilds and how to fight. They called themselves Rangers and declared war on the evil forces in the southern realms. Brigand, Bandits, Orcs and despotic sorcerers all fell to their banner. As they fought more and more like minded men rallied to the charisma of this man. Soon the towers of the sorcerers lay in ruins, the strength of the bandits was broken and the Orcish forces were reduced to small war bands. The Rangers success was nearly total, but before finishing the job completely their numbers dwindled as the sword turned to plough shears and men returned to their homes and the land they farmed.





- 564 AU The one man who made the Rangers such a powerful force was Anderon Mannon who claimed descent from the original refugee kings of old. He had assembled a popular following amongst the chief lords of the area. His actions in the south made him honourable even in the eyes of the most steely political lords, he was even beloved of the pagans, some of whom served without prejudice in the Ranger patrols of Sagrem.
- 565 AU Late in this year and even later in his life Anderon aged 63 claimed more and more support from individual Barons and Earls. He was proclaimed overall ruler and King of Anderia. He was crowned in the Cathedral at Constitution by the Caltanovar.
- 566 AU For another 5 years the Kingdom of Anderia flourished under the rule of Anderon but with no wife or child as heir troubles began to rumble again. Anderon named his young nephew as the next in line to the throne and groomed him to be a good steward of the land and a wise ruler. Anderon saw there was too much anger in the eyes of his nobles and that the kingdom needed a diplomatic king who could rule with kindness and wisdom.
- 571 AU Age 47 Phillepe Malay became the king of Anderia. He took it upon himself to make Anderia whole again and pushed back the boundaries of the kingdom to their original greatness backing up against the mighty Carlegg's. His explorations revealed new resources including valuable metal mines that would secure the status of Anderia for the future.
- 572 AU Phillepe takes his first wife Katherine Arazor. Alladan is born in the same year. A year later the king's brother Charles is born.
- 584 AU The king dies in the south country from a poisoned Orc arrow while on an exploratory expedition.
- 585 AU Alladan is 13 and is crowned king while the kingdom is run by his mother and the crown advisors
- 612 AU Alladan takes Mone as his wife and the country celebrates. Alladan is 40 and Mone is 19 year old.
- 613 AU Trade begins anew with foreign countries, due mainly to the charisma and diplomacy of Alladan. Visitors bring news and trade goods to a once secluded realm.
- 614 AU Present day. Sagrem is rebuilding but still suffers from small bandit and Orc raids. It is know as an area of mystery and wild adventure. Constitution is a port of opportunities and the streets are paved with gold!

The Elder Brotherhood are no longer spoken of and their fraternity is once again hidden from public view to maintain their secrets and protect tehmselves from the Church Inquisitioners. Alladan has knights searching for the lost artefacts of his forefathers. Religion is slowly creeping its way back into the world of politics, their coffers having dwindled slightly during the wars. The pagans are the bad guys again but in the south they are at least treated as equals to serf labourers.



King Alladan (Back towards viewer) in heated discussion with Chamberlain Earl Nicholas Monteforte and Master Harvey Kinthorp, Keeper of the Rolls.



APPENDIX 2 - MAJOR NPC'S



KING ALLADAN

8th Level Knight
Neutral Virgo
Astronomical Lore,
National Geographical Lore
1st Son and Credit
Royal Blood
Appearance
6'0" 172 lb. Black wavy hair ,brown
eyes and medium complexion. He has a
wart in the crook of his nose that is red
and quite pronounced.
Personality
The King is overconfident of his abilities
to run the kingdom and unaware of those
who plot against him. He sees the world
through rose coloured glasses and trusts
that people are what they say they are.
He learned at a young age that wide
open spaces are dangerous to a king and
attacks can come from any quarter out in
the open.

Personality (continued)

He has developed an unnatural fear of these open spaces and
never travels out in the open, always choosing roads that
travel through woods or heavy fief areas. Overconfident, Trust-
ing & Agoraphobic..

ABILITIES

AGILITY	12	STRENGTH	12
CONSTITUTION	10	INTELLIGENCE	15
WISDOM	20	DISCIPLINE	20
BARDIC VOICE	15	APPEARANCE	07
PIETY	17		

Body 25	Fatigue 30
Jump 6	Move 13
LCAP 177 lb.	CCAP 89 lb.

Skill	Lvl	PSF	TSC
Astronomical Lore	8	36%	76%
National Geographical Lore	4	18%	78%
Riding a Horse	4	20%	70%
Riding a War-horse	4	20%	50%
Mounted Combat	4	12%	42%
Cavalry Lance	4	20%	50%
Slashing Swords	4	12%	52%
Spears	4	20%	60%
Diplomacy & Politics	8	36%	76%
Chess	8	30%	90%
Heraldry	6	30%	80%
Brawl	2	6%	56%
Leadership	8	36%	86%
Battlefield Tactics	9	35%	65%
Play Flute	1	7%	47%
Bargaining	6	30%	70%
Oratory	3	21%	51%
Charm	6	18%	48%
Local History & Legend Lore	5	21%	81%
Regional History & Legend Lore	3	15%	65%
Riddling	2	18%	58%

Core Skills			
Alertness Sight	0	0%	5%
Alertness Sound	0	0%	5%
Dodge	4	20%	70%
Stamina	4	12%	52%
Willpower	0	20%	60%
Native Language	0	6%	66%



The king was born into a privileged position and knew only the royal court in his younger years. He was taught the ways of the Knight but cared little for battle, preferring to test his wits against an opponent rather than his brawn. The Chamberlain Montforte began to teach him to play chess and he took to the game well, beating the Chamberlain after only a few lessons. He then turned to his uncle (father's Friend) the Duke Ferdinand and Marshal of the Realm. The Duke liked the boy and surpassed onto him all of his knowledge of battlefield tactics and chess. Once again the young boy passed his tutor in skill.

Later in his life he travelled more with his father, scouting out the rebel barons in the realm and putting down the insurrections in the kingdom. Alladan did not take to the heavy-hand of his father ways, refusing to go on any more trips. He secluded himself in the court and filled his head with Science and Astrology. He spent many hours with his new best friend Luther the Royal Astrologer and found a person against whom he could throw all of his chess might and still loose. Luther taught him how the heavens rotated around the world and how their influence effected all our lives, like an appointment book. Alladan still to this day believes deeply in the Astrologers prediction.



QUEEN MONE

12th Level Witch
High Aspect Libra
Royal Blood
Appearance

Personality

Detect Lie, Read Character
1st Daughter and Credit
5'3" 112 lb. Black straight hair,
brown eyes and fair complexion.
She has pure white whites in her
eyes.
A deeply disturbed young woman
who sees the court as her play
ground. She engineers disasters
and watches how people deal with
them. She controls several of the
court bureaucrats using spells.

ABILITIES

AGILITY	12	STRENGTH	12
CONSTITUTION	10	INTELLIGENCE	15
WISDOM	12	DISCIPLINE	20
BARDIC VOICE	15	APPEARANCE	17
PIETY	17		

Body 22	Fatigue 30	PMF	58
Jump 6	Move 13	ML	5
LCAP 117 lb.	CCAP 59 lb.		

Skill	Lvl	PSF	TSC
National Geographical Lore	4	18%	78%
Diplomacy & Politics	8	36%	76%
Local History & Legend Lore	5	21%	81%
Regional History & Legend Lore	3	15%	65%
Bargaining	6	30%	70%
Oratory	3	21%	51%
Charm	6	18%	48%
Riddling	2	18%	58%
Detect Lie	6	22%	42%
Read Character	5	22%	39%
Witchcraft Mode	10	n/a	n/a
Command Method (M)	10	36%	86%
Divination Method (M)	10	34%	84%

(Spells are left to the Gamemaster's discretion)

Core Skills

Alertness Sight	0	0%	5%
Alertness Sound	0	0%	5%
Dodge	4	20%	70%
Stamina	4	12%	52%
Willpower	0	20%	60%
Native Language	0	6%	66%



CHAOS EEL

TYPE	Fresh Water	Salt Water
EXP AWARD	250	3000
AGIL / AR	22 (94%)	20 (90%)
CON / AR	14 (73%)	15 (76%)
DISC / AR	10 (58%)	11 (62%)
INT / AR	11 (62%)	14 (73%)
STR / AR	18 (85%)	20 (90%)
HEIGHT / LENGTH	6' long	15' tall
WEIGHT (lbs)	110	1500
CCAP (lbs)	n/a	1275
BODY	30	107
FATIGUE	21	42
MOV	18	16
WALK	n/a	n/a
DBL TIME	n/a	n/a
SWIM	10	12
JUMP	n/a	n/a
BMR	10	10
DODGE 40%+	0 PSF	0 PSF
STAM 40%+	45 PSF	45 PSF
WILL 40%+	20 PSF	20 PSF
SIGHT 5%+	0 PSF	0 PSF
SOUND 5%+	0 PSF	0 PSF
ATTACKS		
BITE Medium/Large 40/50%+ DAMAGE	Mdm +40 PSF MB 7 + 8	Lrg +40 PSF LB 12 + 8
ARMOUR		
Vs SLASH	5	7
Vs CRUSH	7	9
Vs PIERCE	4	6
Vs MISSILE	4	6
Vs ENERGY	7	7
FOOD: 4 NU / lb		



SPECIAL ABILITIES

Double AP loss from critical hits due to blood loss, depth of bite and the fact that they don't let go. Once a bite is successful the next attack gains +25 to PSF.

DESCRIPTION

A particularly nasty creature, these have been attributed intelligence in the way that they hunt. Unlike normal eels they have primitive front legs that allows them to move around on land. However, while they are on land they are very vulnerable.

Employing pack tactics they cluster around fording points and are more likely to be encountered after heavy rainfall. They are both large and strong with a powerful bite that can shear through chainmail. Their bite also includes an anti-coagulant so that once they have bitten they hang on and enjoy a long warm drink. Once their prey is drained they dice up the carcass and share the food amongst the group, each having an equal portion.

Entire troops of men, even on horseback have disappeared due to the actions of the Chaos Eel.

Usually encountered in small family groups of 5-10, but have been know clustered into tribes of 20 or more in rainy seasons.

The Salt water variety is even more nasty attempting to drag any bitten prey down to the depths.

MAGICAL MATERIALS

Chaos Eel Blood MRF*3 Elemental Water
The blood counts as four quantities for annointing magical devices used in combat such as swords.

Chaos Eel Teeth MRF*2 Elemental Water
The teeth count as one quantity in magical items intended for healing purposes.



FOREST TRUFF

TYPE	
EXP AWARD	1,500
AGIL / AR	23 (96%)
CON / AR	-
DISC / AR	18 (85%)
INT / AR	18 (85%)
STR / AR	-
HEIGHT / LENGTH	5' tall
WEIGHT (lbs)	-
CCAP (lbs)	-
BODY	40
FATIGUE	32
MOV	20
WALK	10
DBL TIME	20
SPRINT / FLY	40
JUMP	-
BMR	40
DODGE 40%+	40 PSF
STAM 40%+	50 PSF
WILL 40%+	35 PSF
SIGHT 5%+	35 PSF
SOUND 5%+	40 PSF
ATTACKS	
No Physical Attacks	
ARMOUR	
Vs SLASH	0
Vs CRUSH	0
Vs PIERCE	0
Vs MISSILE	0
Vs ENERGY	0
FOOD: Zero	

SPECIAL ABILITIES

May use magic as ML 6, Illusions to level 6 PSF 45
Commands to Level 4 PSF 26, Air to Level 4 PSF 26
Water to Level 6 45, and they may lend up to 27 fatigue to a friendly Wizard for casting spells. The only real means of attack other than magic, is by the use of their possession ability. The rules for possession can be found on page 36 of the C&S Creature Bestiary.

DESCRIPTION

Born out of the essence that lies between the blades of grass and the stones, the trees and the moss, the sky and the land; the Truff is a spiritual being. Depending upon whom you talk to the Truff can be either malevolent or benevolent. They work for the good of the life of their forest and have been known to aid wizards who combat evil forces within the Truff's realm. They do this by lending the wizards some of their life force, effectively reducing the cost of the spells they cast to zero. The Truff protects foresters who only cut dead wood and manage the forest well, culling only where needed.



They have been known to warn of attack by wolves or guide the forester away from pitfalls. Those who harvest the bounty of the forest for their own greed and profit will almost always come to ill if a Truff is in the area.

Truffs live in the boundaries between this world and the spirit world and as such have no physical body. They can only manifest themselves in a reflective surface such as a still pool or the shine of a knight's armour. This makes them very difficult to get rid of. They can however be trapped. A wizard must first fashion a mirror from true silver and 21 other materials from the area of the Truff's home. Once crafted he must go to an area in the forest where there are no reflective objects except for the magical mirror. Then he casts the Rank 6 summoning spell Summon Lesser Spirit. When the Truff appears in the mirror the final closing word is spoken on the mirror enchantment and the Truff is trapped. The wizard must however be very wary as the Truff is a powerful spirit and he will not be very pleased at being trapped. The enchantment does not stop him from using his powers. Most likely the wizard will bargain services for release.



APPENDIX 4 - NEW MAGICAL ITEMS

THE SWORD OF JUSTICE (HOLY ARTIFACT)

This is a lost artifact of the Kingdom of Anderia, it was brought to this country by the refugee nobles of the east, seen as the symbol of their power and religion. Its manufacture has been lost to man and no duplicate could be made as the hilt of this mighty blade contained irreplaceable holy items. The blade is surrounded by myth and conjecture with its powers varying from staggering to mundane.

The opposing lords of the current monarchy believe that the blade will emerge from its hiding place in the hands of the true and rightful king.

They claim that Lady Jayne was never recorded as having died and her line continues in secret until the time is right when the boy king will come forward and claim Anderia from Alladan's line of pathetic, diplomatic and wishy washy brats. The new king will be a strong military ruler who will lead the people in battle to conquer territories far and wide in the name of the Lawgiver.

Others believe that the sword was taken overseas during the dark ages and lives now in a magical realm waiting for the birth a holy king who will give the kingdom its spiritual awakening.

Yet others still, are convinced that the sword was sold abroad when the royal coffers were empty so that the privateer ships could be maintained and plunder brought in to the kingdom.

SWORD OF JUSTICE - HIGH POWER VERSION

- It will give the wielder of the sword +20 to his to hit score and +35 if he has 20 piety with the Lawgiver. It will inflict +10 wounds in addition to the base damage for a Knight Broad Sword.
- It has the ability to ward against evil as the act of faith **Guard against the Supernatural.**
- It will ignore the armour of an evil opponent but will refuse to strike a goodly man
- It will show the path to the righteous
- It will allow the wielder to fight on against the forces of darkness at normal PSF even when his fatigue levels are depleted. This requires no stamina roll.
- It will reveal the presence of evil to its wielder.
- It will reveal the presence of danger to it wielder.

- When commanding his troops the wielder , if of the faith, will gain +25 PSF to any charismatic skills.
- If on horseback the wielder will never be unhorsed.
- If the wielder is slain while fighting the foes of the Lawgiver, an automatic Call Back the Dead occurs.

It also has all the powers of the medium and low power sword.

SWORD OF JUSTICE - MEDIUM POWER VERSION

- Superior quality broadsword +5 damage Critical 8-10
- Holy symbol carved on ruby set into the pommel gives the wielder +20 PSF to hand to hand and mounted combat
- Holy symbol on blade gives wielder the ability to sense danger if a fatigue point is spent concentrating for 5 AP's.
- Holy symbol on blade gives wielder the ability to sense evil at any time.
- Holy symbol on blade gives the wielder the ability to use the skill Charm at level 5 with a Bardic Voice and Appearance of 15 each. (This rises to level 8 and attributes equal to piety if piety is over 17.)
- Holy symbol on blade allows the wielder to benefit from the Act of Faith, Restore the Faithful once per combat
- Holy relic in the hilt gives the wielder, if of the Lawgiver faith, +15% to PFF.

SWORD OF JUSTICE - LOW POWER VERSION

- Superior quality broadsword +5 damage Critical 8-10
- Large 30 ct Ruby in pommel
- Large 20ct Sapphires set in gold Quillions
- Blade engraved in ancient tongue "Escluvil Mar De Brareth" meaning "Draw only to restore Peace"
- Scabbard is made from dragon skin and trimmed with dragon gold.
- The steel is of such fine quality that when it strikes another blade a singing sound rings out. 25% chance that lesser quality blades will break upon contact.



THE SCEPTRE OF KINGS (HOLY ARTIFACT)

Born out of an ancient realm, older even than the kingdom from which the Nobles of the east fled. The Sceptre is rumoured to be the most powerful item in existence, for it is the very symbol of the Lawgiver on Marakush. The Sceptre went missing from its most secret and holy of hiding places deep in the mountains at about the same time that Jared took his host west. All of the scholars believe that Jared is responsible for the theft, and took it with him to ensure that the Lawgiver was represented in his new home. They ran into many areas of trouble along the way and much of the host never made it to Anderia. It is thought that on the long journey the sceptre was lost, for no mention of it has ever been chronicled in Anderia.

There are many places that the Sceptre could lie and more than a few false treasure maps have lead the foolhardy adventurer to their death. Some Knights perpetually quest for the Sceptre and roam the lands in search of its light.

Again, as for the Sword of Justice many of the powers of the Sceptre are purely speculation and I offer three alternatives for you to pick and choose from, as you will. I of course use the mundane version.

THE SCEPTRE OF KINGS – HIGH POWER VERSION

3 ½ feet long made of solid gold and weighing more than a knight's broad sword the sceptre is bejewelled with every fine stone known to man. The top of the sceptre holds a 50 ct diamond the size of a mans fist and should the rays of the sun be caught in it all who behold this would be struck blind. Being in the very presence of the sceptre causes those of the faith to fall to their knees and be subject to humility in the face of the Lawgiver on Marakush. It has all the powers for the medium and low magic campaigns plus the following:

- Anyone touching the Sceptre who does not have 20 piety for the Lawgiver is rendered unconscious for 5 minutes. If a non-believer in the Lawgiver this increases to 30 minutes
- Allows the user to change his appearance to any likeness. Requires 25 AP's to prepare and concentrate at the cost of 5 fatigue. A Piety AR is required and if successful the critical die indicates how many hours the change can be maintained, at the cost of 1 fatigue per hour.
- Allows the user to call forth the Act of Faith **Exorcise** once per week if a succesful Piety AR is made.
- Allows the user to see through the falsehoods of supernatural beings.
- If the wielder is slain while fighting the foes of the Lawgiver, an automatic Call Back the Dead occurs.

SCEPTRE OF KINGS - MEDIUM POWER VERSION

3 ½ feet long made of solid gold and weighing more than a knight's broad sword the sceptre is bejewelled with every fine stone known to man. The top holds a large 50 ct diamond that sparkles brightly.

- Cure Deafness +20 to Piety AR
- Cure Blindness +15 to Piety AR
- Restore the Faithful +10 to Piety AR
- Recognize Evil +25 to Piety ARPSF 45%
- Restoration +10 to Piety AR
- Neutralise Toxins

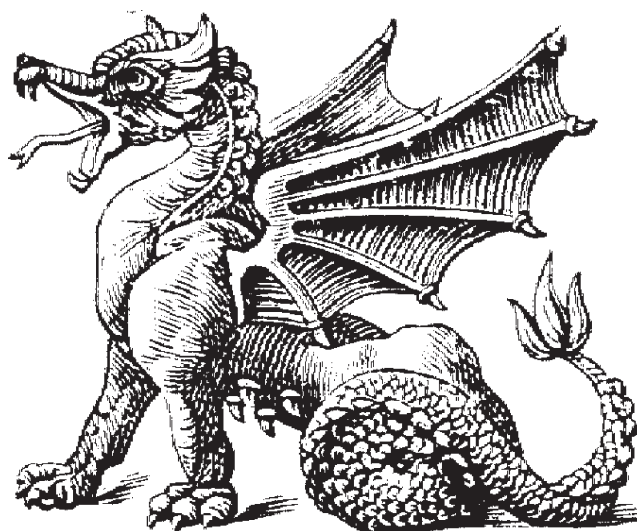
SCEPTRE OF KINGS - LOW POWER VERSION

3 1/2 feet long made of solid and weighing more than a knight's broad sword the sceptre is bejewelled with every fine stone known to man. The top holds a large 50 ct diamond that sparkles brightly.

Anyone, who has this item in his or her possession will not live very long; not because of magical enchantments but because of what the item stands for and its base value in gold.

The church would adorn anyone who was holding this and still alive as the most pious person ever, as they should be dead. The King would be livid that anyone would have his family heritage.

The intrinsic value of the piece if it could ever be sold would reach into the hundreds of thousands of golden coins. Enough to buy a country! Enough to be hunted down!





APPENDIX 5 - POLITICAL STRUCTURE

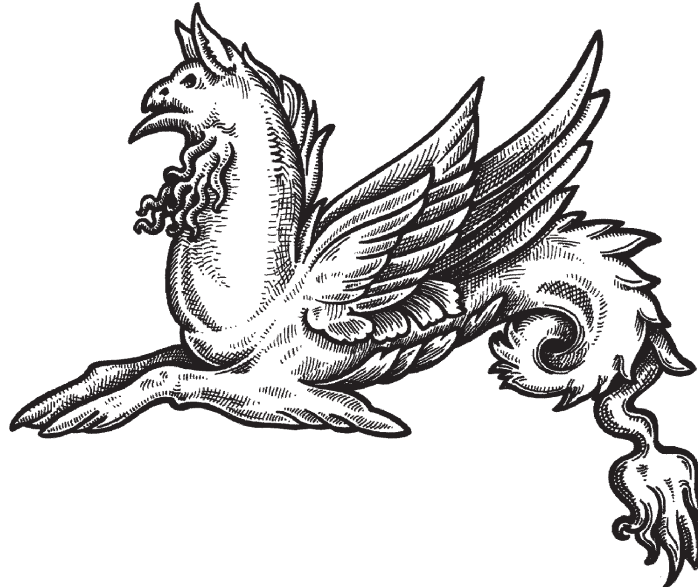
Position	Holder	Shire
Lord High Sheriff Lord Justice of High Court Constables of the Royal Castles	Sir Gilbert Cascon Baron Norman Tenly Sir James Harcourt Sir Henry Faversham	HOLDSHIRE
Armourer of the Royal Castles Armourers	Master Peter Gill Master Lorin Kilburn Master Duncan Senley	
Chief Forester of the Shire Chief Scribe of the Shire Royal Commissioner of Customs & Excise	Sir Giles Mortimer Master Clive Buvaer Baron Cedric Norlon	
Lord High Sheriff Lord Justice of High Court Constables of the Royal Castles	Sir Daniel Frenton Baron Tesker Lordin Sir Nigel Gescon Sir Peter Lathgoe	BORRESHIRE
Armourer of the Royal Castles Armourers	Master Gordon Blythe Master Kevin Enders Master Boris Torvin	
Chief Forester of the Shire Chief Scribe of the Shire Royal Commissioner of Customs & Excise	Master Zethron Jor Master William Bruin Baron Kolin Purter	
Lord High Sheriff Lord Justice of High Court Constables of the Royal Castles	Sir Michael Dunkle Baron Jason Fen Sir Luc Plessin Sir Nathan Cole	VILDENSHIRE
Armourer of the Royal Castles Armourers	Master John Hedgemore Master Clive Seaton Master Derrick Longday	
Chief Forester of the Shire Chief Scribe of the Shire Royal Commissioner of Customs & Excise	Master Alba Vedlen Master Peter Cotter Baron Owin Williams	

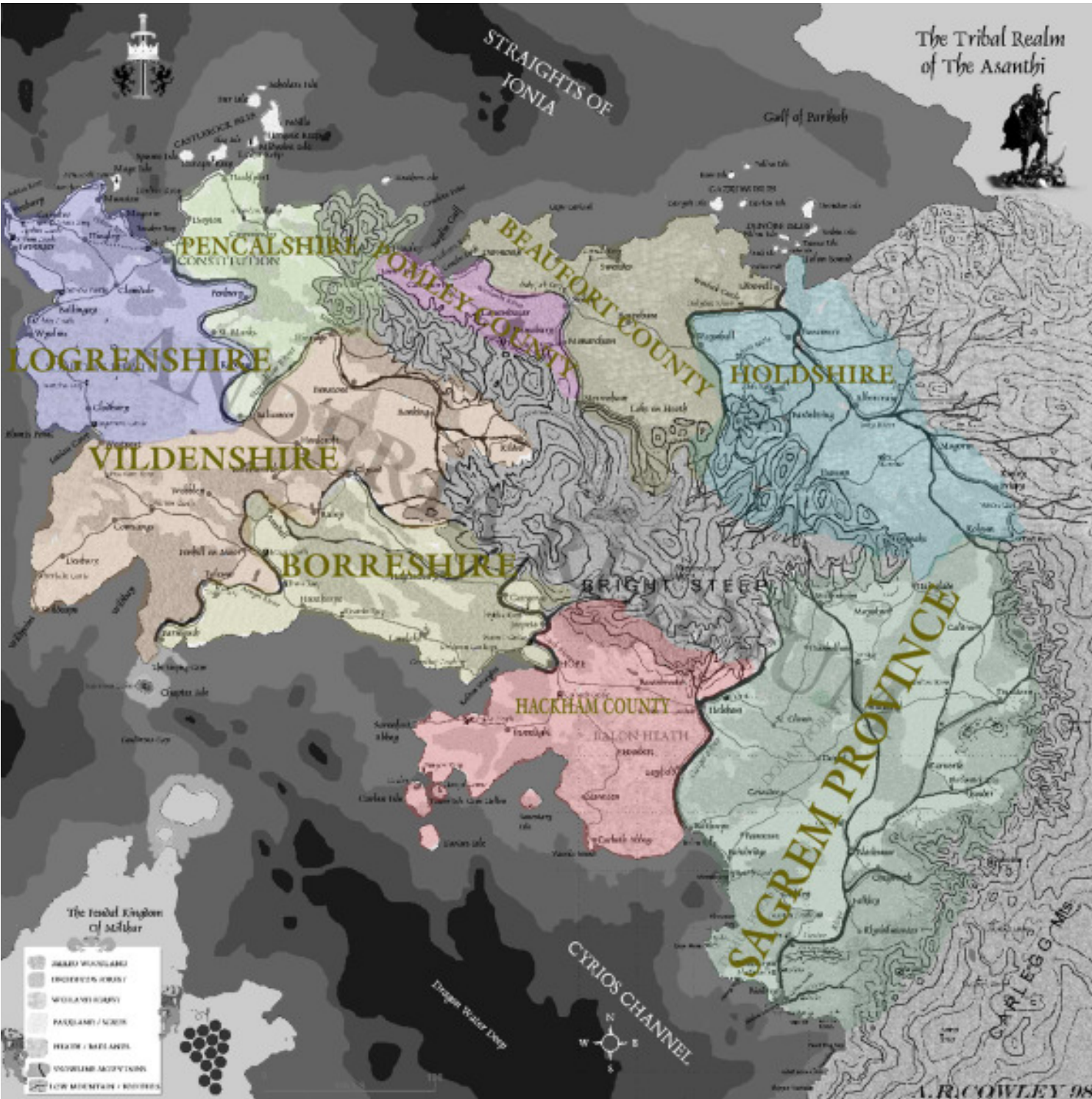
The Shires of Ogrenshire, and Pencalshire have not been detailed specifically to allow Gamemasters to develop their own NPC's. Within the shires named above are various factions, members of either the Red Scarves or the White. The choice of which faction the above mentioned belong to is down to the individual Gamemaster's own campaign.



Political Structure of the Counties.

Position	Holder	County
Sheriff Justices of the Peace	Sir Giles Porter Master Hayden Plink and 10 men of good conscience	HACKHAM
Lord Justice of Assize Lord High Justice of County Royal Forester Foresters Chief Scribe of the County Scribes Collectors of Taxes	Baron Weyland Aubrice Master Kayt Sidlam Master Siome Julroy 10 men true of arrow Master Eric Morgan 10 men swift of quill 10 common men devout of purpose	
Sheriff Justices of the Peace Lord Justice of Assize Lord High Justice of County Royal Forester Foresters Chief Scribe of the County Scribes Collectors of Taxes	Sir Abram Westley 10 Men of god conscience Baron David Warton Master Roger Ingle Master Trevor Lithly 10 men true of arrow Master Martin Konley 10 men swift of quill 10 men greedy in aspect	BEAUFORT
Sheriff Justices of the Peace Lord Justice of Assize Lord High Justice of County Royal Forester Foresters Chief Scribe of the County Scribes Collectors of Taxes	Sir Karl Pothmore II 10 men of purchased conscience Earl Charles Evermore Sir Renko Evermore Sir Barton Evermore 10 men of loyal bows Master Fredrick Fink 10 men of crooked ink 10 men of large physique	POMLEY





**County of Sagrem**

Governor	Earl Ian Malay	Chief Scribe of the Province	Master Francis Lamb
Lord High Sheriff	Baron George Hawklings	Scribe Accountants	Mat Benning
Lord Justice of High Court	Baron Harmon Radfeal		Jefferson Taylor
Justices of the Peace	Roger Manse		Owen Evans
	Clive Dunfield		Bill Redfern
	Simon Keln		Clark Fallows
	William Branbury		Nigel Boot
	Daniel Hogget		Wallace Burgh
	Peter Baker		Rupert Armstrong
	Colin Worthington		Liam Gommy
	Thomas Giles		Craig O'Dowd
	Christopher Marley		
	Jason Thwait	Royal Commissioner of	
Lord Justice of Assize	Baron Edgar Barret	Customs & Excise in Sagrem	Baron Simon Traxler
Chief Forester of Sagrem	Anthony Cook	Collectors of Taxes	Gordon Baile
Royal Forester	John Cranner		Mike Jenson
Foresters	John Samuels		Orvil Wyle
	Eric Miles		Peter Culper
	Sabastian Glenn		Derrick White
	Kenneth Glaive		Frederick Handson
	Robert Archer		Robert Mullan
	George Arrowsmith		Robert Pilgare
	Sidney Redland		John Pugh
	Alan Moorland		Mark Pillsburgh
	Jack Brand		
	Sean Xavier		

Tenants in Chief Within Anderia*Their Population and Area of Land*

Holder	Held	Serf	Yeoman	P.Sgt	Men	Sgt	Sq	Kts	TOTAL	Area
King Alladan Malay	KG	3,500	2,500	1,250	1,500	750	250	250	37,500	3,000
King Alladan Malay	PR	2,800	2,000	1,000	1,200	600	200	200	30,000	2,400
Duke Charles Malay	HH	1,750	1,250	625	750	375	125	125	18,750	1,500
Earl David Malay	GG	1,610	1,145	575	690	325	115	115	17,250	920
Duke Ferdinand Borchers	GG	1,610	1,145	575	690	325	115	115	17,250	920
Duke Blaize Malay	FF	1,540	1,100	550	660	320	110	110	16,500	1,320
Duke Fudego Borchers	FF	1,540	1,100	550	660	320	110	110	16,500	1,320
Duke Carlos Malay	FF	1,540	1,100	550	660	320	110	110	16,500	1,320
Earl Courtlan Arazor	EE	1,470	1,050	525	630	315	105	105	15,750	1,260
Earl Randolph Borchers	DD	1,400	1,000	500	600	300	100	100	15,000	1,200
Earl Ian Malay	CC	1,330	950	475	570	285	95	95	14,250	1,140
Baron Getan Malay	V	840	600	300	360	180	60	60	9,000	720
Baron Edward Borchers	V	840	600	300	360	180	60	60	9,000	720
Marquis Ricardo Machelli	FF	1,540	1,100	550	660	320	110	110	16,500	1,320
Count Adrian Beuvan	BB	1,260	900	450	540	270	90	90	13,500	1,080
Count Noel Sheldon	AA	1,190	850	425	510	255	85	85	12,750	1,020
Baron Antoni Gavini	U	770	550	275	330	165	55	55	8,250	660
TOTAL		26,530	18,940	9,475	11,370	5,605	1,895	1,895	284,250	21,820

Area is developed land including pasturage and patrolled areas. Wilderness and mountains will swell this figure considerably. Anderia has vast areas of wilderness which are great for adventures.

Population is stable, however these figures are likely to be more than double this due to very few people being involved in the census. Many travel around, journeymen in particular but also mercenaries and adventurers.



APPENDIX 6 - SETTLEMENTS

<u>SETTLEMENT</u>	<u>SHIRE/COUNTY</u>	<u>POPULATION</u>	<u>LORD</u>	<u>MAIN RESOURCE</u>
Ændell	Borreshire	900	Knight	Scholar
Albercraig	Holdshire	2,200	Knight	Horses
Ashely	Sagrem	1,200	Constable	Arcane
Bainbridge	Sagrem	600	Knight	Beer - Tobacco
Balingay	Ogrenshire	3,000	Baron	Animals - Religion
Balthorpe	Sagrem	3,600	Baron	Healing - Religion
Banking	Vildenshire	2,700	Baron	Healing
Banocore	Sagrem	200	Knight	Arms & Armour
Baramere	Holdshire	1,400	Knight	Sword Master
Basenbrooke	Hackham	2,800	Constable	Thievery - Beer
Benstone	Vildenshire	11,500	Duke	Minerals - Guild Bureaucracy
Bindrey	Sagrem	200	Bailiff	Paper
Black Cliff	Sagrem	2,700	Knight	Scholars - Art
Blackmoor	Sagrem	5,700	Earl	Arcane - Artist - Scholars
Boeder	Sagrem	200	Knight	Art
Borenham	Beaufort	4,200	Baron	Animals - Metalcraft
Cainster	Sagrem	400	Bailiff	Timber
Cainster	Ogrenshire	1,500	Knight	Glue
Caldron	Sagrem	2,400	Knight	Fruit - Cider
Caremorton	Pomely	1,200	Knight	Copper
Chegworth	Sagrem	200	Knight	Scholar
Clodbury	Ogrenshire	1,400	Constable	Pottery
Clowdale	Ogrenshire	1,200	Constable	Foreign Trade - Wine
Clysod	Borreshire	700	Knight	Flint
Coinminster	Pencalshire	1,400	Constable	Gold
Constitution	Ogrenshire	27,500	King	Sea Trade - Arms & Armour - Religion
Corbeth Abbey	Hackham	300	Abbot	Religion
Cowstings	Vildenshire	2,000	Knight	Wood
Dassup	Holdshire	1,900	Knight	Wool
Dayton	Pencalshire	370	Knight	Heraldry
Demobury	Pomely	550	Knight	Leatherwork
Denbury	Vildenshire	875	Knight	Ceramics
Dorfel	Sagrem	200	Knight	Clothes
Dormouth	Pemely	2,100	Knight	Fish
Dunholow	Sagrem	2,400	Knight	Metalcraft
Dunstern	Sagrem	3,200	Baron	Woodcraft - Wine
Edinwell	Beaufort	250	Bailiff	Arcane
Evenlight	Hackham	1,500	Knight	Food - Music
Falkey	Sagrem	2,600	Baron	Ceramics
Fallum	Borreshire	200	Knight	Wool
Fardelving	Holdshire	750	Knight	Arms & Armour
Farmouth	Borreshire	15,500	Duke	Sea Trade - Ships - Cloths
Farnoth	Sagrem	350	Knight	Animal Furs
Favenger	Ogrenshire	7,500	Earl	Arms & Armour - Religion
Fayfield	Hackham	1,200	Knight	Metalcraft
Fenhill-on-moor	Vildenshire	2,500	Constable	Animals - Fish - Fruit
Gainbury	Sagrem	3,200	Baron	Textiles
Gengorge	Borreshire	2,600	Knight	Fish

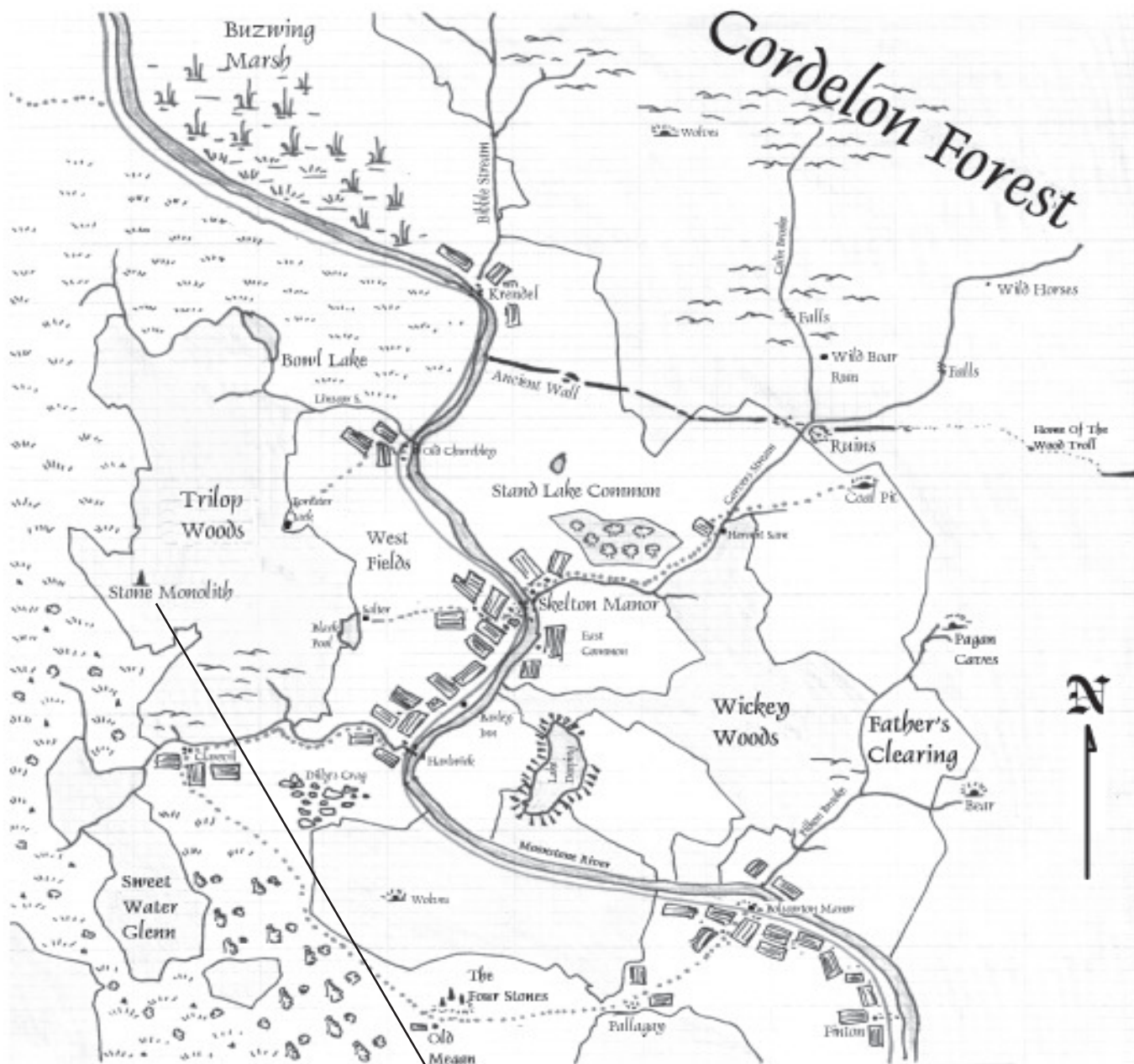


<u>SETTLEMENT</u>	<u>SHIRE /COUNTY</u>	<u>POPULATION</u>	<u>LORD</u>	<u>MAIN RESOURCE</u>
Hagtonbury	Borreshire	1,500	Knight	Minerals
Hainglade	Sagrem	350	Knight	Minerals – Timber
Haleham	Sagrem	600	Knight	Fruit
Hieridge	Vildenshire	1,100	Knight	Baths – Horses
Hingley	Pomely	2,900	Baron	Fruit
Hope	Borreshire	22,000	King	Wine – Ceramics – Minerals - Religion
Houlcroft	Vildenshire	750	Knight	Honey
Hunbert	Hackham	3,000	Baron	Cartography
Hunthorpe	Borreshire	2,900	Baron	Ceramics
Joepete	Borreshire	350	Knight	Charcoal
Kaden	Ogrenshire	1,100	Knight	Music
Kelenworth	Vildenshire	4,000	Baron	Tourneys - Arms & Armour - Leather - Religion
Kildur	Vildenshire	2,700	Knight	Fish
Kinley Priory	Holdshire	200	Knight	Religion
Klyshillminster	Sagrem	1,000	Knight	Oil – Religion
Koloun	Holdshire	2,000	Constable	Minerals – Religion
Lake - on - Heath	Beaufort	3,200	Baron	Warrior - Arms & Armour
Laneminster	Pomely	700	Knight	Clothes – Religion
Lowlake	Borreshire	2,200	Knight	Bows – Clothes
Magorin	Ogrenshire	3,800	Baron	Clothes – Ships
Magorin	Holdshire	1,000	Knight	Arms & Armour - Metalcraft
Monarcham	Beaufort	1,700	Knight	Beer
Munsten	Ogrenshire	250	Knight	Animals
Penbury	Ogrenshire	450	Knight	Silver
Ruley	Vildenshire	1,700	Knight	Stone
Salismoor	Pencalshire	2,100	Knight	Beer – Thieves
Sarenfast Abbey	Hackham	200	Kinght	Religion, Arms & Armour
Skilon	Pomely	1,200	Knight	Books
St. Climes	Sagrem	1,100	Knight	Religion – Bells
St. Marks	Pencalshire	2,100	Knight	Religion – Wool
Stevenham	Beaufort	800	Knight	Tin
Swender	Beaufort	450	Constable	Cobblers
Tenpeaks	Holdshire	2,300	Knight	Arms & Armour - Minerals
Waynhall	Holdshire	750	Knight	Ceramics
Webbley	Vildenshire	750	Knight	Medicinal Herbs
Westport	Vildenshire	17,500	Duke	Arms & Armour - Sea Trade - Religion
Wildcape	Vildenshire	800	Knight	Wagons
Wilenheim	Sagrem	4,800	Earl	Military – Architecture
Wyelms	Ogrenshire	250	Knight	Leatherwork



APPENDIX 7 - INTRODUCTORY CAMPAIGN AREA

A Small Area in the South East of the Kingdom, in the Province of Sagrem.



The introductory campaign area shows a small area surrounding Boslon, which will be detailed further in later supplements. Boslon is now largely abandoned, but once upon a time it was a thriving town. The map above covers an area 8 miles by 8 miles, and is located approximately 50 miles southeast of Gainbury on the large Country Map. A small section of the main map is on your left. On both maps is indicated a stone monolith and this is highlighted on both by the lines to the left.



It is assumed that all characters who adventure in this area are of Sagrem stock (ie Pagan). Any NPC's of Anderian stock are referred to in their individual descriptions. To generate characters please refer to the Game Statistics on page 7.

LOCATIONS

KRENDEL

Population 57

6 Farmsteads and 1 Inn

Joe Cotter	Small cottage with wife and seven children
Sam Blain	Small cottage with wife and six children and one horse
Michael Duff	Small cottage with wife and nine children
David Swinton	Medium cottage with wife and four children and pigs
John Morgan	Small cottage with wife and ten children and dogs
Andrew Cotter	Small cottage with wife and five children plus a horse and sheep
Guy Peeps	Marsh Haven Inn with wife and two children plus a horse and chickens

Description

The small hamlet of Krendel lies on the bend of the Moonstone River and is bisected by the Bibble Stream. Half a mile to the West is the large and dangerous Marsh Buzzwing.

Life here is at the typical small hamlet pace and everyone knows each other's business. Several of the families in the settlement are related and the majority stay in the hamlet after reaching adulthood and work on the family farm.

As a sideline business, the women here take the carapace of the Buzzwing Beetle and make jewellery out of them. They can be seen sitting at their benches along the West Road working away.



The price of these brooches varies but as a guideline any value from 10 pennies to 2 silver shillings can be asked. They are considered lucky charms here against the Trolls in the marsh, as it is said that the flashing colours distract and frighten the Trolls.

The hamlet has three horses and the entire hamlet uses them. The pigs are fed with scraps from everyone and when killed they will be shared between the villagers. The Headman of the hamlet is David Swinton who has made some money from his escapades in the wars and he has a fine medium sized cottage. He also has picked up some reading and writing at minimal levels.

About half a mile to the south of Krendel lies an ancient pagan wall. This is considered haunted by the ghosts of long dead warriors who gave their lives defending the wall. No one will camp near to the wall, as strange tales of frightening dreams have been told by those who have. If the old wall is followed it eventually enters the Cordelon Forest and meets with some ruins. However, no one has ever explored these ruins (or if they have they have never returned to tell the tale).

Marsh Haven Inn

Owner: *Guy Peeps*
Proprietor: *John Duff*

Quality:- The Inn offers an average quality ale that is brewed by Master Peeps himself by his secret recipe. The wine is purchased from the Merchant Thomas Royal from Boslon and they receive a delivery every month on the 1st day. They will normally run out by the 28th day.

Food is simple and meat is not served with meals. The main dishes are mostly pearl barley and spiced vegetable broths, cheese is also popular and several types of baking such as bread, cakes and pastries. The rooms are all shared by 2-3 people unless under special circumstances when people can double up and fit six in one room. Bedding is normally clean except after holidays when it may have been left.

Rooms ** Food *** Drink *** Service ****

Costs * A tip of 10% is customary

Guys Ale	8cp per drink or 2sp per night
Wine Royal	6cp per drink
Basic Meal	8cp
Superior Meal	1sp includes meat either chicken or pork
Room	10cp shared between 2-3 people
Stable	10cp
Stable Destrier	2sp



Oats per Bushel 35cp
Rations Available at the Inn

1 Lb Salt Pork	6cp
1 Lb Salt Fish	5cp
1 Lb Smoked Sausages	13cp
1 Lb Black Bread	9cp
1 Lb Hard Tack	15cp
1 Lb Salted Butter	10cp
1 Lb Dried Fish	4cp
1 Lb Cheese Good	1sp
1 Lb Mixed Vegetables	3cp
1 Lb Marsh Salt	15cp

Description

The Marsh Haven Inn is on the West Side of the road away from and facing the rest of the village of Krendel. It is set back from a courtyard and watering trough. The building has two floors and a thatched roof, the walls are daub painted black and white. The family dog, a small terrier type who yaps and snaps at new arrivals, protects the courtyard. The dog is called "Nip" and is well loved by all the villagers, he is getting old now and does not move around as much.

The post of oak that sticks out of the courtyard has a large painted sign that depicts a traveller lost in the marsh surrounded by Buzzwings and a Troll running from the flashing lights. The artwork is very poor and could be mistaken for just about anything.

From outside a person can see the smoke rising from the tall chimney of a fire that is always lit. He can smell the broth that is always on the stove and hear the laughter of Peter and Jill, Guy Peeps' two children, playing. Guy owns a horse and he is left to roam around; he often accosts new visitors looking for a few tit bits. The Inn is shaped like a large 'E' and the central prong is where the large oak doors are that welcome guests. The windows are decorated with flower boxes which are tended by Guy's wife, Julie. She spends most of her days looking after the flowers and her nights cooking and mending.

Inside, the hallway is lined with oak panels and the scent of the flowers wafts along the halls. At night the sounds of merry men from the bar room mingles with the smells of the cooking. The bar area is a square room in the north wing and has plenty of room for fifty guests. There is a games area where various dice and throwing games can be played like darts, skittles and Shove Ha' penny. Upstairs are the guests quarters, these are large rooms that have been designed for at least 3 people to share. They have a wash basin and a towel and three straw filled mattresses.



The barman is John Duff, the eldest son of Mike Duff. He works here despite the fact that his father wanted him to work on the family farm. John earns good money here and meets many different types of people. He gives his family a large share of his earnings but has yet to win back the favour of his father.

The serving wench is Freda Morgan. She works here all hours of the day and night. Her duties are such that she has little life of her own. John, the barman, gets very jealous if he sees her in conversation with a patron and soon gets her back to her duties. She is pleasant of nature and very demure. Her age is not known but she looks in her late twenties. She very much wants to marry someone who travels around and she hates being kept in one place.

The stable boy is Tom Skillion, he came to the village some four years ago with a caravan passing through. He never left the village and married one of Sam Blain's sisters. He is a tall chap and knows much about horses and what they are worth. He and his wife are saving up so that they one day might have their own ostlery somewhere. Sally Skillion is the chamber maid and makes sure all of the rooms of the inn are clean and respectable. She is a dowdy person and always looks scruffy.

Guy Peeps, the owner, can be found at the bar every night talking about beer, politics and the marsh and generally keeping an eye on his investment.

Because of the location of the Inn they have few regular patrons but some of the people in the village can be seen here along with the wine merchant and perhaps a few soldiers from Boslon.

**OLD CHURCHLEY****POPULATION 74**

6 Farmsteads, 1 church, 1 smithy, 1 fisher and 1 potter.

Angus McBride	Medium cottage with wife and four children
Sam Angtree	Small cottage with wife and seven children and a horse
Nigel Dougals	Smithy, small cottage, wife and two children and a horse
Peter Brook	Medium cottage with wife and nine children plus a horse
David Seatter	Medium cottage with wife nine children and a horse
David Charles	Small cottage with wife and seven children
Ray Garret	Medium cottage and ten children
Fr. John Christopher	Church with staff of seven
Alan Winter	Fisherman, small cottage with a boat and four children, no wife
Ian Potter	Potter, small cottage with wagon, wife and five children.

Description

In the bow of the Moonstone River and the Linscor Stream the golden fields of Old Churchley welcome visitors. The village is set around the old church, built from local fieldstone and covered in gargoyles. It is the local parish church for all of the inhabitants on the campaign map area.

Father Christopher is 68 and still performs ceremonies every day for the few who attend but he is rigorously training his apprentice, Brother Samuel, to take over.

Father Christopher no longer travels to the surrounding manors to give blessings and Brother Samuel has taken on this task.

Nigel Douglas is the village smithy and also performs work for Krendel and sometimes Skelton.

Standing away from the village by half a mile is the home of Forester Jack. He is a mystery to the locals but does bring in game and also trades furs and hide for supplies every so often for exchange for other goods he requires. He seems to be religious as he visits church every week. Some of the villagers fear him and the women folk swoon over him as he is quite handsome.

Ian Potter the Potter has a wagon and horse. Most of the villagers have borrowed his wagon in the past at some time to travel to Skelton with goods for sale. He lets them at no charge and he is a very popular man.

On an evening, every man gathers at Ian's cottage and they talk over what has happened during the day and drink Ian's home made wine. They are welcoming to strangers and ask no money for the refreshments.

Douglas - Smithy

Owner: *Nigel Douglas*

Nigel is a self-taught smithy and farrier. He can produce simple metalwork of an average to poor quality. Anything greater or more complicated than plough shears and horseshoes are beyond his capabilities. Nigel is happy to trade anything for his work and most of the village owes him vegetables and grain for his efforts. Outsiders to the village would be asked to pay in coinage but his prices are very low.

Nigel's Cottage backs onto the riverbank, it is a wattle and daub type small cottage with exterior buildings for his smithy. His wife uses the fire overflow to heat the house and to cook. The building has a single floor and the family shares their home with the horse. Inside the house the floor is packed earth covered with straw, and beds are inside the thatched roof area.

St. Jude's Church

Owner: *King*

Proprietor: *Father John Christopher*

The old church was built in 290 AU by the Earl of Sagrem to serve as the parish church for the surrounding manors and holdings. Father John Christopher and his seven staff (owing to the importance of this religious site, he has many lay assistants) run the church.

Brother Samuel is preparing for his journey to the cathedral to be ordained as a minister in the Holy Church of the Lawgiver. He has been in training since a very young age and he sees Father Christopher as a paternal father as well as a spiritual father. Brother Samuel has taken over the parish duties, as at Father Christopher can now only perform local services due to his age.

The grounds of the church provide food for the priests and they will take in strangers and travellers who need somewhere to stay for the night. They are trained in medical aid and have given treatment to many in Father Christopher's time.



Any ceremony can be performed here and Father Christopher has a very high piety. This has influenced Brother Samuel's own piety.

The Holy Relic of Saint Jude.

This takes the form of a strip of cloth that was used to bathe her head during the torture to try to get her to change her religion. The relic itself is boxed in an ornate wooden container measuring about 4" square and made of walnut and inlaid with rosewood. It has never been opened as far as Father Christopher can remember.

Sacramental Wine of St. Jude.

The Holy Water of Father Christopher

The Cross of Father Christopher.

The Father has blessed this cross every day and every night for 40 years. As a result it is a very powerful focus of his faith.

The Book of St. Jude.

This is a copy of the original writings of this saint of the Lawgiver. In the tome she gives the reader directions on how to live a fruitful and spiritual life. Any reader of the original book will gain piety points if a successful Piety AR is made, 3 with a critical success of 10, 2 with a critical roll of 7 to 9 and 1 otherwise, up to a maximum of 20. Any reader of the 1st edition copies will gain 1 piety point if a a successful Piety AR is made where the critical roll is greater than 7.. Those who do not believe in the Lawgiver who read the original book must make a Piety AR roll to test their own belief. If they fail their AR and also have a Critical roll less than 4, they will convert to the Lawgiver. Only non-believers with with a Piety greater than 15 will remain firm in their beliefs..

The Pottery

Owner: Ian Potter

Ian prides himself on his quality of work, which is difficult, because he is not that good. As a result much of his work he scraps. If anyone asks for a piece of work they should be prepared for a long wait until he gets it just right.

The overall effect is that the quality is good but the service is poor. Because Ian takes so long and uses so much material his prices are high

ADVENTURE SITES

THE MONOLITH

This is the barrow of a lost pagan king buried here centuries ago. The monolith stands atop the mound measuring 14' high. It is made of dark grey granite that is not local to the area and has only one symbol on each surface. Beneath the monolith are many tombs, cut into the soft sandstone.

These chambers are where the king, his relatives and advisors are buried. There is a secret entrance to the vaults below hidden by the years of growth on the north side of the mound. The local rye grass is very tough and has made a good covering. There is little of value down here, the relatives and advisors chambers contain nothing that has not rotted or rusted away.

The false king's chamber contains some pretty trinkets that look good but would only fetch 200sp in total. Not worth the labour of dragging them out. A simple evaluation roll will alert the players to this. There are some weapons here that were once of great value and superb quality but no longer of any use.

The real king's chamber is hidden behind a secret door. This has been magically hidden and requires the spell **Dispel Illusion** to be cast to find it with a resistance of PSF 30. Once the door is detected ½ INT AR% will show the method of opening.

The room is small and has been sealed well from the ravages of the years. The room has many treasures and the small size of the chamber extenuates the amount.

The guardian of the king's chamber is a basilisk called KAL HLUK. He was taken when young and forced to serve the kings commands. The king was able to rule with absolute fear and conquered many territories. The basilisk now stands guard over his master's remains, immortal in his service, dedicated in dealing death. He has been entombed in the vault for several centuries and now he wants most of all to be master of his own destiny.

KAL HLUK will be so pleased to see another human that he will let out a screech of pleasure when he sees them. This will more than likely force the players to attack him.

If a Magus decides to research the monolith their success may reveal the existence of the basilisk or even its nature. Whatever the result the basilisk will not join the party or become attached to one of the player characters. He will, if impressed by their compassion for his situation, agree to offer them one, and one only, service.

**Kal Hluk - Greater Basilisk**

Height 36" **Length** 9' **Wt:** 100 Lb **Dodge:** TSC 61
Stamina: TSC 82 **Will:** TSC 76 **Experience** 800
Body: 30 **Fatigue:** 30 **Move:** 13
BMR: 0
Armour: Tough Hide S: 4 C: 7 P: 6 M: 7 E: 4

M Bite TSC 64 **Damage:** 7

M Claws PSF: TSC 58 **Damage:** 3

Glance - Petrification

For further details please refer to page 17 of the Chivalry & Sorcery Creature Bestiary.

Appearance: - The basilisk takes the form of a large lizard with glittering toad like eyes, and a sandy/yellow scaly hide.

Kings Chamber Treasure

A small wooden box made out of a very bright coloured wood and held shut by an ornamental silver clasp. Inside the box sitting on a bed of red velvet are:-

14 ct Cut Ruby	10Cr
10 ct Cut Topaz	120sp
6 ct Cut Diamond	5Cr
A gold Tiara with ruby and sapphire gemstones	30Cr
Slate engraving	2Cr
Onyx Vase	1Cr
Coins	1,000cp
	500sp
	150Cr

THE FOUR STONES

Atop a grassy mound lie four stones, littered with runic symbols that no man has deciphered. The people of the local area have no idea of their ancient history and believe the glyphs to be Elvish. The stones stand in a diamond configuration about 10' apart. The stones themselves are diamond in shape and their tops are pointed like a pyramid.

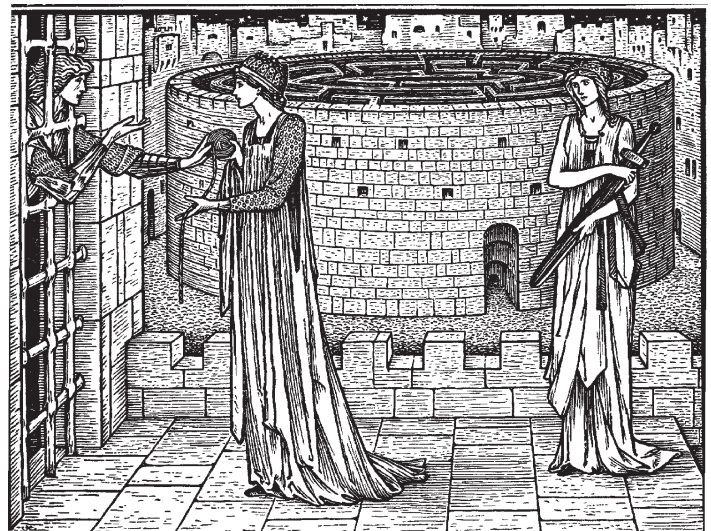
The stones are made from milky white moon quarts that store the rays of the sun during the day and then releases the energy during the night giving off a cool creamy white glow like the autumn moon.

They stand each 10' high and regardless of the weather they are always warm to the touch. The ground around the stones never accumulates snow or frost and animals will not approach the stones (Some riders have been known to be thrown from their mounts).

The centuries have not worn the stones as their magical nature has protected them well from the ravages of time. They are from the ancient pagan times, when a magical people ruled the area of Anderia, who had a greater understanding of the powers of magic. Present day wizards are passing down a portion of the pagan knowledge that was once common in usage.

There are people who have a natural ability to focus the forces that magic uses to create its effects and these are still around today in the form of Healer Witches and Hedgerow Wizards.

This stone square is attuned to the forces of magic and stores the powers of nature and the sun during the day, releasing it during the night.





The effects are that the area generates a magical aura giving any spell caster +13 PSF when casting spells in this area, their ML is increased by 3 and fatigue costs are halved.

There is however a drawback to the area; The drawing in of energy creates a well in the outer areas and so all within 2 miles of the stone are magically at a penalty of -5 PSF when casting spells and fatigue costs are doubled. This positive and negative force has no effect on those few who are able to manipulate the powers such as Priest Wizards.

The glyphs are from those ancient pagan times and relate the journey of their elders into the next cycle. They seem to be of human origin but with an Elvish outlook on life and certainly a greater command of magic than the present day wizards of the Elder Brotherhood

If a mage studies the runes and breaks the language followed by a further period of study equal to **MRF / 8 - E** they will discover a text revealing the ancient techniques for the inner circle of Transcendental Spellcraft and **Continue from Beyond**. Should anyone try to displace the stones or do them damage they will be caught up in a permanent **Chaotic Landscape** as the illusion of the innermost circle.



PERSONALITIES

JACK SMETHSON

Forester 6th Level Age 20

AGL: 14 INT: 10 BV: 18
STR: 13 WIS: 14 APP: 16
CON: 16 DIS: 14 PTY: 11

Height: 5'11" Weight: 154 lb.
Jump: 7 Move: 15
Body: 33 Fat: 33

Skills:		
Perception Sound	PSF: 18% TSC: 23%	
Perception Sight	PSF: 18% TSC: 23%	
Willpower	PSF: 10% TSC: 50%	
Dodge	PSF: 20% TSC: 70%	
Stamina	PSF: 20% TSC: 60%	
Foresters Stealth	PSF: 22% TSC: 72%	
Blending into the Surroundings	PSF: 22% TSC: 62%	
Cover Tracks	PSF: 18% TSC: 68%	
Tracking	PSF: 18% TSC: 68%	
Find Direction	PSF: 22% TSC: 82%	
Intention of Animals	PSF: 18% TSC: 68%	
Forage for Foods	PSF: 18% TSC: 68%	
Set, Disarm and Detect Traps	PSF: 18% TSC: 68%	
Fishing	PSF: 18% TSC: 68%	
Wood Axe	PSF: 22% TSC: 62%	
English Longbow	PSF: 20% TSC: 50%	

	50%	45%	40%	30%	20%
	SR	MR	LR	ER	MAX
Range	20	90	200	400	800
Critical	10	10	10	10	none
Dmg	17	8	5	2	-

Armour
Leather Hides **S: 1 C: 0 P: 1 M: 1 E: 3**

Appearance:
Jack is tall and handsome with a sad smile that always seems to slide across his face. The long black hair he wears makes his drawn features and pale complexion ghost like. His physique is excellent and he is obviously very strong. He has steely grey eyes that complete an entrancing look. His clothes are practical for his life in the woods; mostly light leather of own making. His attitude is very rough as he lacks the social contact for manners or courtesy.



After his years of living in the wilderness Jack has become attuned to the noises of the forest and woodlands. At the slightest noise he will be awake and ready for action taking no penalties. He is also able to make perception rolls while asleep as any noise or smell out of the ordinary will alert him to possible danger.

He fled his home owing to a crime he committed against a noble. He travelled for days and days through forest and dell all the time avoiding the patrols and keeping away from main paths. Eventually he settled on the outskirts of the manor Skelton and has remained aloof since then fearing recognition.

DANIEL SURMAN

Knight Captain 9th Level Age 31

AGL: 18 **INT:** 12 **BV:** 12
STR: 20 **WIS:** 18 **APP:** 12
CON: 18 **DIS:** 18 **Piety:** 20

Height: 6'0" **Weight:** 122 Lb.
Jump: 10 **Move:** 18
Body: 53 **FAT:** 45

Skills:

Alertness Sight	PSF: 6% TSC: 11%
Alertness Sound	PSF: 6% TSC: 11%
Stamina	PSF: 43% TSC: 103%
Dodge	PSF: 39% TSC: 99%
Willpower	PSF: 12% TSC: 52%
Tracking	PSF: 36% TSC: 66%
Mounted Combat	PSF: 46% TSC: 86%
Kt Broadsword	PSF: 46% TSC: 96%
Lance	PSF 28% TSC: 58%
Shield Play Heavy	PSF: 46% TSC: 86%
Dagger	PSF: 39% TSC: 89%
Wrestling	PSF: 43% TSC: 73%
Speak Uruk:	PSF: 30% TSC: 70%

Full Chain Mail + Quilt **S: 9 C: 6 P: 8 M: 9 E: 7**
Shield Large Reinforced **S:16 C: 15 P: 18 M: 20 E: 10**

Appearance:

Daniel is of Anderian stock, a shrivelled man, dwarfed by his experiences in the border wars where he distinguished himself and earned the everlasting favour and knighthood from his liege Lord Sir Alfred Mackin. His frame is hunched and he walks with a slight gait. His look is one of resoluteness that tells you that he has stared death in the face. He stands about 6'0" but due to his hunch this looks more like 5'8".

He has brown curly hair and brown eyes that stare with a wild look. His complexion is rough and weathered from the nights on the wet and windy mountain battlefields.

A real religious zealot, he was converted during the border wars against the Uruk's. He gives real hellfire and brimstone speeches to his troops. "*The only thing that kept me alive in those bloody, desperate times was my faith in the Lawgiver*". When he really wants to put the frighteners on he starts chanting the old Uruk battle cant he learned in the mountains.

Suffering decrepitude from all his old wounds he is no longer the sturdy agile youth he once was. Daniel was an old campaigner in the border wars with the Uruk's and he knows all of their little quirks and even survived a poisoned arrow. He talks little of his battle days and prefers to enlighten his troops into religion. From the look in his eyes and the way he speaks to you, you just know the he means business.

JASON MACKIN

Squire Age 20

Skills

None of Worth

Appearance:

An Anderian of small stature and frail build measuring only 5' high. His complexion is yellowed from his poor diet and drinking. With a face pockmarked from acne and a foppish voice, he has become hated by everyone for the parasite that he is. Jason lives his life indoors dreaming up his stories. He has brown straight greasy hair and brown eyes.

While not clever, bardic of voice or nimble of finger he has the ability to dream and create fantastic ideas and weave them into stories. While unable to relate these into words or writings of any fashion that would please an audience, this takes up almost all of his time. He gets a blank expression and goes into a trance for hours. His father has washed his hands of him as a knight and left him in charge of Skelton manor. He is more of a parasite using the manor resources to keep his lifestyle. He relies on the people around him to make the manor pay.

Jason has a bad reputation as a coward. This is with everyone within the boundaries of the manor.

**OLD MEGAN**

Shaman Healer Level 15 Age 48

AGL: 18 INT: 17 BV: 13
 STR: 9 WIS: 20 APP: 5
 CON: 25 DIS: 17 PTY: 17

Height: 4'8" Weight: 76 lb.

Jump: 8 Move: 17

Body: 50 Fat: 58

MKL: 7

Skills:**Alertness Sight** PSF: 15% TSC: **15%****Alertness Sound** PSF: 15% TSC: **15%****Stamina** PSF: 21% TSC: **61%****Dodge** PSF: 28% TSC: **68%****Willpower** PSF: 30% TSC: **70%****Read Pagan Runes**
(Ancient Tongue) PSF: 50% TSC: **90%****Speak Pagan**
(Ancient Tongue) PSF: 62% TSC: **102%****Detect Lie** PSF: 64% TSC: **84%****Read Character** PSF: 64% TSC: **84%****First Aid** PSF: 60% TSC: **120%****The Healing Arts I** PSF: 60% TSC: **110%****The Healing Arts II** PSF: 60% TSC: **110%****Make and Use Drugs & Poisons** PSF: 48% TSC: **78%**

She has all spells of Divination and Plant lore to 6th level and Wards to 4th

Appearance:

Megan is a sad sight to behold; her virtues have taken a great toll on her. She is only 4'8" tall and hunchbacked, her arthritic hands are twisted and gnarled. Her teeth are blackened and she has a fearsome stare. Her hair is white due to the apparition haunting her sleep, her complexion is shallow with brown sunken eyes. She is a strange apparition and most are afraid of her. She wears only black clothing saying that it absorbs the powers.

Given the gift of empathy by the pagan gods she uses her powers for the good of humanity. She is able to see ghosts, demon spirits and other world entities. She has an Intuitive understanding of how to treat the wounded, sick and suffering. She is able to withstand pain and fatigue, so has no upper limit on the number of levels of Endurance and Conditioning she may have.

At only 4'8" high she has been banished from the fief but allowed to live on the rocky ground south of the four stones.

She is hated and despised by the church but needed by the people who travel to her for medicine and midwifery. Megan's ability to see things of other worlds has cursed her to be forever racked with the images of those she couldn't save. In the middle of every night they come to haunt her sleep, leaving her tired and incapacitated until morning.

HERMIT SAM

Shaman Wizard Level 13 Age 42

AGL: 12 INT: 25 BV: 9
 STR: 9 WIS: 14 APP: 6
 CON: 8 DIS: 19 PTY: 1

Height: 6'2" Weight: 150 lb.

Jump: 6 Mov: 13

Body: 25 Fat: 27

MKL: 6

Skills:

These need to be tailored to the individual requirements for Hermit Sam.

Appearance:

Sam is obviously mad, his entire facial expression with wide eyes and a wild smile. He is tall and thin with grey long hair and buck teeth; he has a skippy walk that is quick and agile. He tries to cultivate a friendly demeanour and travels trying to interfere with everything and anything. Sam believes himself to be the real political power mover, which is a delusion. He schemes and threatens using his deadly pet rat. He believes that he is the avatar of the rat god put on the world to do good (his twisted version). Most of the village folk fear him and run when they see him coming. Tall and thin he looks like a beanpole scarecrow.

Enthral comes in handy to get the serfs and peasants to do his bidding, making them forget the sins they have committed afterwards. Another useful little talent for Sam is the spell Fear. He makes people fear that which is against Sam's ideals. This could be anything as Sam is, definately, quite mad.



INTRODUCTORY ADVENTURE

The players are to protect a caravan from attack by bandits then track them back to their hideout. The bandits have no idea that the caravan is guarded and they are not prepared to fight trained men.

THE CARAVAN SOUTH

This consists of four wagons, each carries the produce of the finest cloth merchants in Boslon. Their ultimate destination is Cannonport to the South, but they will first stop off at Aquilla. The players' characters are to guard the caravan, under cover of being the fifth wagon of cloth merchants. Only the Master Guildsman will know their true identities as hired swords and he is completely trustworthy.

Wagon #1

Headed by Master Textiler **Jedro Thrubraith**, a 40-year-old man of stern speech. He finds little, if anything, funny and any joviality by the players will be met with a quick rebuke for their lack of humility before their imminent journey through brigand and barbarian infested forests. He has with him two journeymen, who are making their first trip south.

They are **Dellan Marbow**, a female, and **Jeckla Marbow**, her brother. Jedro has a cargo of linen that has been asked for by a short supplied merchant in Aquilla. Dellan and Jeckla are totally afraid of their domineering master and only mix when he is not around. They soon remember their place when he turns up and they once again fall silent. None of these are brave or willing to risk their lives for their goods. If the brigands give them the chance to give over the stock for their lives. No problems; just take it and leave.

Their wagon is of medium size and is pulled by two draft horses with a spare horse being towed behind. The journeymen travel by the side on foot while their master drives the wagon. Jedro thinks that this is protocol and how things should be. At the front of the wagon is an icon of the Lawgiver. This was purchased at a market stall and has more than likely been sold by a down and out; who was given it by a priest and has sold it to better his fortunes. Jedro is not a religious man but believes a person needs all the help he can get. He curses proficiently and swears to the goddess continuously.

Wagon #2

This wagon is headed by **Kaitlyn Deltow**, a bright and chirpy woman of mid years. She claims to be in her mid thirties to any who ask and get an answer but really she is 43 years old. She always has a smile for the men and has measured many an inside leg in her time. She is quite short, standing around 5'2" tall with a voluptuous figure and has a bright shock of red hair.

Her companion on the journey has nothing to do with textiles and he is her guard. His name is **Tedrick Dansun**, a tall athletic type of a well-kept appearance. His attitude is carefree and he will gladly partake of any other females who give in to his charms. He is 35 years old and seems to be of high birth.

Both Kaitlyn and Tedrick are worshipers of Lysenda. They have been assigned to each other and are to recruit some other members for the church on this journey. To do this they will first use their charms. If this fails they will resort to chemistry and administer the **Draft of Love**, a special potion composed for this purpose by the priestess of their underground church in Boslon.

The effects of the draft are only temporary and will wear off in two days unless other drafts are quaffed. The side effects are delusions and lack of appetite. If taken repeatedly it can cause liver failure within a month followed swiftly by death. The worshippers of Lysenda are not killers and will endeavour to stop short of this. If their victims have the stamina and willpower to resist them then so be it.

Their wagon is small with only one horse pulling and no spare. It is however covered with a canvas tarpaulin. Both ride on the wagon and are glad to invite any of the walkers on for a ride.

Wagon #3

This merchant is **Kesjet Dueper**, the only one of the travellers who is not transferring cloth. Kesjet is a wool merchant and is transferring some choice fleeces to Cannonport. He is a large rotund man of a huge and strange appetite. He eats things that would make most people ill to think about.

He likes to hear stories of what other people have done in their lives and on the dark quiet nights he will pump even the most introvert person for details of their adventures.

He travels, unlike all of the others, alone. This is mostly because his large cart is overloaded with fleeces and food. Any other person on the journey could a) not put up with the cuisine and b) detract from the amount of food he could carry for himself.

His wagon is the largest in the group with an extended wheelbase and a four-horse pull system. He has a spare horse in the rear but he expects to have to kill this for food before the journey ends. Should the brigands attack he will gladly part with the fleeces for his life. If they ask for his provisions he will become enraged and attack even against the odds and facing certain death.

He is quite wealthy and has brought along several Usurers notes that he is hoping to cash when he gets to Cannonport.



They are for the following amounts.

1. *Bearer bond 250P*
2. *Merchant bond 4 Cr.*
3. *Bearer bond Cannonport only 3 Cr.*
4. *Merchant bond Hope only 5 Cr.*
5. *Guild trade goods only worth 10 Cr.*

Also hidden within the side leather of his boot is a vellum parchment.

Pagan. *A recipe for a purple dye. This is to be sold at Cannonport for 400 Cr.*

The importance of this docket is second to none and could be the player's next mission. A purple dye has been rumoured about on Anderia for many centuries. Kesjet came across this paper from an old shepherd who discovered a cave while bringing in the sheep. He heard running water and investigated. The parchment was a fragment from an old tome he found there. After seeing shadows move inside he left and sealed the cave. While Kesjet has the rest of the tome this page falls into his area of expertise. The other pages were incomprehensible to the scholar who translated it.

The buyers for the recipe are the Elder Brotherhood. They do not want the recipe to become general knowledge. There have been wars fought of the royal colour and who possesses the recipe. It is better that the colour purple is forever a possession of the Brotherhood and only the wizards wear the regal colour. The buyer is One **Ash Valor**, a wizard of the mind and master of commands. He is prepared to pay the price asked and pamper the greedy merchant. The Brotherhood is a wealthy one and money has little or no meaning to their members. He is posing as a wealthy merchant from 'An Empire to the south' who would have this colour for a senator friend of his that he would promote in the senate.

After the caravan is attacked and Kesjet is left with nothing but the clothes on his back and the recipe in his boot he implores the players characters to aid him. He will stay at Boslon and await them there. If they take the job they will be paid many golden coins.

Wagon #4

From Baylan **Adin Baldere** has a fine collection of Russet bolts to take to Cannonport. He and his three sons are travelling south to sell of their remaining stock before winter sets in. Aidin's sons are **Kelgore 13 years, Matore 18 years and Lotore 21 years**. They are like small duplicates of Aidin and follow him around like little ducks after their mother.

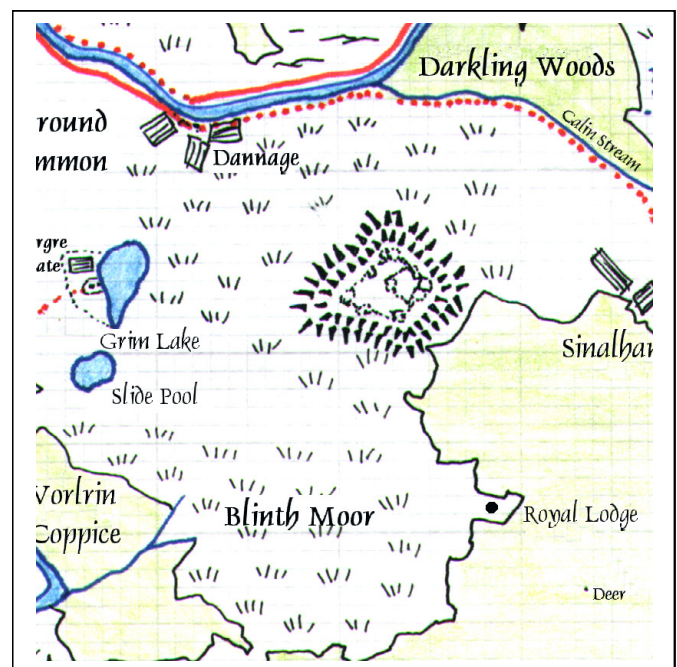
They are of average height with dark complexion with brown eyes. They all have brown straight hair.

Their wagon is of medium size with two horses pulling and one spare in the rear. They all ride in the wagon and are brave enough to fight for their goods. They carry Long Swords with which to defend themselves and their stock.

Wagon #5

This wagon is headed by the players' characters. It is a small wagon that has been loaded with rejected or poor grade cloth. They have two old nags pulling the wagon and if a knight or sergeant is with the company then they will have a riding horse trailing the wagon.

They are to be given some quick instruction on the slang used by textilers for cloth and processes. This will give the players a Basic Knowledge BC% in the skill. While on the journey they are to see if anyone in the caravan could be a spy for the Brigands, as they suspect that someone is giving away information about the strength of the caravan's guards. When the brigands attack they are to show themselves only to stop anyone getting killed. After the Brigands flee with their goods they are to be traced back to their lair and destroyed.



The Brigands base, 7 miles directly north of Krendel



They have a few pre-set dart traps set on the path to the castle. If detection is failed, a party member may be hit by a dart that does one point of damage, but is coated with a poison that acts like the **Lapus Memoriae** drug under the skills making drugs in the **Materia Medica** skill category. Someone who had a PSF of 30% in setting & Disarming Traps set the traps. Make sure that the PSF is subtracted from the success chance of finding the trap, and dodging the dart. The dart makes its attack with a **BC 40% PSF 30% TSC 70%**.

There is a secret underground entrance that they may find by observing the Brigands for a couple of days.

Once the group is in the castle, they will have to fight off the Bandits. There are 30 altogether, the majority of which are 1st level. The leader is a 5th level man at arms and he has three bodyguards of 2nd, 3rd and 4th level (these are left to the individual Gamemaster to detail as required).

OBOLAN KAIRDREW - BANDIT LEADER

Warrior Level 5 Age 32 Award: 375 XP

AGL: 12 INT: 11 BV: 10
STR: 13 WIS: 10 APP: 10
CON: 13 DIS: 11 PTY: 10

Height: 5'10" Weight: 170 Lb.
Jump: 8 Mov: 13
Body: 30 Fat: 28
LCAP: 186Lb CAP: 93Lb

SKILLS	BC	PSF	TSC
Dodge	50%	15%	65%
Stamina	40%	17%	57%
Willpower	40%	7%	47%
Animal Handling	50%	10%	60%
Brawling	60%	23%	83%
Knife Combat	50%	17%	67%
Slashing Swords	50%	17%	67%
Lt. Shield Play	40%	17%	57%
Spears	40%	15%	55%
Wear Lt. Armour			

Obolan has on his person 2 shillings and 30 pennes. In his quarters he has 5 Cr and 300 pennies along with the following gems

Amethyst 2 Cr
Coral 20 pennies
Quartz Crystal 50 pennies
Diamond 10 Cr

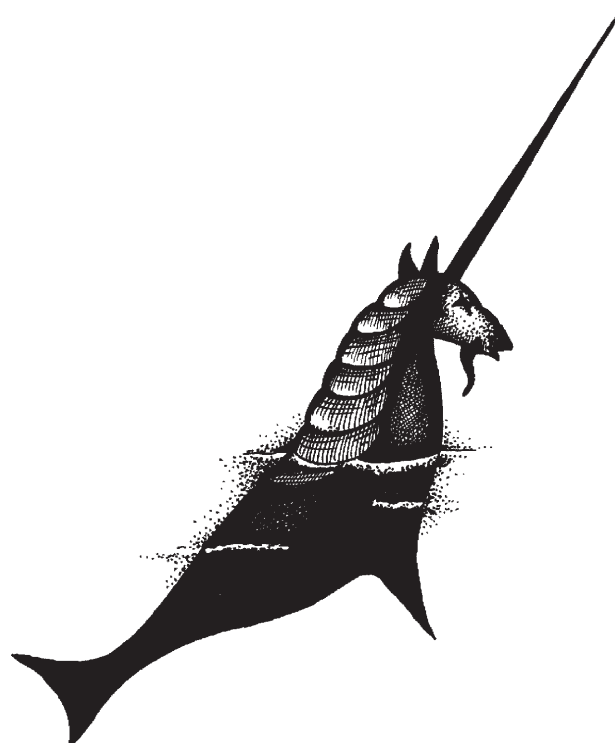
30 x 1ST LEVEL - BANDIT MEN AT ARMS

Warrior Level 1 Award: 50 XP

AGL: 12 INT: 10 BV: 10
STR: 12 WIS: 11 APP: 10
CON: 14 DIS: 12 PTY: 10

Height: 5'8" Weight: 142 Lb.
Jump: 8 Mov: 12
Body: 28 Fat: 26

SKILLS	BC	PSF	TSC
Dodge	50%	7%	57%
Stamina	40%	8%	48%
Willpower	40%	0%	40%
Animal Handling	50%	2%	52%
Brawling	60%	9%	69%
Knife Combat	50%	9%	59%
Slashing Swords	50%	9%	59%
Lt. Shield Play	40%	9%	49%
Spears	40%	7%	47%
Wear Lt. Armour			





APPENDIX 8 - RELIGIOUS FESTIVALS

Anderia currently uses the Urtish calendar (see “The Dragon Reaches of Marakush” for more details), the priests of the Central Church regarding every fifth day as a day for worship for the faithful. During times of battle, the priests erect temporary altars to meet these requirements. There are a number of religious festivals, the most notable being:

The Days of Judgement – the third Galend in Asut, a week of religious prayer to the Lawgiver.

The Carnival of Salvation – 8th to the 10th day of the first Galend in Inarr. This recalls the days that the ancestors of Anderia arrived out of the Carlegg Mountains, with thanks given to the Lawgiver.

Feast of St.Bruno – 12th day of the third Galend of Mald

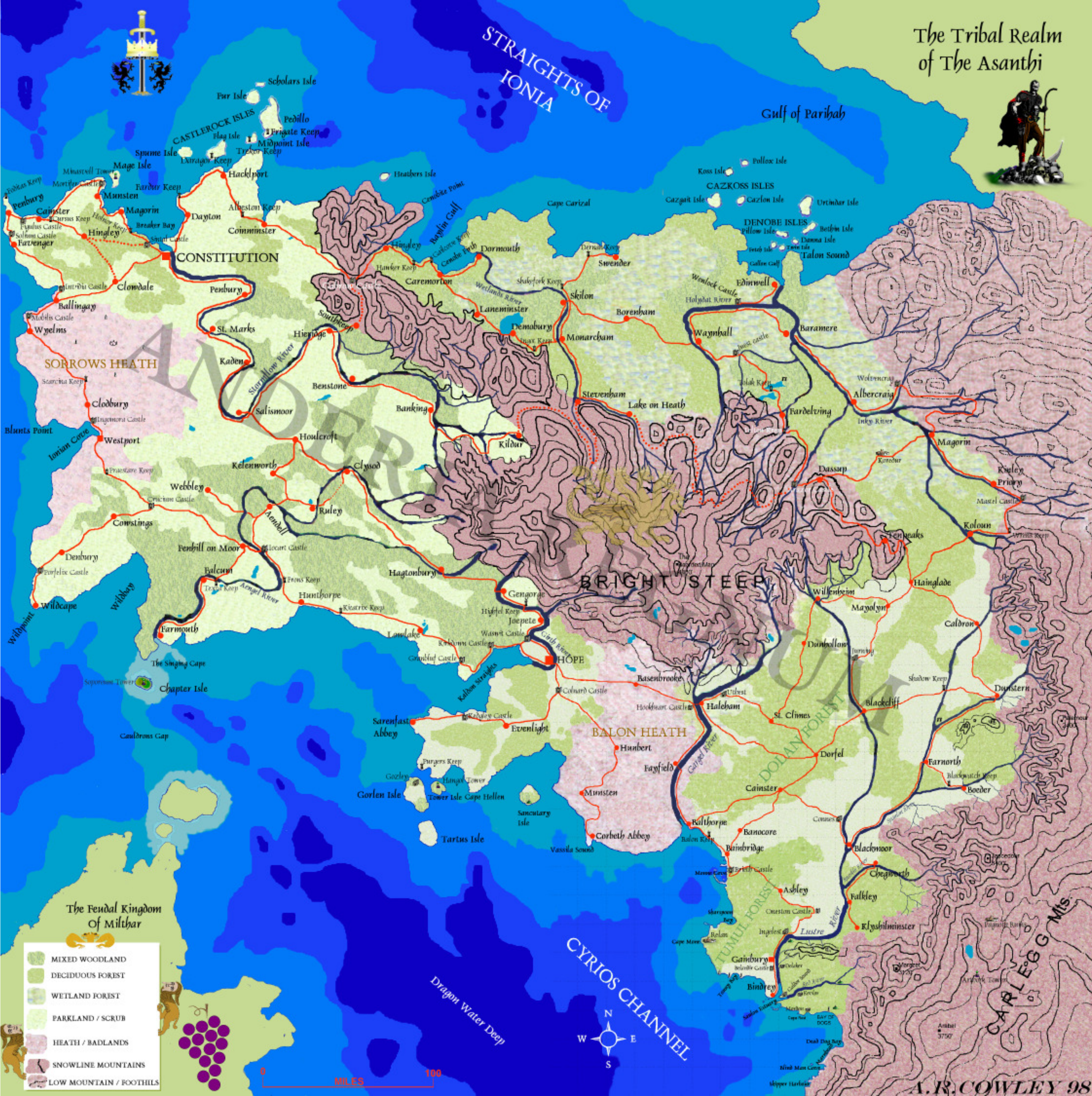
Feast of St. Marks – 4th day of the first Galend in Hydrek

Feast of St.Climes – 6th day of the first Galend in Maruth

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