



Saxons!

Wolves in the fold of Arthur's Britain



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Roderick
Robertson





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INTRODUCTION

What is this book?

Saxons! is a supplement for *King Arthur Pendragon*, Green Knight Publishing's role-playing game of Arthurian Britain. It details Saxon or Germanic culture, magic, and character generation, as well as a mini campaign of Saxon adventures. It also includes a gazetteer of southeast Britain (the Saxon kingdoms of Kent, Sussex, Essex, and Wessex), and a chronology of the fifth-century Saxon invasions, prior to the five phases of Arthur's reign described in *The Boy King*. While this book does not describe the geography of Saxon kingdoms in the north-east (Anglia, Soresstan, Deira, and Nohaut) or on the continent, its treatment of Saxon culture still applies to those regions.

What other books do I need?

Besides *Pendragon* itself, the following supplements are useful, though not strictly necessary, for *Saxons!* readers:

The Boy King: For the chronology of the *Pendragon* campaign, including the Saxon wars.

Land of Giants: For the heroes and gods of the North, including Jutland and Scandinavia.

Blood and Lust: For the rebellious Saxon kingdom of Anglia.

Lordly Domains: For administering player character lands.

Savage Mountains, *Pagan Shore*, *Perilous Forest*, and *Beyond the Wall*: For Cambria (Wales), Ireland, Western Cumbria, and Pictland respectively.

Who are the Saxons?

Pendragon uses "Saxon" as a catch-all term for the Germanic coastal tribes of the later Roman era (A.D. 300-500) and the Dark Ages (500-1000). These tribes might have stayed on the continent, visiting Britain only as pirates or traders, if not for the collapse of Roman power around 400, which disrupted their old homelands and left Britain open to invasion. Historians may call these people "Anglo-Saxons" or "Old English," since they are the ancestors of modern English people. In this book, "Saxon" can mean any or all of the following cultures:

Saxons: These fierce warriors led the invaders in south-east Britain. Their old homeland, near modern Bremen and Hanover, is harassed by Burgundians and Slavs.

Angles: This tribe entered northeast Britain in 500, evicted from their homeland (the Jutland peninsula; modern Denmark) by the Danes. Now they cannot turn back.

Jutes: Like the Angles, this smaller tribe fled rising sea levels and Danish invaders in Jutland. They are expert sailors. Close-knit Jutish families settle among the Saxons in Wessex and Kent.

Frisians: These people come from the sea-soaked Netherlands. They have a distinct language and a stubborn, pious paganism. Many Saxons distrust them because their king, Finn, massacred his own guests in the Fight at Finnsburgh.

Franks: This confederation of "free" (*frank*) German tribes served Rome by guarding the Rhine frontier. When that frontier collapsed, the Franks invaded northeast Gaul (around Cologne and Trier). A few of them joined the invasion of Britain. They are a bit more Romanized than the other Saxons. They are more liable to ride horses than use boats.

In *Pendragon*, the Saxons also borrow traits from later Germanic peoples, like the Vikings, for completeness and game interest.

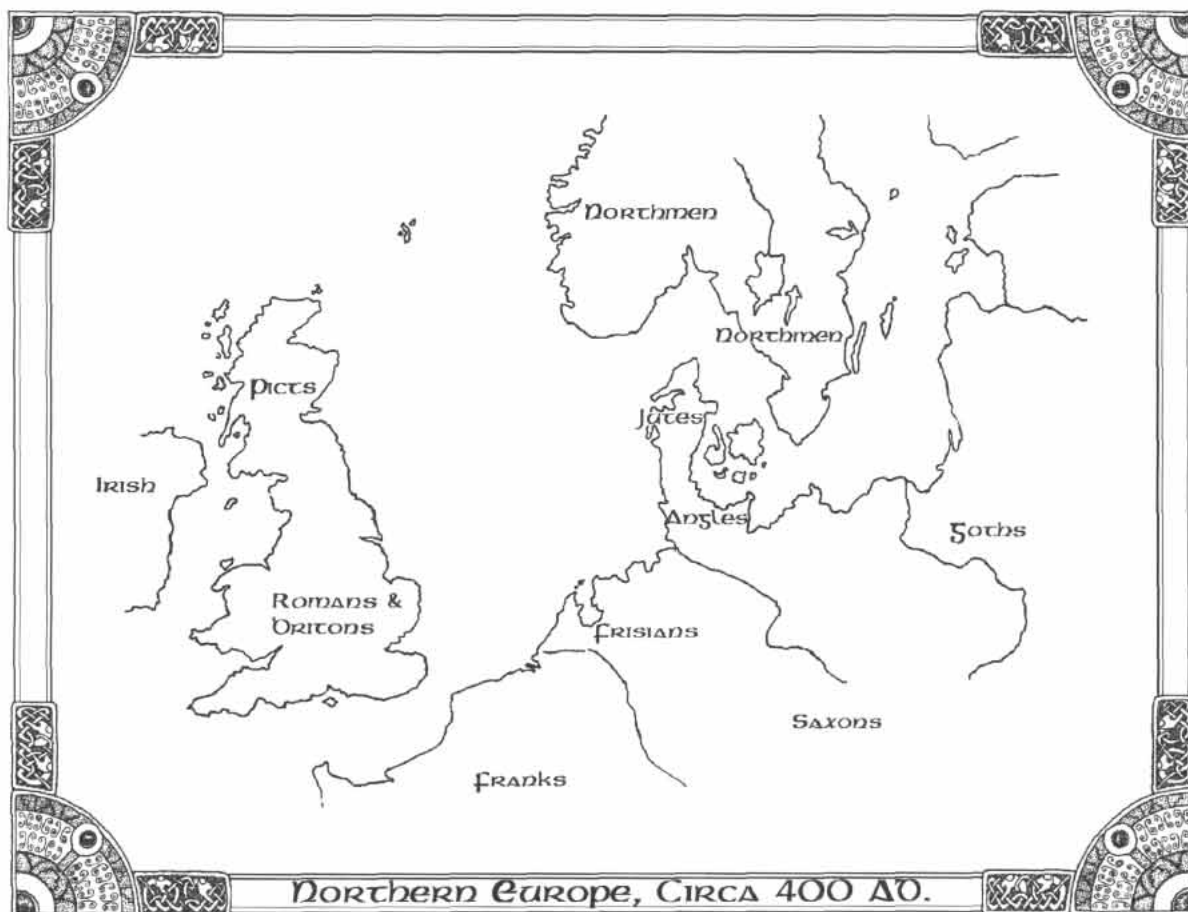
New Rules

Like other *Pendragon* supplements, *Saxons!* introduces many new and optional rules. Except for self-contained rules sections (like Character Generation), these have been gathered into the New Rules chapter at the back of the book, for easy reference during play. Notes in the text chapters direct you to sections in New Rules, so that you can move between essays on Saxon culture and the corresponding new game mechanics, each elucidating the other.

The Saxon Campaign

The year 480 makes a good start for a Saxon campaign. Saxons rule Kent, the northern kingdoms, and parts of Sussex, but the rest of the southeast is still ripe for conquest — perhaps by your player characters! The enemy king Aurelius Ambrosius has just been poisoned by a





Saxon spy; his brother, Uther Pendragon, is newly-crowned and out for vengeance. Players can fight Uther at the battles of Mt. Damen, Windsor, and St. Albans, where Uther finally dies — leading to fifteen years of unopposed Saxon raiding, until the young Arthur draws the sword from the stone in 510. The Saxon campaign culminates at the Battle of Badon in 518, where Bretwalda Aelle fails in his bid to become the High King of all Britain. *Saxons!* also covers the aftermath of Badon, as vengeful knights from Logres invade and pacify the Saxon kingdoms.

After Badon, the southern Saxons enter the *Pendragon* social system. They may be Saxon knights, with Glory inherited from their pagan ancestors, but they belong to a Cymric and chivalric culture. The northern lands of Deira, Nohaut, and Sorestan (formerly Lindissi) remain Saxon in culture. Anglia rebels against its duke several times; a Saxon Rebellion campaign could make a change from normal chivalrous duties. At the end of the *Pendragon* era, Sir Mordred (like King Vortigern a centu-

ry before him) invites the Saxons to fight for him in a civil war, and the Saxons (like Vortigern's mercenaries) take over the war-torn kingdom, this time forever.

Glossary

Simple Saxon Pronunciation

Vowels

Pronounce each vowel, including final "e." Where two sounds are listed, the second ("long") sound is more common in stressed (usually odd-numbered) syllables.

a	as in <i>aha</i>
æ	a single sound, as in <i>hat</i>
e	as in <i>bed</i> or <i>bade</i>
i	as in <i>bid</i> or <i>bead</i>
o	as in <i>body</i> or <i>bored</i>
u	as in <i>bull</i> or <i>booed</i>
y	as i in <i>bid</i>





Diphthongs

ea	as "a" in <i>hat</i> followed by "a" in <i>Cuba</i>
eo	as "e" in <i>met</i> followed by "o" in <i>poetic</i>
io	as "i" in <i>bit</i> , followed by "o" in <i>poetic</i>
ie	as "i" in <i>bit</i> , followed by "a" in <i>Cuba</i>

Consonants

c	as in <i>chin</i> if followed by i or e; otherwise as in <i>can</i>
f	as "v" in <i>over</i> if between vowels; otherwise as in <i>father</i>
g	as "y" in <i>yield</i> if followed by i or e; as "ch" in <i>cloche</i> at syllable ends; otherwise as in <i>gate</i>
h	as "ch" in <i>loch</i> before consonants and at syllable ends; otherwise as in <i>hand</i>
r	trilled as in <i>rudiment</i>
s	as "z" in <i>prize</i> between vowels; otherwise as in <i>soon</i>
j, q	not used
others	as in modern English

Double Consonants

cg	as "dg" in <i>bridge</i>
ng	as in <i>finger</i> , rather than <i>ring</i>
sc	as "sh" in <i>shout</i>
th	as in <i>anthill</i>
ð	as in <i>thorn</i> between vowels, otherwise as in <i>then</i>

Other double consonants are pronounced as two separate sounds, as in *book-case*. Thus the Angle king Cwichelm is *quick-helm*, not *quich-elm*. Pronounce "cn" as in Monty Python's "Silly English K-nig-it."

To make adjectives, add -isc (ish): *Wealhisc* = "Welsh"

Saxon Words

Previous *Pendragon* products have used Norse rather than Saxon words for Germanic nouns, so Norse-Saxon synonyms are included below, along with their Modern English equivalents. For simplicity, words are usually pluralized as in Modern English. We include the aesc (Æ, æ) and thorn (Ð, ð) symbols below, but have regularized them to "ae" and "th" throughout the rest of the book.

Æðeling	(<i>ath-el-ing</i> ; Norse "Ethling") Prince, minor king
Aðfultum	(<i>ath-ful-tum</i>) Oath-helpers in a court of law
Bot	(boot) Fine, penalty, compensation
Botless	(<i>boot-less</i>) Unpardonable
Bretwalda	(<i>bret-walda</i>) literally "Wielder of Britons"; High-King
Burh	(<i>burg</i> ; Norse "Borg", "Burg") Fortified town
Byrde	(<i>bird-eh</i>) Well born, noble

Ceorl (*churl*, Norse "Carl", "Bonde") Freeman, farmer or crafter

Cniht (k-nekt) Boy, servant (modern "knight")

Cwene (*kween-eh*) Woman, queen

Cyning (*kin-ing*) King

Cynn (*kin*) Family (modern "kin")

Dome (*doom-eh*) Judgment, fate

Ealdorman (*al-der-man*; Norse Jarl) Local lord (modern "earl").

Feorm (*firm*) Food tax for the cyning

Folcgemot (*folk-yeh-moot*; Norse "Thing", "Althing") Folk assembly, fair; jury

Frig (*freeg*; Norse "Freya", "Freija") Earth goddess

Fyrd (*feerd*) Levy of all men capable of bearing arms

Gerefa (*ye-ree-fa*) King's deputy; reeve or sheriff ("shire-reeve")

Gesið (*ye-sith*) "Companion"; king's noble (a thegn, ealdorman, or just companion)

Godere (*god-ay-reh*; Norse "Gudija", "Godi") Pagan priest

Healsfang (*haals-vang*) One-tenth of a wergild

Heord (*herd*) A herd of animals, or a herdsman

Heorðgeneat (*herth-ye-na-aht*; Norse "Huscarl") "Hearth companion;" a lord's bodyguard

Heorðwerod (*herth-wer-od*) a unit of heorðgeneats

Hide (*hi-deh*) Land enough to feed one ceorl and his cynn; about 120 acres

Hundred (*hund-red*) A community of 100 ceorls and their families

Irminsul (*ear-min-sul*; Norse "Yggdrasil") The world-tree from which all things grow.

Niðing (*nith-ing*) Coward, wretch, outlaw

Scildburh (*shild-burg*) Soldiers in a "shieldwall" formation.

Scilling (*shil-ling*) Silver coin worth around 20 denarii

Scop (*shahp*; Norse "Skald") Poet, troubadour

Stead (*sted*, Norse "Gaard") Farm, village

Þegn (*thayn*; Norse "Thane", "Herse") Warrior-noble; equates to a knight

Þeod (*thee-odd*; Norse "Haerad") Tribe, race, earldom, kingdom, people

Þeow (*thee-o*, Norse "Thrall") Slave

Þunor (*thoon-or*, Norse "Thor") Storm-god

Utlaga (*oot-law-guh*) Outlaw

Wælcyrige (*wall-kih-ree-yuh*, Norse "Valkyrie") Warrior-maidens of Wotan

Wealh (*waalc*) Foreigner, slave, miscreant, Briton ("Welsh")

Wecg (*wedj*) warriors in a "wedge" formation

Wergild (*wear-gild*, Norse "Mansbot") The worth, in coin, of a man's life





Wicca (*wich-ah*) Male magician; female magicians are *wicce* (*wich-eh*)

Wigfruma (*wig-froom-a*) War-leader

Wotan (*woh-tan*; Norse "Odin") Ruling god, magician

Wryhta (*rhit-ah*) Crafter (modern "wright")

Wyrd (*wird*) Inexplicable, implacable fate (modern "weird")

Roman Words

These Latin political terms are used by Britons and Saxons in fifth century Britain. Some of these words will gain a Christian sense as the Church replaces the Empire. Many have been Anglicized, and most should be pluralized and pronounced as in Modern English.

Basilicum: "City hall" with courtrooms, offices, and a *forum* (plaza) for public assemblies

Castrum: Walled, garrisoned fort (Cymric "caer", Saxon "caster", English "castle")

Civitas: Small non-Roman district, conquered tribe governed by friendly chiefs

Colonia: City settled by Roman citizens, plus thousands of acres surrounding it

Comes: Leader of an *ad hoc* military force or district, a marshal, a retainer (modern count)

Diocese: Large district. All Britain is one *diocese*, divided into five *provinces*

Dux: Leader of armies, ranks above a *comes* (modern duke)

Emperor: Rules the Empire by heredity or force. Called *caesar*, *augustus*, or *imperator*

Federate: Non-Roman tribe (usually German) settled as mercenaries on Rome's frontiers

Laet: Tenant, *federate*, in Saxon usage, a conquered British subject

Legion: Division of Rome's regular army, up to 6,000 soldiers. (Britain's are nearer 2,000)

Legionary: Soldier with light armor, sword, javelins, and a large oval shield

Mores: Ways, ethics, fashions, civilized virtues

Municipium: Medium town of noncitizens who send representatives to the vicar.

Pagus: Hinterlands beyond the capital of a *civitas*, where people are still *pagan*

Praetor: Magistrate, judge, mayor of a Roman town

Province: Medium district. Each of Britain's five *provinces* has at least two *civitates*

Romano-Briton: Resident of Roman Britain, a Cymric person with Roman *mores*

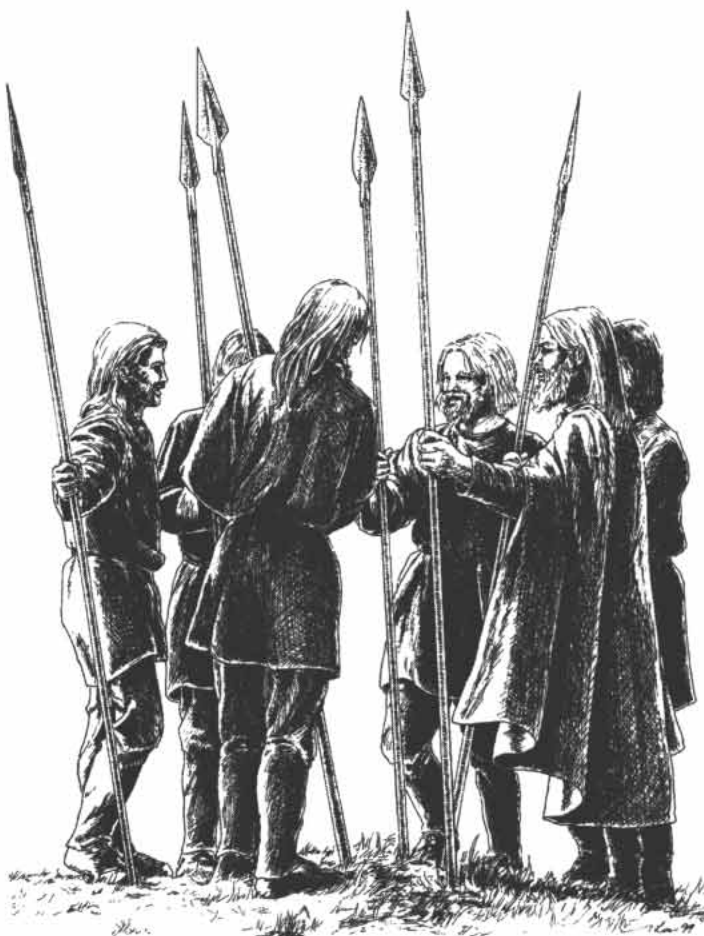
Saxon Shore: (*Litus Saxonicum*) The southeast coast, with *castrums* to discourage sea raids

Tribune: Representative elected by citizens or soldiers to handle funds or supplies

Villa: Country estate of a retired *legionary*; equates to a manor

Vicar: "Deputy" of the Emperor's legions, governor of a *province* or *diocese*

Vicus: Capital of a *civitas*. By 400, these were small or medium Romanized towns





Chapter 1

Saxon Culture

"A king shall win a queen with gifts; beakers, bracelets. But must first be kind with gifts. Courage must wax war-mood in the man, the woman grow up beloved among her people; be light of mood, hold close a rune-word, be roomy-hearted at hoard-share and horse-giving."

Gnomic Verses

Lineage and Cynn

A Saxon does not describe himself as a German, Saxon, Angle or Jute, or as a member of a certain profession or being from a certain place. A Saxon describes himself by reciting a list of his ancestors, which implies all this data, and more, to informed listeners. The invading chieftains Hengist and Horsa, for example, were the sons of Wihtgils, who was the son of Witta, son of Wecta, son of Wotan, who was a god. This tells other Saxons that Hengist and Horsa are great men, from a great line, with a great history to live up to.

As a Saxon, your lineage connects you to your *cynn* — your family, often extending to first cousins — which is the primary social unit. Your lineage acts as your letter of introduction when you visit another *cynn*: if the *cynn*'s men have heard of your ancestors, you may have already earned their respect. Recite your lineage with pride, knowing that you come from brave and honorable men.

[Lineage: page 67]

Nobles and Theods

The Saxon word *theod* refers to a group of *cynns* who acknowledge a common leader, ancestor, or origin. Depending on the size of that group, *theod* can describe a small tribe, a kingdom, or an entire nation. The following simplified and standardized titles describe different ranks of theod leader. All can also be referred to as *byrde* ("well-born", noble):

Thegn: a land owner expected to fight for his lord — the Saxon equivalent of a Knight or Banneret. The lesser men who inhabit his lands may call themselves his theod if they serve no higher authority.

Ealdorman: an important noble, the equivalent of a duke, earl or baron. He may have been an aetheling before he was forced to swear an oath to serve a neighboring *cynning*. Several thegns serve him. They and their people are his theod.

Aetheling: an independent king or prince, the equivalent of the Pennath in British society. Like the ealdorman, he rules one theod, and may want to conquer more in an effort to become a *cynning*.

Cynning: a king; the head of a Saxon *cynningdom* ("kingdom") composed of several theods. Kent, for instance, is a *cynningdom* of six theods: Aethelnothingas, Wilmingas, Wincelingas, Weowara, Limenwara, and Eastrige.

Bretwalda: literally "Wielder of Britons", the nominal over-king of all the Saxons in Britain, equivalent to the British *Pendragon* and the Irish *Ard-Ri*. There can be only one *bretwalda* at a time.

Many theods were founded by adventurous aethelings who staked their claim in Britain during the invasions of 446-510. Crowded by later settlers and attacked by Britons and rival Saxons, most of these early theods had to consolidate under a *cynning* — though there was always room for expansion, into the lands of the British! Some independent theods last up to the Battle of Badon in 518, although all Saxons at that date are nominally under *Bretwalda Aelle*.

By 518, nine men claim to be *cynings*: Cwichelme of Anglia, Yffi of Deira, Aescwine of the Est Saexe, Aesc of Kent, Byrhtnoth of Lindissi, Ossa of Nohaut, Cerdic of the West Saexe, Port of Gewissa (he claims to be a *cynning*, but may only count as an aetheling), and Aelle of the Suth Saexe. Aelle is the first *cynning* to declare himself *Bretwalda*. Later, when the Saxons begin fresh invasions at the instigation of Mordred, Aethelberht of Kent takes the title.

Rank

There are various levels of responsibility and rank within a theod. Directly below the theod leader himself are his *gesiths* ("companions") — the ealdormen and important thegns who followed him when he conquered the area. They are his shoulder-men, rewarded with land and rank





in the kingdom. With the rewards come responsibilities: military service, counsel, and support with food, money and labor. **[Glory Awards - One time Honors: page 127]**

The *gerefa* is an officer who administers, but does not own, some important part of the cyningdom: a burh, the villages of a farming valley, or a royal manor. Gerefas are generally thegns or ealdormen of proven character and responsibility. One important officer is the *wigfruma* ("war-leader," field marshal), who is often the cyning's younger brother or son. He can call up the *fyrð* ("militia") to repel invasion.

Thegns form the main military might of the Saxons. Each must own at least five *hides*: enough land to support a full-time warrior. A thegn should have armor, helmet, sword, shield, and several spears. He may know how to ride a horse, but he does his fighting on foot. A thegn's household usually consists of his immediate family, house and farm servants, and possibly a *heorthgeneat* ("hearth-companion," a bodyguard) or two. The heorthgeneats may perform the duties normally assigned to Cymric squires in addition to guarding their thegn. **[Thegn's Holding: page 130; Heorthgeneats as Squires: page 130]**

On the battlefield, the thegn is expected to fight in the front rank, along with his *heorthwerod* (unit of heorthgeneats) if he has one. Besides serving his lord in battle, the thegn may owe other duties: naval service, bodyguard for the cyning, fortifying a burh, or equipping a ship. Some later Saxon lords let their thegns pay the value of their duties in *bord-bot* or shield tax, a custom known to lazy Cymric knights as *scutage*.

The lowest class of free Saxon is the *ceorl*, the farmer or craftsman. Most own a little land, but some are merely tenants of a thegn. In either case, most ceorls farm for their lord as well as themselves; others provide messenger, heorthgeneat, escort, or hunting services in lieu of farming. A few ceorls wander from place to place practicing a special talent, including professional *scops* (poets) and *wryhtas* (artisans), who make fine things for the nobility. Like all free Saxons, ceorls can conduct trade, and a few enrich themselves brokering goods between Britain and the continent.

All ceorls belong to the *fyrð*, the military levy of the theod, and must own at least a spear and shield. If a ceorl acquires five hides of land, or makes three trading voyages in his own ship, he is raised to the status of thegn. Below ceorls are the semifree *laets*. A laet is a Briton or



other foreigner in Saxon-conquered territory who has surrendered to a theod, becoming a tributary dependent of its cyning. If the cyning agrees, the laet may be made a heorthgeneat, or may even be granted the land he held before the invasion. Most laets, though, rarely own more than a hide or two. Some Romano-British communities survived the Saxon invasions by adopting laet status *en masse*.





Conquered Britons who neither become laets, nor manage to run away, are enslaved. So common are British slaves that the word *wealh* ("Briton" or "Welshman") is often used for *slave*. Other slaves, called *theows*, may have been captured in raids or born to the status. Some ceorls sell themselves into slavery to pay wergilds or damages, or to save their families from starvation. Whatever their origin, slaves are chattel, the property of their owners.

Theod Defection

Saxons unhappy with their theod can defect, either individually or in cynn groups, by gathering their chattel property and walking away. This is a matter of will and negotiation, not law. Because the Saxons are always expanding, the defectors can found a new theod — or, more likely, join one that needs workers and warriors — in the *weald* ("wilderness") or on the British frontier.

Defection is a rare and dangerous move. The defectors may have no guarantee that another theod will accept them at their former status, or at all. Their old theod may dispute the loss of their goods, labor, or talent, forcing the defectors to fight their way out, which can end in the destruction of the theod. The most common and tolerated defectors are excess nobles, whose status demands more property than the theod can share. These young men often found their own theods.

Becoming a Theod Leader

Player characters may attempt become aethelings. You may even let them form their own cynningdoms! A leader of Saxons needs to be honest and generous above all. He must be loyal to his men, in order to gain their loyalty. These qualities, and a reputation for leading successful raids, are needed to recruit a band of gesiths.

A leader's first gesiths will probably be the other player characters. As his power grows, so will their power and wealth grow in proportion. The fame and loot that players gain by raiding should attract their non-player cynn, as well as landless warriors and mercenaries. A shipload or three of these warriors can overwhelm a British district by a series of raids followed by a decisive skirmish. If the players win, they will displace the British landlords and reduce their people to slaves or laets. The cynn of the winning warriors will join their new theod, pushing its borders further into British territory. The new leader must assess the revenue of his lands, and perhaps fortify them against British counterattacks. **[Lordly Domains for Saxons: page 130]**

The leader is now an aetheling, or petty king. To form a true cynningdom, the aetheling must make his neighbors accept him as their overlord — perhaps by aid, marriage, outright conquest, or bootless treachery and bribes. Eventually, the new cynningdom's borders will be tested by its Saxon neighbors and by vengeful Britons. The exact course of the new cynningdom is beyond the scope of this book, but can be easily developed by the gamemaster using *Pendragon*, its supplements, and a little reading in Dark Age history.

Whatever the new Saxon leader accomplishes will be swept away by the Battle of Badon. Even if players disobey the command of Bretwalda Aelle and do not fight at Badon, the victorious Britons will attack all Saxon kingdoms. A variant campaign might have a Saxon cynningdom allied to Arthur, or have the Saxons win Badon, but these options, again, are beyond the scope of this book.

Saxon Law

The Saxons have an extensive oral tradition of customs and laws. Saxon knowledge of these laws is measured by the Courtesy skill. **[Courtesy: page 122]**

Saxon laws are concerned with violence, theft, and other crimes that cry out to be avenged. Most crimes are punished by *bot* (boot, "compensation"), which pardons the criminal if promptly and fairly paid. The victim, or accuser, must sue the alleged lawbreaker, or defender. The damages at stake in the suit derive from the victim's *wergild* ("man-worth"), which ranges from 5£ for a laet to 2100£ for a king, and can be multiplied and divided among the victim's injured property, honor, dependents, and body parts. Victorious accusers collect boot from the defenders, using their own means, but within certain customary limits on vengeance and mayhem. Only when this system breaks down — when, for example, a defender refuses lawful boot — will a cynning step in to enforce the law with his warriors, and then only if the lawbreaking really threatens the cynningdom. **[Glory Awards - Law: page 127]**

Your Wergild

Your wergild is a monetary value based on your rank. Criminals who hurt you or rob you must pay you your wergild in coins or goods, or some fraction of that value. To assess small offenses, a judge may divide your wergild into *healsfangs* ("neck-price"), or tenths. A man who cuts





off your finger owes you 1/10th wergild or less; for a limb, the price might be six healfangs (60% of wergild) or more. Stolen property is usually not worth more than six healfangs, or its exchange value, whichever is greater.

Your liege and your cynn can collect wergild on your behalf. Your cynn are also collectively liable for wergild fines you incur, unless they renounce you (below).

If you are somebody's legal ward — a child under seventeen, an unmarried daughter, a wife, a hostage, a heorth-geneat — you have no inherent wergild. To give testimony in court, you must use your guardian's wergild or, better, let him speak for you. For compensation, your wergild equals your guardian's — or double that if you are female or underage — and is your guardian's to claim. A gerefah has his own wergild, but may use his cyning's wergild while doing the cyning's business. **[Wergilds: page 129]**

Did the Saxons obey their own laws?

Like most barbarians, the Saxons used "compensation" laws to limit vendettas. Like most barbarians, their sagas and chronicles are nonetheless full of bloody vendettas. One can dismiss these as amusing or cautionary legends; still, instances of barbarian laws enforced with a happy outcome, or of barbarians restraining their behavior for fear of the law, are hard to find. Players should remember that right and wrong in these societies was decided by which side brought more resources to a suit, that there were no police to enforce such decisions, that the rich could buy justice and the well-armed could ignore it, and that by our standards a high level of violence was openly tolerated.

On the other hand, Saxon legal decisions were sacred rituals. Witnesses put their hands on a holy thing (an altar to Wotan or Tiw; later on, a Bible), forfeiting their souls as well as their wergilds if they lied. One Saxon lawbook calls perjury a sin, equal to murder, sorcery, and incest. The stories that seem to treat vendettas lightly also display a real dread of *bootless* crimes and of the ultimate Saxon punishment: being renounced or outlawed as a *nothing*.

Literate Saxon cynings had their laws copied and distributed to every ealdorman, thegn, and (later) abbot in their lands, reflecting a Saxon expectation that each of these men should know the law and uphold it among his followers. That expectation applies to Saxon characters in *Pendragon*. Player thegns and ealdormen should know their own cyning's laws. They should also consider the advice of a later Saxon cyning, Alfred the Great: "Do not judge one judgment for the rich and another for the poor; nor one for the more dear and another for the more hateful . . . A man can think on this one sentence alone, that he judges each one rightly; he has need of no other law-books."

Boot Crimes

There are two levels of pardonable crime: those for which the accusers *must* accept a wergild payment or other fine, and those for which the accusers can refuse it. If accusers accept payment whether by choice or by custom, they have settled the case and may take no vengeance. If they legally refuse payment, or if the lawbreaker does not pay promptly (for violent death, the offender must pay 20s at the funeral and the balance within forty days; lesser crimes might have twenty days' grace), then the accusers can pursue vengeful mayhem against the lawbreaker's cynn up to the level of the wergild refused.

Accusers *must* accept wergild for persons killed in war or other cyning-sanctioned combat, or in defense of self, others, or property, or by accident. They must accept it for petty theft and for goods illegally seized in a property dispute, from a trader who sold them stolen goods or who sold a weapon to a murderer, and for other kinds of minor or unintentional property damage. They must accept it for the battery or rape of their ceorls or other servants ("rape" in this sense means unauthorized sex; the woman may or may not have consented). They can pursue a feud only if the fine is not paid.

Accusers have the option to accept or refuse wergild for deliberate, unsanctioned killing, major property crimes, and battery or rape against their guests, hosts, or cynn. Cattle theft, which is epidemic among Saxons and freely practiced against Britons, is theoretically in this category, but byrde can often raid the cattle of lesser men on the pretext that they are collecting delinquent feorm, wergilds, or supplies needed for a campaign. Accusers who refuse wergild for these crimes are signaling the start of a blood feud.

Wergild and vengeance are family obligations. It is the gravest dishonor to let a cynnsman lie unavenged. Failure to pursue wergild (one way or another) reduces your Honor and Love: Family. **[Fines: page 129. New Trait and Passion Rules - Failure to Collect Wergild: page 123]**

Bootless Crimes

Beyond ordinary standards of compensation are *bootless* ("unpardonable") crimes against cynn and theod. Fighting over goods or grievances is part of public life, but some men steal goods by sneaking into another's house, or murder their enemies by ambush and then hide the bodies. Others carry a woman away from her father's house by night, or kill with poison, arson, or sorcery, or





even slay their own brothers. Still others attack the theod itself, by attacking the liege or by betraying him to enemies.

Such men turn their backs on the theod, so the theod turns its back on them. A man's *cynn* has no claim to *wergild* if he is caught and slain while committing a bootless crime. If he flees, his own *cynn* must hunt him. If brought to trial, he will probably be renounced by his *cynn*, reduced to a *nithing*, and then exiled — or perhaps hung from a dead tree and buried in an unmarked grave.

Folkmoot and Court

The *folcgmot* ("folkmoot", gathering) is the gathering of all free Saxons of a district. Here, marriages and trades are arranged, and matters of Saxon law are argued at the local level. Most lawsuits never go beyond the level of the folkmoot, both sides agreeing to the *doom* (judgment) of the moot. A *cyning* may want cases heard a specified number of times by the folkmoot before he will hear them, to keep from being bogged down in legal disputes.

The folkmoot may be the gathering of all men of a small theod, or the gathering of a district in a *cyningdom*. The folkmoot meets once a month in the same place, often a well known landmark like a barrow or a local leader's house. A small trading fair might accompany the moot, as traders must be vouched for by local men before wandering the land. Lawsuits about land, cattle, debts, or *wergild* may be heard. The moot is overseen by a *gerefa*, an *ealdorman*, or the *aetheling* himself in a new theod.

When a lawsuit comes before this moot judge, the accuser summons the defender. If the defender does not come to a specified number of folkmoots (three or fewer, depending on local custom), then the accuser wins by default. Otherwise, the accuser faces the defender, swears "not out of hatred or malice or wrongful covetousness" to the defendant's guilt, and demands some boot. The defender swears his innocence. Both sides have until the next folkmoot to gather *athfultum* ("oath-helpers"; like modern character witnesses), who will back their claims. A man's *cynn* and lord are his most likely *athfultum*, but the more times a man is accused of crimes, the fewer *athfultum* he will be able to muster, as even his family gives up on him. Customarily, neither side brings more than twelve *athfultum*.

The judge decides the case by totaling the "oath-weight" of the accuser, the defender, and their *athfultum*. A man's

oath-weight equals his *wergild*, which is modified, in *Pendragon*, by Glory and skill use. Besides the total oath-weight of the accuser, defender, and *athfultum*, a judge may consider the oath-weight of witnesses he himself summons, or the value of circumstantial evidence — but unless such evidence is overwhelming, oath-weight will carry the day. The accuser wins the case unless his side's oath-weight is exceeded (not just tied) by the defender's. The judge may assign more or less boot than the accuser asked, according to his Generosity, his Mercy, and his understanding of the law. [Oath-weight: page 129]

A defender who can't muster enough oath-weight may request trial by ordeal. His accusers choose whether he will endure the ordeal by cold water, by hot water, or by iron. Other ordeals may be allowed by the judge (or the gamemaster). Ordeal by combat is rare but acceptable, usually between *cynings* or *ealdormen*. Each man may have a champion fight for him, rather than risk death or injury over a trivial case. [Legal Ordeals: page 128]

The Renounced, the *Utlaga*, and the *Nithing*

If a man's *cynn* tire of paying for his crimes, they may renounce him. They no longer need pay for his crimes, but neither can they claim *wergild* or vengeance on his behalf. This decision usually rests with the oldest of the *cynn*, but he is expected to follow the majority. A renounced man has no *cynn*. In theory, he still has a *wergild* and a lord, but most renounced men become thieves, or serve as *heorthgeneats* in another theod. [New trait and passion rules - Renounced by *Cynn*: page 123]

A man renounced by his whole theod becomes an *utlaga* ("outlaw"). This is the automatic result of conviction for a bootless offense. An *utlaga* has no *wergild*. If not immediately executed, the *utlaga* must flee his theod, perhaps with the help of *cynn* or friends who still value his life. Many stories tell of *utlagas* who adopt new identities and become valued mercenaries under foreign kings. Such stories usually end when the *utlaga*'s accusers catch up with him, and the foreign king must either Justly put the *utlaga* in their hands or Arbitrarily fight them off. Rarely, an *utlaga* redeems himself in foreign lands and comes home covered in gold and glory.

A man renounced by *cynn*, kings, and gods is a *nithing* ("nothing" or "nobody"), rejected by his fellow Saxons for the murder of guests, hosts, *cynn*, or lord; for desertion in battle (under any circumstances, if a *heorthgeneat*); or for becoming an *utlaga*. In game terms, a Saxon is in danger of *nithinghood* if his Honor or Hospitality





falls below 6. Nithing is an accusation cast in the miscreant's face in front of other warriors. Unless other men vouch for his innocence, or the cyning permits a trial by combat, this charge is proven. The nithing loses all his friends, has nowhere to go but down, and should be retired from play; his descendants will be lucky to become ceorls.

Laets, Traders, and Slaves

Foreigners in Saxon lands have no cynn. If a theod wants them around, they are classed as laets (see above, under "Rank"). The wergild for a laet is generally half that of a ceorl. A laet can gain greater status by becoming temporarily, or permanently, the sworn man of a lord. His wergild then belongs to his protector. A lord who collects wergild for a laet need not pass it on to the man's family, wherever they are.

Traders from a foreign kingdom, even if Saxon, need temporary laet or sworn-man status from the locals. Indeed, if a man houses a trader for more than three days, he becomes the trader's guardian. In return for Saxon protection, traders must obey trade laws. They must not stray from the roads without blowing a horn or shouting, thus indicating their peaceful nature. They need a local man to vouch that their trade goods were not stolen from locals. In deals between Saxons and Welsh, each side must trade suitable hostages at the beginning of the negotiations, to prevent cheating on the part of the merchant or theft on the part of the buyer.

At least a laet is not a slave. A man may kill his own slave with no penalty under the law, and may demand the slave's purchase price from another party who kills or steals him. Owners may choose to pay boot for the crimes of their slaves. If they do not, offending slaves are flogged for minor crimes; they are stoned, hung, or mutilated for greater ones. Attempted runaways are stoned, with lesser penalties for free people who abetted their escape — or who gave a weapon or a horse to a slave for any reason, since these things are forbidden to slaves. Nonetheless, many slaves escape every year, and a few others are freed by their owners for the favor of Christ or Wotan. In the latter case, a slave may be freed, blessed, and then ritually slain.

A freed slave's (laet-sized) wergild *always* belongs to his former owner. Even if the slave moves to China and becomes a king, his Saxon ex-owner is still legally entitled to his wergild (in Saxon minds, at least).

Hostages

The Saxons give and accept hostages temporarily to enforce trade deals or other contracts. Less often, a cyning will keep hostages indefinitely to control a rebellious noble or a community of laets. Unless their lives are forfeited by dishonest dealing, hostages are the honored guests and wergild-wards of their hosts. They often help their host in battle or in court, as if they were members of his cynn.

After Badon, defeated Saxon cynns give their sons as hostages to families from Logres. Trained to respect their hostage-hosts, these boys grow up to be good Christian knights.

Unlike good Christian knights, Saxons neither pay nor ask ransoms for captured foes. They sell their captives — whether swine, cows, or persons — as chattel, or sacrifice them to Wotan. By the time Saxons receive a ransom bid from a knight's family, they may have already sold the knight into a distant land (of course, if the offer is very generous, they may help get him back). A Saxon whose cynnsman is improperly detained by foreigners will simply seek his healthy return, plus bot for the kidnapping.

Hospitality Obligations

A host cannot revoke hospitality once given, nor may he exclude part of his guest's retinue and admit the rest. If enemies are part of his guest's retinue, he must admit or exclude the entire party. If he admits enemies as part of a retinue, there is nothing he can do to keep them out of his house once he gives his hospitality and they accept it. On the other hand, hosts and guests may not attack each other and are obliged to defend each other from all attacks. A host can tell a visitor that he has an undesirable man among the retinue, allowing the visitor himself to prohibit the man from entering the house.

Destroyers of hospitality owe wergild to the leading host and the leading guest. They also lose Hospitality points, as per *Pendragon* page 201. If the offender is the sworn-man of another, he and his guardian are penalized equally. Such troublemakers quickly earn a bad name. Hosts may refuse to admit a man who is recognized for breaking hospitality, or who has such men in his retinue.

Loyalty (Lord) Obligations

A Saxon owes his lord loyalty, advice, and treasure taken in battle, and can be asked to help the leader pay wergild. If he is a heorthgeneat, he owes the lord his life. In turn, the Lord defends his men in court and on the battlefield, and gives them gifts for deeds done.





A Saxon gives all loot to his lord, trusting the lord to redistribute it among his followers according to their merits. Wounded followers get at least as many healsfangs as their wounds are worth. The cynn of a slain man gets at least his wergild.

Love (Family) Obligations

All people descended from the same grandfather (i.e., first cousins) are “cynn” for both legal and Love (Family) purposes. Some families also count second or third cousins. While this is a large group, many families have been broken up by migration, war, or the outlawing of their shared ancestors.

Cynn Loyalty requires you to aid vendettas, act as athful-tum in legal cases, and help pay wergilds. Likewise, you can expect your cynn to support you in court and to help pay wergilds you incur. Cynn share wergild payments in proportion to the degree of the relationship. Married couples are supported by both the husband's and wife's cynn; thus a marriage joins two cynns as much as two individuals.

Lands, Taxes, and Boats

Saxons can gain land by conquest or inheritance. Inherited land belongs to the cynn, is divided among living cynnsmen, and returns to the cynn upon a cynnsman's death; it cannot be transferred out of the cynn except by marriage. Men who do not inherit enough land to become thegns may wish to improve waste land, earn gift-land from a lord, or take land from the Britons. Any Saxon who has wergild can legally own land. A nothing owns nothing.

The basic unit of Saxon landholding is the *hide*: enough land to support one ceorl and his family. This varies from 40 to 120 acres depending on the yield of the land. A thegn needs five hides to support himself and his family; if he owns more hides, he can use them to support his heorthwerod. An ealdorman often owns twenty hides or more.

A cyning owns much land directly, and collects *feorm* (“food revenue”) from the his subjects' lands. Nominally, each landed ceorl owes one night's hospitality to the cyning and his retinue every year, to be paid in food to the gerefa if not in person to the visiting lord. One homestead may be required to provide three bushels of fish from the river, another to bring five barrels of ale. The cyning may also demand fyrd-service or other labor from his subjects, as noted under “Rank”. Persons

who shirk this duty must pay *bord-bot*. This demand usually amounts to two months' work or campaigning, or less, to leave time for sowing and harvesting. In the very militant Saxon cyningdoms before Badon, shirking military duty is probably bootless. **[Typical Fines - Bord-bot: page 129]**

Inherited boats are divided among heirs, just like land. The eldest son controls the boat as its acting captain. Younger brothers may serve as crew or may trade their shares to the oldest brother. Ceorls and poor thegns may be asked to crew a boat for their superiors. **[Boat Prices: page 130]**

Women and Marriage

Saxon wives and daughters are jealously guarded by the law, which doubles their wergild and lets fathers and husbands kill men caught “in the act” with their female cynn. Within the cynn, Saxon wives and daughters are well respected and fairly independent.

A woman's first husband is chosen by her parents or ward, and is usually a political match as much as a love match. A Saxon man pays his in-laws a brideprice, equal to his father-in-law's wergild, and the morning after the wedding gives his bride the morning-gift, often equivalent to a quarter of his own wergild in goods or land. This gift is forever the property of the woman.

Divorce is easy in Saxon society. Either the man or the woman may declare that a marriage is over. A woman is entitled to a third, or even half, of the couple's wealth, and has undisputed ownership of her morning-gift and the household furnishings. If the husband wishes to keep the children of the marriage, then the woman gets the children's worth in addition to her share. In political marriages, prenuptial arrangements cover the disposition of the family wealth in case of divorce. Widows and divorced women can choose their second husband for themselves.

A woman may hold land in her own name and retain control of it even if she marries. Widows and daughters will inherit land if they are the sole heirs. After Badon, many Saxon women take over the leadership of their cynns and lands, leading to an increase in female magicians and female fighting orders like Freija's Women (*Pendragon* page 143). However, a Cymric knight who marries a Saxon widow after Badon is certain to claim the land she controls as his own.





The Saxons in Peace and War

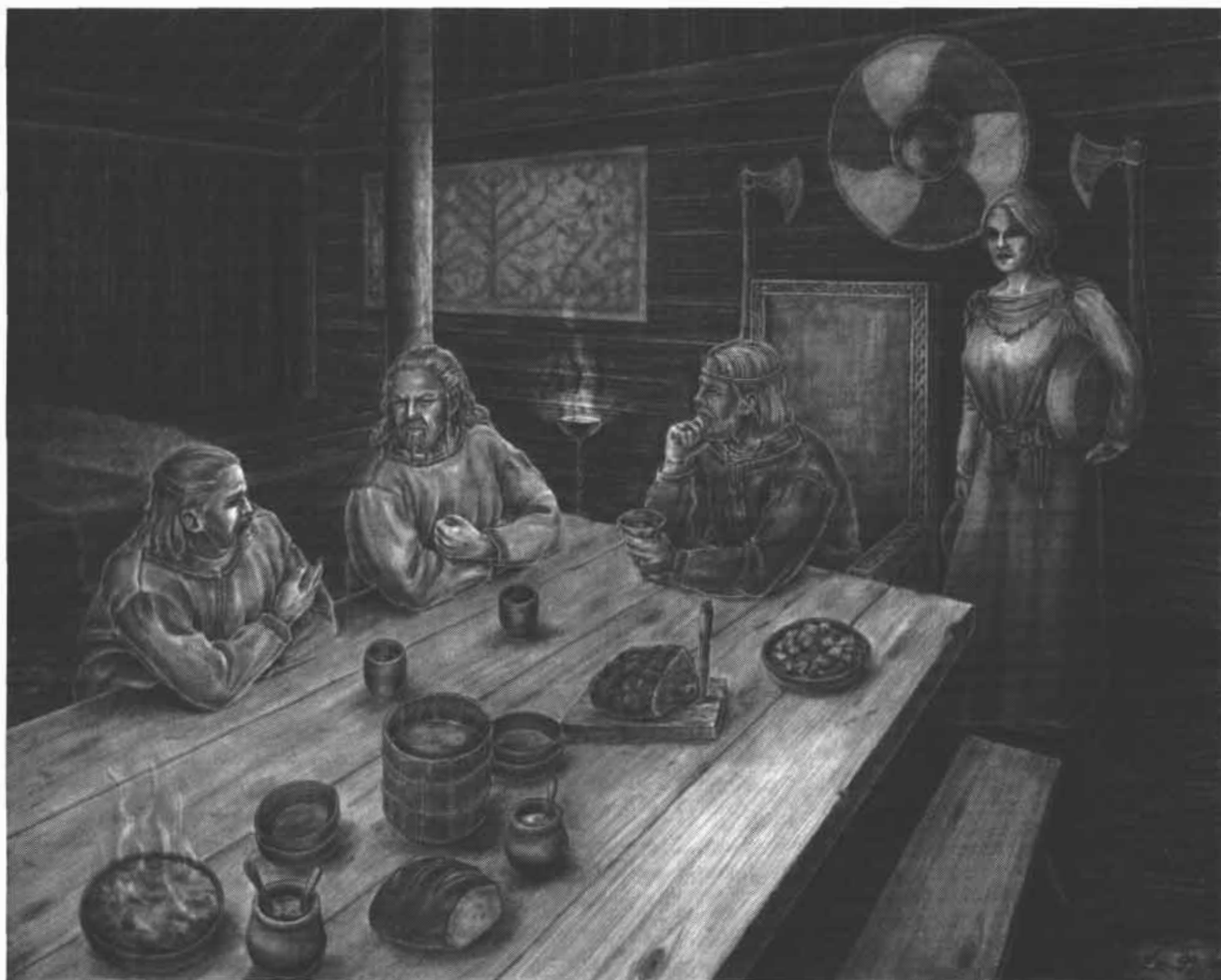
The Mead-hall

Coel and young Cadda, two thegns from downriver, have come early to the fortified hall. Their two wheezing hunt-ceorls carry a huge stag on their shoulders, a gift of venison for the lord's table. They announce themselves at the timber gate, which swings open. Gladness for their gift fills the mead-hall. They trudge up the muddy ramp toward it. They announce themselves again at the rune-carved oaken door: proud words, proud welcome.

Inside, the hall-slaves untie the thegns' wool cloaks — colorful shoulder-draped blankets, now dark and wet from the trip. The hunt-ceorls untie their own hide cloaks, worn skinside out. Coel removes his helmet and Cadda pulls the twigs from his long brown hair; the ceorls

remove their bell-shaped snoods. All the men unwrap leather legbands, crusted with snow, from their plain trousers. They swap their leather shoes for baggy woolen soccs and accept fresh gray tunics — long, with gold-scalloped hems at knee level — and hand their weapons to the hall-ceorl who governs the hall-slaves.

The timber hall is warmed by a fire-pit running down its length. The pit is surrounded by a long "U"-shaped table. Around it, many benches are fixed to the floor, each one carved with runes from the theod that sent it here in submission. Coel and Cadda take their bench — not at the head of the table, where the lord's wife will serve his gesiths, nor not at the ends, where slaves bring chicken broth to tired ceorls, but in the middle. They drink spiced beer and praise the trophies (Pictish spears, elk antlers, an unusually wide-browed skull) that adorn the walls. The lord's daughter, his sister-in-law, and his niece heat up





cheese-curd pastries in the fire pit, and ask about distant news and relatives.

The lord's red-braided daughter wears a simple green gown with silver hems, fastened by a saucer-shaped brooch at each shoulder and cinched at the waist by a small belt hidden in its folds. The sister-in-law and niece come from a treaty marriage and have the strange ways of Kentish women. They wear Irish linen gowns under Saxon wool gowns, under blue-dyed shawls, clasped with cruciform broaches from Gaul. Both thegns and noble wives glint with jewelry: armbands, bracelets, buckles, brooches, and gift-rings on many fingers (the more rings, the more rewards). The women hang silver spoons and amber beads from their belts, and the Kentish wife hangs a crystal, to see her cynn's future.

At the doorway, an old heorthgeneat leans on his spear watching the men and women. Though crippled, and always drunk, he is still fast against troublemakers.

The welsh slave girl who tends the fire has a broken nose. Coel reminds his brother that, in Welsh courts, they allow love-talking — the women are not safe from flirting guests, even with husbands nearby! The Kentish daughter chastely picks away a curd from Cadda's drooping brown mustache, and another from his braids.

Coel, Cadda, and the ceorls drink silently, looking around. It is good to see fine things after a long, cold trip.

By day's end, ealdormen, thegns, and ceorls fill the hall. The deer is cleaned, cooked, and served with jelly. Some ceorls bring fennel and trout to grill, and the lord's wife pours mead after each boast, until it is half gone (but better to serve it all at once than to cheat guests with weak beer or berry wine.) By midnight, the men cannot pronounce their praise-words, and many ceorls are snoring.

A song would serve well before bed, but this lord's scop was killed last year by a nithing. Cadda pulls a harp from his shoulder-bag and sings staves he has practiced:

"Widsuth the Wanderer saw many mead-halls (the Scylding's, the Volsung's, the Roman King's) but saw none so fine as this . . ."

After the song, the lord smiles, handing Cadda a silver ring, and the drunken men struggle to their feet in praise. Others try to sing, but the lord discretely yawns. Guests trudge off to the sleeping-benches that ring the walls. Two ealdormen stay up at chess, then draughts. A clutch of ceorls roll long, wand-shaped dice.

Tomorrow there may be a hunt or a swimming contest, if the snow lets up. If not, the warriors will wrestle, bolstered by boasts, trying to pull each other down by their belts. Then, another night of drinking by the fire. But soon the Glory-month approaches, and men already plan the first raid of spring.

The Raid

Saxons raid by land, like other folk, but they are more feared for raiding by sea. Their targets are commercial shipping, harbor and river towns that have stores of goods and coins, and whatever Roman sites are still un plundered. The rise of Christian monasteries provides them with new targets, both rich and defenseless. A boat can enrich the cynn that shares it, through raiding and trading.

Sea-raiders hug the coasts by day and beach their boats at night. If they sail too near to land they may be seen and met on the beach by soldiers; if they go too far from land they may lose their bearings, especially if hit by a squall. With luck, they might meet another boat of raiders or traders on the same route. They will close alongside the second boat; with their ceorls rowing, a thegn steering, and their leader and his heorthwerod crouched in the forepeak (the fighting platform at the front of the boat), ready to swarm over the target's sides.

At their destination, the raiders steal horses near the landing site and raid deep into enemy territory. If opposed, they dismount and release the horses. A man is less likely to flee if he cannot ride, and if they win the battle they can always find more mounts. The raiders rarely find a coin hoard, but they can make off with furs, weapons, small luxuries like mirrors or candleholders, and yearling livestock or preadolescent slaves. They row quickly on the way home, and may even risk sailing in the dark, for fear that their laden boat will be caught by other Saxons like themselves.

War

The theod is at war. The cyning plans to carve new land from Britain, so he sends gerefas to each folkmoot to muster the fyrd, called only for defense or for invasion. The news spreads from hearth to hearth within a day; by the next morning, all free men between 15 and 60 have grabbed spear and shield, kissed cynn goodbye, and reported to their ealdormen, who will lead them. Soon a great column of ceorls is tramping down the gravel of a formerly Roman road, heading west with the sun. It is a river flood that takes chickens, squealing





suckling pigs, and all the able-bodied men from every stead it passes.

The army forms on a ridgeline to await its foes. Allied cynings and aethelings, and their ealdormen, have joined the fight. They ride horses, the better to see and exhort their troops, but before the clash of arms they will dismount — to be dressed in coats of chain down to their thighs, don polished helms with hawkish face-guards, and unsheathe rune-carved swords. Beside each noble is his heorthwerod or hearth-guard of sworn men, some carrying theod banners — ravens, axes, wolves, boars — that flap in the sea wind. They are formidable men, fed from a lord's larder, equipped from his armory, and wearing his gold curled around their biceps. They will earn it. Thegns may make a fighting retreat, and ceorls can flee their lord's death, but heorthgeneats must win for their lord, die avenging him, or live as nithings. Many are violent madmen, kept by their lord as war-dogs; some are full-fledged berserks. **[Heorthgeneats as Squires: page 130. Battle Rage Passion: page 123]**

Thegns have come from many theods. Strangers or old enemies, they eye each other weighing weapons in their hands. The Saxons carry the sword, the Angles the great axe, the Franks the francisca, the Frisians the bow, and the Jutes the spear — five hosts, five ways to kill. Each thegn carries a *seax*, or long-knife, to carve runes and gut pigs. Today six thousand seaxes will cut the throats of nine thousand fallen foes. The best thegns crowd near the byrdes they serve as gesiths, wearing chain tunics and simple helms; the poorer thegns, with their leather coats, shields, and spears, blend into the great fyrd — at its front rank to lead the ceorls forward, and in the rear to keep them from running away. On the army's flanks, spear-thegns stand ready to form *wecg*: a hero and his heorthgeneats at the tip of a triangle, with twelve thegns in column behind him; eleven, and then ten, and then nine thegns in receding columns to his left, and the same to his right: an arrowhead that will pierce the foe's ranks. A swarm of Frisian bow-thegns skirmishes forward, shooting spite-arrows at the enemy and hoping to part a Briton from his horse.

In the middle of the army, countless ceorls stand in a *scild-burh* ("shieldwall"), a waving sea of spears. They are five men deep but a hundred or more wide, and, when the Hel-horn is blown, a dozen such divisions rumble forward as one. Wearing only leather armor, or none at all, each ceorl crowds the man to his right, seeking the shelter of his friend's shield; without war skill, the whole host

may slant right against the foe instead of forward. They know to advance, to about-face against an ambush, and nothing more. They have long spears for the charge and short spears to hurl at the charging foe (some are *angons*, with heavy barbs that weigh down a hostile shield). Each ceorl prays for fame in victory and for the favor of his lord — or, if it comes to it, for anonymity in retreat. The old and crippled ceorls, who will never be made thegns, trail beside and behind the scildburh armed with slings and rocks, or with rocks alone. **[Battle Formations: page 126; New Weapons: page 125]**

All men, ruler, thegn, and ceorl alike, calm their nerves with thoughts of loot but, by the chieftain's will, they will get none today. On a barren hill above the battle stand the ceorl-born scop, who will record the fight in verse, and the rune-wise goderes, seeking signs from Wotan in the distant clouds. Presently, a runner from the army gathers the goderes and leads them to the cyning on his steed.

The king will dedicate his foes to Wotan's favor. Every one of them must die, a sacrifice, and all their stock and women and lackeys and fine things must burn, break, or drown for the Lord of Battles. Wotan will bless the Saxons with great fury, but if a single foe lives, or if a Saxon takes a single coin from Wotan's hoard, the blessing-runes reverse, to become dooms. A godere's symbolic rune-carved spear is hurled at the foe, for Wotan strikes them. At this sight, the Saxons feel fear — then war-fury. Already, the war-wise ravens circle overhead. **[Sacrificing Opposing Troops to Wotan: page 127]**

Then he bade each man let go his bridle,
drive away the horses and fare forward.
Set thought to hand-work and heart to fighting.

...

Bryhtnoth addressed his band of warriors
from horseback, reminded each man of his task;
where he should stand, how to keep his station.
He bade them brace the linden-boards right,
fast in finger-grip, and to fear not.
When his folk were fairly ranked,
Bryhtnoth dismounted where he loved most to be
and was held closest to his heart -
among his hearth-companions."

The Battle of Maldon





Saxon Virtues

By Dark Age standards, Saxon communities are orderly and harmonious. The Saxons prize cooperation and favor sharing over hoarding. They love courage, honor, and hospitality. They hate cowardice, treason, and crime. They are sexually restrained and very protective of women and children. They are reluctant to waste warriors in blood sports and duels. As lavish and courteous hosts, they have few equals. A theod can be a nice place to live.

These customs extend to other Germanic tribes, to whom the Saxons are tied by gods, runes, and centuries of intermarriage. However, the Saxons have no such connection to the weird and wicked Britons, who are unworthy of Saxon hospitality and honor. Britons are shown the savage face of Saxon culture: the frenzied blood-rites of battle and human sacrifice. Thus the Saxons and the Romanized Celts are strangers to each other's virtues.

Boasting

Saxons boast of the glorious deeds that they and their fathers have done. Boast of these things to the Saxons you meet, so that they will know you and your lineage. Sing your high praise-words, thank cynn and fathers, before death's dark comes.

Saxons also boast of the glorious deeds that they *will* do in an upcoming battle or quest. Such battle-boasts may limit your choice of weapons or armor, or force you to defeat a certain number or quality of foes. By tapping your Honor, battle-boasts can make you stand when you would rather flee.

If you boast falsely or with undue exaggeration, your Saxon hosts will call you untrustworthy. If you don't fulfill a boast, you are a braggart. If you decline to boast, you're hiding something. If you neither match, exceed, nor admire a Saxon's boast, you have insulted him.

[Glory Awards - Boasts: page 127; Honor (Battle Boast) Passion: page 122]

Riddles

Despite changes in language and meter, the Saxon *raedel* (riddle) still survives today ("What is black and white and *read* all over?"), even among novelists like Lewis Carroll and J. R. R. Tolkien.

Typical Boasts

Introductory Boast

Sigeferth, Before the Battle of Finnsburgh:

"Sigeferth is my name; I am prince of the Secgas
A wide-known wanderer; I have borne many blows
In many fierce battles. At my hand you can have
Whatever you wish to have of me."

Battle Boast

Beowulf, before his fight with the Fire-drake:

"I came in safety through many a conflict
In the days of my youth; and now, even yet,
Old as I am I will fight this feud,
Do manifold deeds, if the dire destroyer
Will come from his cavern to meet my sword"
The king for the last time greeted his comrades
Bold helmet-bearers and faithful friends:
"I would bear no sword nor weapon to battle
With the evil worm if I knew how else
I could close with the fiend as I grappled with Grendel
From the worm I look for a welling of fire,
A belching of venom, and therefore I bear
Shield and byrnie. Not one foot's space
Will I flee this monster the ward of the mound,
It shall fare with us both in the fight at the wall
as Wyrd shall allot, the lord of Mankind.
Though bold in spirit I make no boast
As I go to fight the flying serpent.
Clad in your corslets and trappings of war
By the side of the barrow abide you to see
Which of us twain may best after battle
Survive his wounds. Not yours the adventure,
nor the mission of any, save mine alone
To measure his strength with the monstrous dragon
and play the part of a valiant lord.
By deeds of daring I'll gain the gold
Or death in battle shall break your lord."

A riddle is often "spoken" by an object or force ("I am time"), for things have secrets, just like men. Its solution depends on wordplay (*red* vs. *read* in the above example), on a knowledge of Saxon *kennings* or customary metaphors ("whale-road" for "sea," "shield-storm" for "fight," etc.), or on shifting mental categories like eating/eaten or old/young. In *Saxons!*, the answer might also depend on runic literacy. Players should solve riddles themselves as far as possible, with strong hints provided by Read, Lore, and Religion skills, or even by Traits — some secrets are best known by the Cowardly, or by the Just.





Saxon Riddles from the *Exeter Book*

The *Exeter Book*, a miscellany compiled by monks at Exeter circa 975, has been stained with beer and used as a cheese board, showing that it was read at feasts.

"On the way, a miracle: water became bone."
A complete riddle. The answer is "ice."

"I'm by nature solitary, scarred by spear and wounded by sword, weary of battle. I frequently see the face of war, and fight hateful enemies; yet I hold no hope of help being brought to me in the battle, before I'm eventually done to death." *The speaker, who can neither hide nor heal from war, is a shield.*

"I watched a couple of curious creatures copulating openly, out of doors; the fair-haired one, flushed beneath her garments, was filled with life if that effort prospered. I can tell men in the hall — those who are well versed — the names of these creatures with runes. There shall be Need twice over, and one gleaming Ash on the line, two Oaks and two Hails also. Now they're exposed to the men drinking in the hall — the proper names of this feather-brained pair."
Solving the runic anagram reveals the lewd couple as "Body and Soul."

Translations: Kevin Crossley-Holland

Raedel comes from the root *raed* ("advice" or "wisdom"). Lewd, funny riddles may entertain guests in the mead-hall, but many riddles reveal religious secrets. Solving them thus earns Insight, instead of Glory. **[Insight Awards - Riddles: page 127]**

Brotherhood and Joint Cyningship

Celtic clan elections can pit brother against brother. Feudal primogeniture is even harsher, leaving younger brothers on their luck as monks or mercenaries. By contrast, cooperative brothers play leading roles in early Saxon history. History does not say whether Hengist outranked Horsa, or Octa exceeded Eossa. They are brothers; they go together.

In a theod, the ruler may actually be an ealdorman and his brothers. Perhaps one brother wields power as *hlaforð* ("loaf-lord") while another fights as *wigfruma* ("war-lord"), and a third collects revenues; perhaps they alternate. No brother "owns" theodal land more than another, so why not share?

While it is normal for brothers to reign jointly over a theod, there are occasions when father-son, grandfather-grandson, or uncle-nephew pairs can be found ruling a

cynningdom. After Horsa's death, Hengist reigned jointly with his own son Aesc. Such joint cyningship is strongest among the Jutes; all the joint-cynings mentioned by history are Jutes or reign on the Jutland peninsula: Hengist and Horsa, Octa and Eossa, Stuf and Whitgar, Cerdic and Cynric, Hrothgar and Halga. Evidence suggests that non-Jutish cynningdoms were ruled serially by individuals, rather than shared.

Use brotherhood and joint cyningship to distinguish the Jutes from other Saxons — or let all Saxons practice it to emphasize the importance of cynnship.

Funerals

A dead Saxon is dressed in finery and laid out in the village for a few days while his cynnfolk mourn. Then they carry him to a burial ground, and burn or bury his corpse according to his wishes or family custom.

Saxons dig graves in fall, anticipating deaths over the winter. At the funeral, they line the grave with planks, lay out the deceased with his shield, spear, other goods, and fresh food, then cover the body with more planks before filling the grave.

A body to be cremated is lain upon the ground and a pyre, about three yards across, is lit over it. Some goods are burned, but rarely weapons. Burnt bones and other remains are sealed in an urn and buried.

Members of the same cynn sleep in graves or urns beside each other. Graves may be marked by earthen barrows (mounds) or rings, wooden canopies, or rune-carved posts or stones.

Great Saxons earn great funerals. They may be buried with many weapons, slaves, widows, gold, and entire ships. This earns the dead hero Burial Glory, a tenth of which goes to his children along with the Glory he earned in life. **[Glory Awards - Funerals: page 127. Funeral Costs: page 129]**

Gift Giving

Saxons earn Glory for giving and receiving gifts. Most gifts are finger or arm-rings, though swords, full battle harnesses, or horses are given as well. Gifts between equals are good, but even better are loyalty-gifts to men above you and reward-gifts to men below you. As noted under "Law," above, Saxon warriors give all plunder as a loyalty-gift to their liege.







In return, a lord must be generous. He must furnish *heorhtgeneats* and other dependents with room and board, steeds, armor and weapons. He must give worthy gifts to allies and diplomats. Above all, he must redistribute loot among his men, so that each man gets a little, and the best men get a lot.

A generous leader will be praised as a *beahgifa* ("ring-giver"), his chair is a *giftstohl* ("gift-seat") and his hall a *hringsele* ("ring-place"). But a lord who keeps more than half the plunder for himself will lose followers, while a follower who withholds his loot will face his lord in court. Both will earn a bad name. **[New Trait and Passion rules - Penalty for Refusing to Share: page 123. Glory Awards - Gifts: page 127]**

Trade

Saxons consider trade a noble activity. As noted under "Rank," a *ceorl* who trades skillfully can be ennobled as a *thegn*. While Saxon farmsteads are nearly self-sufficient, *ceorls* still need simple luxury goods, metals, and spices; nobles need all that and more. Although Germanic invasions have disrupted Roman currency and trade networks, the Germans have established their own barter routes on the North Atlantic and Baltic, stretching from the distant lands of Wends and Slavs, through Denmark, to Dublin, Eburacum, and the Saxon Shore.

Saxon warriors turn to barter when it offers more gain for less risk than raiding. Yet they remain warriors, whose bargaining favors the better-armed party. Such trade — less "free market" than "black market" — is fraught with tension and incipient violence. It can be civilized a bit by exchanging hostages, or trading under the eyes of a Just king. **[Market Prices: page 129]**

Saxon Flaws

Hengist's Saxons were an army of poor but well-armed and desperate warriors turned loose in a country of rich, ill-defended cities and farms. They overran that country and eclipsed its native culture more thoroughly than did the Romans. Common sense — and not just the evidence of cities left to ruin, civilians enslaved, trade and Christianity smothered, and Latin literacy ignored — tells us that the first Saxons in Britain were a ruthless bunch.

Cruel Saxons

The Cruel trait is a point or two higher among Saxons. Even Saxons who avoid excessive cruelty are still callous

compared to Arthur's knights. Visitors to Saxon lands may see horses ridden to death, slaves treated worse than horses, body parts taken as trophies, and other examples of the Cruel trait in action. Saxons even boast about their dark deeds. The occasional finger or hand sacrificed for rune-lore shows that the Saxons are Cruel even to themselves.

Truly Cruel Saxons

God help the Christians captured by a truly Cruel Saxon, like Sir Turquine of the Dolorous Tower. They may be tortured and raped for amusement, then bound and thrown to wolves, bears, or snakes. They may be crucified in a parody of Christ or Wotan, or have their ribs cracked open and their lungs flung out, in the sacrifice of the Blood-Eagle (a cliché of the Vikings, but a favorite of the author). Such sadists are feared by other Saxons and will likely end up as nithings — as soon as they are no longer needed against the Britons, that is.

Greedy Saxons

Pendragon knights are not out for financial gain. Many players do not keep track of money, which is just as well, since money is beneath the notice of a real knight. This helps distinguish *Pendragon* from the "hack 'n slash, grab 'n run" mentality of first-generation role-playing games. The Saxons, however, play by those old rules. Loot draws them into British lands, and the promise of dragon-hoards and magic weapons sends them into the Otherworld. Invading a keep — or a less defended place — killing its inhabitants, and running away with their treasure is a worthy adventure for a band of *thegns*. Saxons should keep track of their money, both as an index of success and to pay the *gesith*-gifts and *wergilds* that go along with it.

Slave-taking Saxons

Slavery is universal in fifth century Europe. By the Apogee phase of King Arthur's reign it has vanished from Logres and is waning in other lands where Arthur has influence. Slaves are replaced by the peasants, who are in many ways equally powerless — yet they are not laboring animals to be hurt or killed, bought or sold, and raped or bred at their owner's whim. Between Arthur's moral leadership, the rise of serious Christianity, and the bitter memory of "Welsh" enslavement by Saxons, player knights can gain an ahistorical dread of slavery. Knights with kinfolk in Saxon captivity have an especially good reason to Hate (Saxons).





Good Saxons

So where are the gentle and admirable Saxons like Bede, Alcuin, and Alfred the Great? These worthies will arrive on schedule, two centuries or more after King Arthur's death. They will temper the cruel ways of their ancestors with Christianity, Latin learning, and the tolerant spirit of a settled people. A Saxon campaign could be set in this era using *Pendragon* for rules and (minus the knights and castles) cultural background and geography; a year-by-year chronology is available in *The Anglo-Saxon Chronicle*. Players can serve King Alfred of Wessex, a well documented historical figure every bit as good as the legendary King Arthur. They can help him defend Britain against another wave of sea-borne invaders — the Danes.

Religion and Magic

The pagan Saxons follow Wotan, Thunor, and a host of other gods and goddesses. A person may prefer one god over another, but all gods receive their due worship and respect. In turn, both gods and men are ruled by more abstract powers: the World Tree that binds all things, the Runes that describe them, and the Wyrd that seals their fate. Outside the human world, and usually opposed to it, are fearsome giants and trolls, and the creeping children of the Night Goddess.

Saxons make no strict distinction between clergy and laity. They honor their gods at simple household altars. Most Saxons know the prayers, rites, and sacrifices for birth, marriage, and death; for solstice, year-end, ship-blessing, harvest-blessing, hearth-blessing, moot, and battle. This knowledge is represented by the Religion (Wotanic) skill. The higher a man rises in Saxon society, the more Religion (Wotanic) he needs, to serve properly as a warlord and a judge.

Eminent men descend from the gods and can more easily gain their favor for the theod. These *goderes* supervise rituals — but this may be a temporary or conditional role, or simply a retirement from the demands of Saxon nobility. Other men, seemingly normal, are one day seized by the gods to become berserks, prophets, shapeshifters, or plain lunatics. One can learn things from them if one is careful.

Magic means the knowledge of herbs, omens, and spells. The latter are verbal formulas that can be recited for practical effects, like cursing an enemy or healing a sick calf.

Persons who specialize in magic, called *wiccas* or *wicces* (male or female magicians), live near the margins of Saxon society and may be shunned or feared — until the ceorls need a curse lifted or a night-monster banished. Wicces gain a more prominent role in Saxon culture after the defeat of male and Wotanic authority at Badon.

The greatest magic comes from *runes*; the primal alphabet discovered by Wotan during a nine-day ordeal. A few Saxons follow Wotan's example by sacrificing their health and sanity for rune secrets, which let them carve spells into the fabric of Middle Earth itself.

The availability of runes makes Saxons more "magical" than most *Pendragon* peoples. Yet runes are hard, and Talent is very rare. There is rarely more than one minor Saxon magician per two theods, plus a more powerful magician serving (or married to) the cyning. Like other Saxons, these magicians are loyal to their liege and theod, or to themselves alone. Unlike druids, enchantresses, or Christians, they never collaborate, except during a battle involving many theods.

Some Saxons say that dead heroes become Wotan's *heorhgeneats* in Heofon, while dead cowards become shadows in Hel, and that these two armies will fight at the end of the world. To many warriors, though, "the afterlife" is just a theory, and grave-goods given to ancestors are just a precaution and a show of respect. The everlasting Glory earned by a hero like Hengist is the only immortality men can know.

Creation According to the Saxons

In the beginning was mighty *Eallfaeder* (Allfather) and mysterious *Niht* (Night). Eallfaeder and Niht had three children: *Rymet*, *Eorthe*, and *Daeg* (Space, Earth, and Day). Eallfaeder and Niht created a world that froze in the north and burned in the south. At the median, where heat and cold met, grew a giant named *Claeg* (Clay). While he slept, from his body grew the first race to inhabit the world: the *Is Ents* (Ice Giants).

From the ice grew *Fedanre* (Nourisher), a giant cow. From her teats sprang four streams of milk, which nourished the giant Claeg. Fedanre licked the ice, and in three days revealed the form of Tuist. Tuist had a son, Mann, who fathered three children on an Ice Giant's daughter; these three were *Wisdom*, *Willan*, and *Halignes* (Wisdom, Will, and Holiness). The three children argued with Claeg and murdered him. The blood from his





wounds drowned all the Ice Giants save one, who escaped with his wife in a boat.

The sons of Mann built a world from the body of Claeg, using his blood for the waters, his flesh for soil, his bones for mountains, his teeth for rocks, and his hair for trees. They made the heavens from his skull, threw his brains into the sky to form clouds, and threw embers and sparks even higher to form the heavenly lights. Claeg's maggots gained human form and understanding, and became the race of *Dweorgian* (Dwarves), one of whom lies buried beneath each of the sky's four corners. Daeg and Niht began to ride two horses around the world. Daeg rides *Beorht Manu* (Bright-mane), while Niht rides *Freorig Manu* (Frosty-mane), who makes dew from the froth of his mouth.

When the three sons of Mann surveyed their handiwork, they found two trees washed ashore from the outer seas. From one they carved a man and called him *Aesc* (Ash). From the other they carved a woman and called her *Elm* (Elm). From *Aesc* and *Elm* came the humans, which pleased the sons of Mann. From the buds of *Irminsul*, a yew that grows in the center of the world, came the race of the gods, who built their hearth-halls in *Heofon*.

Irminsul, the Seven Realms and the Wyrds

We live in *Middangeard* (Middle Earth), surrounded by four seas, two of fresh water and two of salt. Ents once ruled *Middangeard*, but the gods drove them beyond the seas. The ents built a barricade from Claeg's eyebrows, which encircles our world and separates it from theirs. Above *Middangeard* the gods built *Heofon* (Heaven) to be their own home. *Heofon* is connected to *Middangeard* by the shimmering *Heofonlic Boga* ("Heavenly Bridge": the rainbow), guarded by unsleeping *Hama*, who blows his horn at the slightest sign of danger to *Heofon*. Below *Middangeard* lies *Hel*, the land of the dead. Within the three worlds of *Middangeard*, *Heofon*, and *Hel* are the four realms of the *Dweorgian*, *Beorht Aelfan*, *Deorc Aelfan*, and *Ents* (Dwarves, Bright Elves, Dark Elves, and Giants), immortal races seldom encountered by men.

Connecting all three worlds is the great Yew of *Irminsul*. One root of *Irminsul* reaches into *Hel* and feeds from a spring called *Sweging Cital* (Roaring Cauldron) guarded by a *Wyrm* (dragon) called *Fretanre Death* (Devourer of

Corpses). The second root feeds from the Spring of Wisdom, guarded by *Mimir* in the *Middangeard* realm of the Ents. This spring grants such great understanding that *Wotan* sacrificed an eye and hung crucified from the tree, just for one sip that taught him the runes. *Irminsul*'s third root taps the Spring of Destiny in *Heofon*, where the gods meet each day.

Nearby live three daughters of *Niht*: *Wyrd*, *Metod*, and *Sculd*. (Fate, Measurer, and Cutter). They are mightier than the gods, for they spin the cord of each creature's life. Each day they draw water from the Spring of Destiny. With this knowledge, *Wyrd* spins the thread of life, making it strong or weak. Her sister *Metod* measures it, making it long or short. *Sculd* cuts the thread according to *Metod*'s measure; her cut determines the way of death, whether clean or ragged. Together they weave the tapestry of life on a loom made of bones and weighted by skulls. A man's fate is called his *wyrd*, after the first sister. There is no way around the decisions of *Wyrd* and her sisters, though many men have tried.

The Gods

Wotan is the god of wisdom, war and death. He is a wizard and knows all things. He can heal and tell the future. He learned the secret of Runes by sacrificing his eye and hanging for nine days from *Irminsul*, the world tree. Magicians look to *Wotan* for knowledge, warriors look to him for glory, and the dead look to him for peace. *Wotan*'s symbols are the ring and the spear.

Thunor is the god of weather, a foe of giants and monsters, and a protector of the weak. His dwarven hammer *Crusher* kills ents in one lightning throw, then returns to *Thunor*'s hand with a thunderclap, echoing through the clouds where *Thunor* rides his chariot and heralding rain in the human world. *Thunor* protects ceorls and blesses weddings and births. *Thunor*'s symbol is the hammer.

Tiw is a god of vows, justice, and leadership. By the name *Seaxnut*, he is also a patron of swords, and the divine ancestor of the Saxons. They invoke him for skill and steadiness in battle, and in the moots. *Tiw*'s symbol is the sword.

Frig is the Earth, another daughter of *Niht*. She is the motherly guardian of animals and plants, dispenser of the





The Moons

The Saxon lunar months do not agree exactly with the Roman calendar. This is an approximation of Saxon-to-Christian months.

Geol - Yule celebrations. Fire festivals are held over twelve days, to bring back the power of the sun.

Aeftera Geol (January) - "After Yule." The moon after the Yule celebrations.

Solmonath (February) - Mudmoon. Ceorls prepare to plant and plow amidst winter's ubiquitous mud.

Hrethmonath (March) - Named after Hretha, one of the Waelcyrige, a goddess of martial glory. This is the first moon when military campaigns become practical.

Eostremonath (April) - Named for Eostre, goddess of the East and herald of Spring.

Thrimilce (May) - "Three-milkings," when cows need milking three times a day.

Aerra Litha (June) - "Before Litha." Litha is a four-day celebration of the Summer Solstice.

Aeftera Litha (July) - "After Litha."

Weodmonath (August) - "Weedmoon." Children weed the fields to protect the crops.

Halignmonath (September) - "Holymoon." A moon of harvest, peace and thanksgiving. Two cows wander the theod dragging the cart of Nerthus, blessing whomever they meet. Where they stop, slaves are sacrificed to the goddess.

Winterfylleth (October) - "Winter Fill." The storehouses are full for the Winter moons, marking the beginning of Fall.

Blotmonath (November) - "Bloodmoon." Animals that will not last through Winter are slaughtered, and salted or smoked for preservation, or given to the gods.

Aerra Geol (December) - "Before Yule." The last moon of Fall.

harvest, and patroness of love and birth. She is the wife of Wotan and shares his powers of wisdom, prophecy, and healing. Frig's symbols are the sheaf of grain and the necklace of amber.

Hama guards the rainbow-bridge between Middangeard and Heofon. He never sleeps. His eyes can see into any world, and his ears can hear any sound.

Ing is the Green Man, the god of fertility. His wife is **Eostre**, spirit of the East and the rising sun. Saxon farmers sacrifice to **Nerthus**, the primordial German earth goddess.

The **Waelcyrige** are the daughters of Wotan. They follow him and help gather the spirits of the dead. They may appear as women on horseback, riding the field of battle. After the battle is over they appear as wolves and ravens. Saxons know that the Wild Hunt is truly Wotan and his daughters looking for the souls of the newly departed.

Two giant wolves chase the sun and moon across the sky. Their mother was an ancient giantess who lives in a great forest east of human lands. Her other monstrous children are **Fiercewolf**, the **Middangeard Serpent**, and the death-goddess **Hel**.

Time

The Saxons measure days from sunset to sunset, months from full moon to full moon, and years from one Midwinter's Day to the next. A week consist of five days: Monadaeg (Moon Day), Tiwsdaeg (Tiw's Day), Wodenesdaeg (Wotan's Day), Thunorsdaeg (Thunor's Day), and Frigadaeg (Frig's Day). After the Battle of Badon, the Saxons adopt the Latin week of seven days, adding Saeturnesdaeg and Sunnesdaeg. The Saxons make no attempt to reconcile weeks with lunar months, using the week only as a convenience to count ahead by five or seven days.

There are twelve months in a year, plus the extended holidays of Geol (Yule; Midwinter) and Litha (Midsummer). The year starts on Midwinter Night, the beginning of Geol. The night after midwinter is Modorniht ("Mother's Night"), sacred to Frig and Ing. Each of the remaining eleven days of Geol celebrates a different god, in an order that varies among families and theods.

All Geol celebrations feature feasting and gift-giving. After Geol, the greatest Saxon holiday is Litha, when bonfires are lit for the Summer Solstice. The fourth day after each other solstice and equinox is a minor festival, and also the usual time for important moots.





The Runes

Runes are both a mundane alphabet and a means of casting spells, reflecting an illiterate people's awe at the permanent, impersonal power of written words.

The Saxon word *rune* has a number of meanings, including "mystery" and "counsel." A magician can be described as "runecrafty", and a wise man as "runewita".

Most rune-literate Saxons carve runes in stone, to commemorate burials or victories (*Grave of Aelfric son of Cutha son of . . .*) or to leave simple messages (*bad place, water nearby, Aethelstan came here*). They also mark weapons and other utensils, and hall-posts or benches, with the owner's name or with submagical invocations (*Thunor's sword, Bless our hearth*). They do not waste runes on fragile parchment and ink. Simple rune literacy can aid magic, especially using the runes as lots for Divination.

Magicians who suffer ordeals to gain rune secrets can create long-lasting, independent magics, which, like other written words, may have effects their authors can't foresee. A runecrafty magician learns to see runes in hawthorn-branches, driftwood, and bird-tracks in the snow, for the Seven Worlds are thatched together with runes that predate the gods. Such knowledge is not a born Talent; anyone who dares can learn it. **[Gaining Runes: Page 132; Rune Magic: page 133]**

The runic alphabet is called the *futhorc*, after its first six characters (just as the word "alphabet" comes from the Greek letters alpha and beta). Each of the twenty-nine runes in the futhorc has a name, a sound, and a customary magical meaning, as listed on the "Runes" sidebar.

This list differs from the runes in *Land of Giants* because of the shifts in language and alphabet between the Germanic tribes who migrated to Britain and those who remained behind on the continent. During this period there were probably different runic alphabets between parts of the same tribe, let alone places separated by seas. The runes represent less than a third of human speech sounds (though they are the most common in the Germanic languages) and only a fraction of human ideas; there must be still more runes known to men, and more than that known only by gods.

The Runes

ƿ	F - feoh, "Wealth." Wealth
ᚢ	U - ur, "Aurochs." Strength, courage
þ	TH - thorn, "Thorn." Sharp, evil
ƿ	O - os, "Mouth." Speech, magic, power, prophecy
ᚱ	R - rad, "Road." Travel, hardships and rewards
ᚲ	C - ken, "Torch." Light, a beacon, leadership
ᚷ	G - gyfu, "Gift." Gift, generosity
ƿ	W - wynn, "Joy." Joy
ᚨ	H - hæg, "Hail." Hail, weather, snow, cold
†	N - nyd, "Need." Need, hardship
ᚇ	I - Is, "Ice." Ice, cold, slippery
ᚔ	J - ger, "Harvest." Plenty, Frig
ᚹ	EO - eoh, "Yew." Yew tree, Irminsul
ᚦ	P - peorth "Hearth." Hospitality, laughter, entertainment
ᚸ	X - eolh, "Elksedge." Danger, wariness
ᚱ	S - sigel, "Sun." Warmth, fair journey, good fortune
ᚦ	T - tir, "Tiw." Warrior, courage, glory, order, justice, law
ᚷ	B - beorc, "Birch." Fertility, healing, magic (rune wands are most often birch)
ᚱ	E - eh, "Horse." Horse, pride, adventure, travel
ᚱ	M - man, "Man." Humanity, friendship
ᚱ	L - lagu, "Water" . Water, sea-journey, fear
ᚱ	NG - ing, "Ing" (a hero). Turn of the seasons, fertility, peace, plenty
ᚱ	OE - ethel, "Homeland." Freedom, security, prosperity
ᚱ	D - daeg, "Day." Day, reason, understanding
ᚱ	A - ac, "Oak." Honor, trust, rich harvest
ᚱ	Æ - asc, "Ash." Endurance, perseverance, determination
ᚱ	Y - yr, "Weapon." Weapon, warfare
*	IA - ior, "Beaver." Happiness, contentment
ᚱ	EA - ear, "Grave." Death, end

Nihtgenga

Nihtgenga ("night-goers") is the generic Saxon term for all monsters and children of darkness. A nihtgenga might be a thyr or a werwolf, or a band of goblins or faeries. Spirits of the unquiet dead are especially feared.





Ents: The giants, a prehuman race exiled to the lands beyond the four seas. Some also remain deep in the earth, in mountains or glaciers, or underwater. They are enemies of the gods, especially Thunor. Ents vary greatly in size and abilities. Some are older and craftier than gods, and some are dumber than oxen. Some are no bigger than oaks; others are so huge that they fill the sky.

Gast, Ellorgast, Orcneas, Scinn: Various spirits, ghosts and other disembodied phantasms. Ghosts and their ilk are greatly feared by the Saxons, who prefer an enemy who dies when hit with a sword, or at least takes wounds!

Scucca, Death-scucca, Beorg-scucca: A shambling bloated corpse, shedding maggots, its skin mottled with bruises and pooled blood. Death-scucca are undead bodies that roam the countryside, while beorg-scucca haunt barrow-mounds and graveyards. Why a man becomes a scucca is unknown, but berserks, the unavenged, and the scucca-slain are prone to rise again. Superstitious ceorls may behead such persons before burial, or plant ash stakes through their limbs and chests.

Thyrs: A manlike troll. It walks stooped over, its hands nearly dragging on the ground. Lank hair surrounds its face; its eyes are solid black, and tusks jut from its jaws. Its fingers are tipped with claws that can shred chainmail. It is fast. Many thegns have been killed by thyrs they never saw coming. The thyrs feasts on human flesh when it can, or raids livestock. It normally roams by night, sleeping in a cave or underwater by day.

Werwulf: A man who can change his shape to that of a wolf. He may be a berserk, or he may own a magical wolfskin activated by a spell. Some men can take the forms of bears or boars, rather than wolves. In any case, transformed men have human cunning and animal appetites, and may be protected from normal weapons by their magic. A werwulf is a better hunter than either wolf or man, and better at avoiding hunters, too. His bite spreads terrible sickness, but does not pass on the curse, unlike Hollywood's werewolves.





Chapter 2

The Saxon Chronicle

"They consulted how they might obtain help to avoid or repel the frequent fierce attacks of their northern neighbors, and all agreed with the advice of their king, Vortigern, to call on the assistance of the Saxon Peoples across the sea."
Bede, Ecclesiastical History of the English People

This timeline for fifth century Britain adds six new Historical Phases prior to the five phases of Arthur's reign described in *The Boy King*. Periods already covered by *The Boy King* are abbreviated, or are limited to a Saxon view of the same events. Use this chronology to run adventures before Arthur, and to understand the background of Arthur's Saxon wars.

The Mythic Age

A Long Time Ago

In the Mythic Age gods and giants walked the earth and great dynasties were founded. The age has no fixed date; it is always "back before back before." A Saxon account of the Creation and the gods appears in the "Magic" section of the previous chapter.

The Mythic Age overlaps with The Roman Age (below). The Saxons remember Attila the Hun as Etzel, husband of the warrior-queen Kreimhild. The Britons mythologize the Roman usurper Magnus Maximus as the visionary chieftain Macsen Wledig.

The Roman Age

55 BC - AD 399

For centuries, the Romans and Celts dominated Western Europe, finally united under the Roman Empire, which by the second century AD governed Gaul, Britain, and all the rest of Celtic Europe save Ireland. In Romano-British cities like Camulodunum the Celtic and Roman gods mingled in the Imperial Temple as naturally as their worshippers strolled together in the forums, markets, and baths outside it. By then, both peoples wore togas, spoke a patois of Celtic and Latin, and learned mores from the Mediterranean — like the new ideas of their fellow Roman subject, Jesus Christ.

The German or Gothic tribes entered Western Europe long after the Romans and Celts. They arrived as nomadic warriors: not tied to cities or farms; crafty from hunting and huge from a diet of meat; sending excess sons to conquer their neighbors; total strangers to Christianity and civilized mores. Their languages were but distant cousins of Latin and Celtic; likewise their gods, who still demanded absolute piety and human sacrifice. Unable to easily assimilate these new barbarians, the Romans hired them as federates, taught them mass warfare, and resettled them to defend Roman croplands against their own kind — with disastrous results when the federates' pay ran short. Weakened by internal wars, Rome lost to the Germans, and its Celtic client-kings lost with it.

55-54 BC: Julius Caesar invades Britain twice, but does not occupy it.

AD 9: Three Roman legions (over 12,000 men) ambushed and slain by the German chieftain Arminius at Tuetoberger Wald. The loss forces Emperor Augustus to cancel his planned invasion of Britain.

43: Claudius begins Roman occupation of Britain.

122: The borders of Britainia are established for the next 1,300 years. Rome controls everything south of Solway Firth; the Picts to the north are badly beaten but not conquered, so Emperor Hadrian builds his Wall to seal them off.

190-211: Legions in Britain proclaim its governor, Clodius Albinus, as Emperor, while legions on the Danube frontier elevate the general Septemius Severus. The two emperors fight for many years until Severus wins in 197. He stocks Britain with loyal soldiers and, for the first time, permits them to marry local women, recognizing their children as citizens. During his reign, the first British saint, Albans, is martyred at Verulamium for defying a Roman magistrate in 208. Severus dies at Eburacum in 211.

c. 275: Saxons begin to raid Britain. To discourage them, Romans build the Saxon Shore forts in the southeast, under the Comes Litoris Saxonici ("Count of the Saxon Shore"). Meanwhile, Picts and Irish raid the north and west. Despite this, many rich Gauls emigrate to Britain, because civil wars have left Gaul weakly defended.





306-37: British legions elevate Constantine the Great, a successful emperor who makes Christianity the official faith of the Roman Empire in 311.

350-53: British legions rebel and conquer Gaul under Magentius, a son of federates. His defeat costs Britain several legions.

367: The Barbarian Conspiracy: Roman frontier scouts help Picts sail around Hadrian's Wall to raid Britain; the Saxons and Irish also raid, killing the last Count of the Saxon Shore. The people of northwest Britain, among the hardest hit, secede from the province.

c. 369: Rome sends Count Theodosius to restore order. He defeats the barbarians by land and sea, refortifies walls and equips towns with artillery towers, permits civilians to bear arms, recognizes the northwest as the Province of *Valentia* (named for the current emperor), and makes sacrifices and other pagan rites illegal. Increasingly, counts like Theodosius run the Empire.

378: Battle of Adrinople. A Roman army is destroyed by mounted Goths. Emperor Valens killed. Cavalry becomes pre-eminent in the Roman army

380: The British theologian Pelagius finishes preaching in Britain and moves to Gaul.

383-88: The British general Magnus Maximus ennobles Cambrian tribal chiefs to organize their own defenses against the Irish, founding the royal houses of Wales. Then he takes his legions and his Cambrians into Gaul, slays Emperor Gratian, and rules the Empire until slain by Theodosius.

395: Roman Empire is divided into East (under Arcadius at Constantinople) and West (under Honorius at Ravenna).

396-98: Count Stilicho fights naval campaigns against the Picts, Irish, and Saxons, making the Channel temporarily safe. Yet the Irish take land from the Demetae in Cambria, which lost its garrison under Magnus. In Pictland, St. Ninnian founds the monastery of Candida Casa.

Fifth Century Britain: Provinces

Roman Britain had five provincial vicars, under the diocese vicar at Londinium. They ruled the Roman cities directly, and ruled the British civitates through puppet kings. With Rome's collapse, the vicars flee and the civitates gain power, eventually becoming *Pendragon's* Cymric kingdoms. Outside the five provinces are the wild Picts and Irish, and the allied kingdom of Armorica.

Southeast (*Maxima Caesariensis*; capital at Londinium): This seat of the diocese has few villas. Its civitates are

peasants, producing food and metals for the Roman army; its townsfolk are bureaucrats. It is overrun by Saxons in the fifth century: the Cantiacii, Regnenses, Icenii, and Belgae civitates are all but destroyed, while the Trinovantes flee into Londinium and Atrebatas territory. The Atrebatas hold off the Saxons, forming the Arthurian kingdom of *Silchester*.

Southwest (*Britannia Prima*; capital at Corinium): Dotted with villas, much of this land is under private or tribal ownership. Its decadent magnates make commercial Corinium their capital instead of military Glevum (also ruled by Vortigern through his cousin, Count Vitalis, who is replaced around 450 by the worthy Count Eldol). Southwesterners support Vortigern. They don't mind if Saxons plunder the bureaucratic southeast, they fear the Irish, whom Vortigern effectively counters. After many wars, they will become the ruling houses of *Escavalon*, *Somerset*, *Jagent*, and the various kingdoms of Cornwall.

Further west, the more tribal and warlike Cambrians have "looked to their own defenses" since Magnus Maximus. Vortigern, Duke of the Silures, settles outsiders here amongst the rival Ordovices and Dumnonii: they conquer or eject the Irish. He is the best war-leader in Britain, yet inferior to generals like Hengist and Uther.

Midlands (*Flavia Caesariensis*; capital at Lindum): The Romans kept soldiers here, creating a reserve force midway between their Pict and Saxon enemies. The departure of the Legions, and the intrusion of Icenii refugees into Coritani and Catuvellauni lands, reduce this province to warring factions by Arthur's time. Its later kingdoms include *Bedegraine*, *Cameliard*, *Lambor*, *Lonazep*, and *Brun*.

Northeast (*Britannia Secunda*; capital at Eburacum): A tough frontier province of Roman soldiers, wild Brigante hill tribes, and Eburacum's merchants, who trade with peoples beyond the Empire. Vortigern finds it so politically unimportant that he steals the lands of its most loyal civitas, the Parisi. Its semi-Christianized Brigantes will unite against Saxons and southerners under the banner of *Malahaut*.

Northwest (*Valentia*; capital at Luguvaallium): This region seceded from Rome during the Barbarian Conspiracy. Theodosius recognized it as a fifth province, which lasted just forty years. Yet "Valentia" remains a land apart during the fifth century, becoming, by Arthur's time, a place of refuge, danger, and magic.





Caledonia (North of the Wall): British tribes, settled by Rome between the Hadrianic and Antonine walls, will become *Strangorre*, *Gorre*, *Lothian*, and *Garloth* (from which Vortigern removes Votadini warriors to the southwest). The once-decimated Picts have recovered their former strength. Allied under Drust mac Erp, they threaten Britain until his death in 458. A minor Pictish tribe, the Epidii, occupy coastlands that the Irish will seize as *Dalriada*.

Hibernia (Ireland): From 400 to 440, the chieftains Niall Nine-Hostages (north) and Conall Corc (south) gain loot and prestige by raiding Britain. They then persecute weaker tribes, forcing the northern Ulaidh and the southern Deisi ("Mercenaries") into Pictland and Cambria, respectively.

Armorica (Brittany): Britons seek aid from this Gaulish territory ruled by the sons of Magnus Maximus, but its kings are too busy fighting Alans, Burgundians, Attila, Aetius, and other enemies. Instead, Armorica accepts waves of British refugees in 410 and 460. With Aetius and Attila dead, the refugees of 460 convince Aurelius and Uther to secure Britain lest the Saxons cross the Channel against them. After these leaders die, more Britons pour into Armorica fleeing the Saxons.

Fifth Century Britain: Economy

The departure of the Roman military and civil service robs Britain of soldiers, educators, jurists, scribes, clergy, and the tenders of roads, forts, granaries, treasuries, mines, aqueducts, levees, and sewers; moreover, the loss of these salaried professionals means the loss of their trade for merchants and artisans who depend upon it. Even more devastating is the loss of Roman currency. The Emperor's coins were honored from Strangorre to Syria, enabling Britons to produce pottery, hardware, and textiles on a large scale for overseas trade. Post-Roman coins, issued by local barons, have only their weight-worth outside the barons' domains. Even before the Saxon invasion, Romano-British towns suffer a depression severe enough to cause famine.

But some Romano-Britons are glad to see the Romans leave. The great landholders in the countryside — a mixture of retired legionaries and Romanized native chiefs — can recruit their own soldiers, do not depend on international trade, and have always resented the Roman bureaucracy. Their profits are now safe from Roman taxes. Their workers are safe from Roman conscription, and more workers will soon arrive from the cash-starved cities. The landlords' power grows as the cities decline, putting Britain on the road to feudalism.

Fifth Century Britain: Religion

Romano-Celtic Paganism: Although Christianity has long since become the official faith of the Empire, some Britons



still honor a mixture of Roman and Celtic gods, plus Hellenized foreign spirits like Isis, Hermes-Thoth, and Mithras. Renaissance writers like Shakespeare and Spenser depict British “faerie queens” invoking Roman deities like Mercury; although based on ignorance of Celtic culture, this mishmash is accurate for Romanized Celts.

Neo-Paganism: During the Saxon invasions, some Britons flee Roman towns for ancient Celtic hillforts, seeking the shelter of the old walls — and, perhaps, the Old Gods; ritual sites were reoccupied as well. These frustrated Britons have turned their backs on the God (or gods) of Rome. They will become the enchantresses and revived Druids in *Pendragon*.

Roman Christianity: Britain lacks great churches and churchmen, and shows persistent paganism and heresy compared to Roman Gaul (whose bishops do not trust the British to evangelize the Saxons, Picts, and Irish). Probably, official Christianity in fifth century Britain is more official than Christian — a ruling-class display of loyalty to the Emperor. Christianity will flourish instead in the poorest, least Romanized lands, like Ireland and coastal Wales. Late in the fifth century, a more sincere Christianity develops in Logres against the nightmare of the Saxon invasions; this is Arthur’s faith.

Pelagianism: The only important British theologian, Pelagius, denied Original Sin and Predestination, teaching instead that Christians can redeem themselves by good deeds. As Britain parted from Rome, Pelagianism became a heresy, to be replaced by the Augustinian creed: we are redeemed only by Grace, which might enter a “bad” man as soon as a “good” one, since all men are sinners without God. Yet many British nobles remain Pelagian long after 400, either rejecting or (more likely) unaware of the new dogma.

Such theological questions are also tests of loyalty. Gaul responds to British pleas for aid by sending Germanus of Auxerre — a Roman deputy turned Augustinian cleric, and later canonized — to scold Pelagians. Stories of his first visit (429) contrast the vain and “good” Pelagian nobles with the “grace” given to common soldiers; Saxons and Picts melt away when Britons embrace the Roman Creed. Gaul probably sends St. Germanus to see if Britain is militarily salvageable — and “Roman” enough to repay the effort. Whatever he reports does not matter, since the legions are soon unable to help themselves.

Fifth Century Britain: War and Peace

Before Aurelius, British armies rely only on the southeast’s passion for Roman mores, and a large but disorganized population. Without Rome’s couriers and signal stations, they cannot get news or help from separate forces in their huge diocese. Southeasterners wield swords with shaky hands that once held plows or pens; southwestern legionaries are old, mediocre, or unwilling (“See that villa? I’m *retired*”), and hill tribesmen know raids but not battles. British defeats will make the Britons more aggressive, like Saxons.

The first Saxon warriors are professional pirates who plunder Britain in summer and spend winter home on the continent. Constantin, under Vortigern’s guidance, hires them as federates — setting thieves to catch thieves. The invader-chief Hengist brings part of Hnaeff’s old heorthwerod: a formidable few. Still later arrivals have fought on the continent and seen whole tribes snuffed out. Although very warlike, the Saxons remain outnumbered, gaining more by treachery than battle. The greatest Saxon weapon against the British is Vortigern.

Both Romano-Britons and Saxons use Roman “shield walls;” Saxons, however, can break them with a charging *wecg*. Aurelius introduces cavalry, tipping the balance until the Saxons learn to shoot at horses.

Peace divides the two peoples more than war. To Romano-Britons, Saxons are unwashed murderers with bellies for minds and swords for hearts, who wear dull clothes and crude ornaments, and speak a strange tongue made of simple observations, boasts, and violent demands. To Saxons, Romano-Britons are gross aristocrats, who stroll mosaic-tiled plazas in fine togas they neither spun nor seized, and speak a strange tongue made more slippery by Roman rhetoric. Romano-Celtic *patronage* (lending for future favors or interest) confuses the Saxons who must repay apparent “gifts,” so these Saxons will make *welsh* mean *cheat*, wherever their words go.

Phase -5: Britain Abandoned 400-415

As Rome weakens, a series of British usurpers tries to take the Imperial throne. Their efforts merely weaken Britain and anger Rome, which finally washes its hands of the distant and fractious province.





402: Whether for fear of Saxon pirates in the Channel or because Rome is bankrupt, Emperor Honorius stops sending Roman money to Britain. Roman soldiers and civil servants lose their salaries.

405: Irish raid the southwest and northwest coasts. Vortigern born at Isca Silurum.

406: Romano-British generals Marcus, and then Gratian, declare themselves emperors, lead Britain's legions into Gaul, and are quickly defeated. At the end of the year, the barbaric Alans and Seuvi storm over the Rhine frontier into Gaul, displacing other German tribes in their path.

407: Constantine III, a common soldier and religious fanatic, declares himself the heir of Constantine the Great and the Emperor of the Last Days. He sails to Gaul with the last of the Roman garrison in Britain.

408: Extensive raids by Saxons, Irish, and Picts against ungarrisoned Britain. Many Saxon Shore forts are burned. The invaders are finally evicted by armed civilians.

409: Constantine III dies in Armorica.

410: Londinium appeals to Emperor Honorius, who replies: "Look to your own defenses"; Britain is no longer a Roman province. Many Romano-Britons flee to Armorica, which soon becomes known as *Little Britain*, or *Brittany*.

c. 412: Britain torn by riots: poor against rich, town against country, native against Roman, Catholic against Pelagian. The Basilicum in Londinium is burned, and Chrysanthus the Greek, last official Diocese Vicar, is torn limb from limb.

415: The British convene a "Supreme Collegium" of all their leaders and clerics to forge an emergency government. The Collegium offers the crown to Aldronius of Armorica, son of Magnus Maximus, who cedes it to Constantin, his younger brother. Constantin sails from Armorica with 2,000 soldiers, marries a British princess, and becomes chief vicar.

Other developments: Currency becomes rare. Only the "Legionarius outfit" and the "Cymric warrior outfit" (*The Boy King* page 9) and the Saxon outfit in Chapter 4 are available to Britons, most of whom are raised as Romans. Saxons use the outfits from Chapter 4 of this book in all phases of the game before Badon.

Phase -4: Constantin Vicarius

416-429

Freed from Rome, the British countryside flourishes. Provincial landlords and Celtic chiefs gain power as

counts, dukes, and kings (Latin *rex*, but later writers like Bede use *tyrannus*, "unlawful ruler"). They unite briefly under Constantin, the acting diocese vicar. Private armies rise, and foreign raiding briefly lessens. What remains of Roman-style administration collapses.

418: Constantin sires his first son, Constans, whom he entrusts to a monastery in Venta Belgarum.

c. 420: Plague — probably cholera spread by the failing Roman sewers — decimates Camulodunum, Lindum, Glevum, and Corinium.

423: Roman Emperor Honorius dies, succeeded by several usurpers. Count Aetius begins to reconquer Gaul with a vast army of Hun mercenaries.

425: Constantin's next son is Ambrosius Aurelius, named for his distant relative St. Ambrose.

c. 428: Tectonic shifts or angry gods change the sea-levels. In the southeast, abandoned Roman flood controls are overwhelmed, expanding the fens and marshes. In the southwest, fertile river valleys are buried in silt. On the continent, flooding drives Frisians and Jutes from their homes. This is the apex of an ongoing event; it began late in the last century, and continues into Arthur's time.

429: Germanus of Auxerre preaches against Pelagianism at St. Alban's shrine in Verulamium. He is rebuffed by local Pelagian nobles, but organizes British soldiers to defeat a raiding party of Picts and Saxons at Deva — not by fighting, but by singing "Alleluia" until the pagans retreat. Then he departs.

Other Developments: There is little currency, barter is the norm.

Phase -3: Vortigern Dux

430-445

A generation comes of age that has never known Roman rule. The landlords, led by a rising young duke named Vortigern, hire Saxon federates to defend, and control, Roman cities. Vortigern begins plotting against the house of Constantin. Turmoil among German peoples on the continent leaves some tribes looking for a new homeland.

430: Constantin, advised by Vortigern and other counts, settles Saxon federates outside Roman towns in the southeast. They live in poverty, ill-treated by their hosts, who suspect that the federates are a way for the counts to tax and control the towns. Over the next fifteen years, the





federates grow in numbers, and are joined by other Saxons from the continent.

436: Constantin sires his last son, Uther. Both Ambrosius and Uther are fostered by Guithelinus, Archbishop of London.

c. 438: Renewed raids in the southeast by Frisians, Jutes, and others. Some residents of Roman towns retreat to old Celtic hillforts.

440: A Pictish spy murders Constantin. Vortigern drags Constans from the monastery and convinces the Supreme Collegium to crown him, hoping to use the weak, unworldly king as his puppet. Meanwhile, a new wave of Irish invade Demetae and Dumnonii lands.

442: Attila the Hun invades the Danube provinces. Count Aetius, who now controls the Western Empire, settles Burgundian federates to block the Huns; the Burgundians feud with the continental Saxons.

443: Constans is murdered by his Pictish bodyguards on Vortigern's orders. They bring his head to Vortigern, whereupon he kills them. He leads "retaliatory" raids into Pictland, and his apparent success leads the Collegium to elect him High King. Aurelius and Uther are slipped out of Britain, to live with their uncle Aldronius in Armorica; with them goes a British appeal to Count Aetius. Perhaps in response, Germanus of Auxerre returns. He heals the crippled leg of the son of Elaphias, praetor of Venta Belgarum, and converts many Belgae to the True Faith. Then he departs.

444: A delegation of Angles and Saxons visit King Finn of Frisia, at Finnsburgh. Finn, jealous of their lands, ambushes them and kills the Angle king Hnaef and several Saxon lords, devastating the leadership of those people. Hengist, a Jutish warrior from Hnaef's heorthwerod, submits to Finn on behalf of the surviving chiefs, and joins Finn's household — seemingly.

445: Hengist kills Finn and burns Finnsburgh. He vows to lead his new followers to new lands. Meanwhile, Picts retaliate against Vortigern, raiding as far south as Glevum and Durolipons, and St. Deaglan becomes the first evangelist in Ireland.

Other developments: Local lords begin minting coins. Native-made cuirboilli armor becomes available, as does (rare) Norman-style chainmail from Armorica.

Phase -2: Vortigern Tyrannus

446-461

Hengist and his brother Horsa seek asylum in Britain. Vortigern gives them land, turns them against his various

enemies, and marries Hengist's daughter. As Vortigern becomes increasingly tied to Hengist's family, his subjects and his own sons rebel against him.

446: Hengist and Horsa land at Thanet with three shiploads of Saxon warriors. Vortigern gives them the marshy island — not as federates, but as rulers — in return for their military service.

447: Hengist travels the southeast, recruiting unhappy Saxon federates to his theod. Vortigern asks him to stop Pictish raiders at Lindum; Hengist and Horsa win the battle and then raid the Pictish coast, and possibly Ireland as well. Vortigern rewards them with land east of Lindum, which, under Hengist's geref a Beorhtric, will become the cýningdom of *Lindissi*. Vortigern agrees when Hengist suggests recruiting more Saxons from the continent.

450: Vortigern marries Rowena, daughter of Hengist. Hengist receives the Cantiaci civitas as her brideprice, naming it *Kent*. Vortigern's horrified sons fear for their own inheritances.

451: Cerdic is born to Vortigern and Rowena. Attila the Hun invades Gaul but is defeated by Count Aetius.

452: Northern Irish under Fearghus begin colonizing Dalriada.

453: Attila is murdered by his Germanic wife ("Ildico" to Romans, "Kreimhild" to Saxons).

454: Vortigern claims the Parisi civitas when their king dies without heir. Southeastern nobles conspire with Vortigern's adult sons, Vortimer and Katigern, to overthrow Vortigern and Hengist.

455: Vortigern moves Cornovii warriors to Dumnonia and Votadini to Cambria, where they expel the Irish. Vortigern is persuaded to settle Saxons under Hengist's sons Octa and Eossa in former Parisi lands, founding *Nohaut* and *Deira*. Shiploads of continental Saxons flock to the new theods. In Italy, jealous rivals murder Count Aetius and Emperor Valentinian III, plunging the Empire into anarchy.

456: Vortimer and Katigern lead rebellions against their father. The Parisi and Iceni try to eject the Saxons near Lindum but are defeated. Vortimer and Katigern invade Kent with the southeasterners, meeting Hengist and Horsa at Aegelesthrep. Horsa and Katigern kill each other. The British retreat, killing enough Saxons for a partial victory. Hengist appoints his son Aesc as wigfruma and regent of Kent, and buries Horsa.

457: Battle of Crecganford. Vortigern sends men to aid Hengist against Vortimer. The British are defeated, establishing Saxon ownership of Kent. Vortimer's rebellion ends, but he continues to plot against his father.

458-61: Many Britons flee to Armorica, where they beg Ambrosius Aurelius to save Britain.





Legend

- | | |
|----------------------|---------------------------|
| 1 - Lincoln, 447 | 5 - Long Knives, 463 |
| 2 - Aegelstrep, 4566 | 6 - Wippedsfleet, 465 |
| 3 - Crecganford, 457 | 7 - Isca Dumnoniorum, 466 |
| 4 - Regulbium, 462 | |

Other Developments: Britons fight more like tribesmen and less like legionaries. Chainmail available at normal rates. Eastern Huns import stirrups; without them, a rider cannot use his horse's damage in a lance charge (*Pendragon* page 162). There may be two or three pairs of stirrups in all Britain.

Phase -1: Ambrosius Aurelius Imperator

462-479

Vortigern turns the tables on his last British enemies by poison and deceit. Hengist turns the tables on Vortigern, destroys the British leadership, and opens the way for a total Saxon conquest of Britain. At the last minute, Aurelius sails from Armorica to save Britain from war and treachery, in part by introducing the feudal custom of vassalage.

462: Vortimer and the southeasterners rebel again, pushing the Saxons out of Kent and back to Thanet after the Battle of Regulbium. Vortimer claims his father's crown but is poisoned by his stepmother, Rowena. King Vortigern calls for Saxons and Britons to meet in a peace conference at Salisbury Plain.

463: The Long Knives massacre. Saxon delegates at Salisbury murder most of the British leadership with seaxes concealed in their leggings. Count Eldol of Glevum kills seventy Saxons with a wooden stake, allowing himself and a few other Britons to escape. King Vortigern is captured alive and cedes Britain to Hengist. Saxons and Picts overrun the east, putting Christians to the sword. More Romano-Britons flee to hillforts.

464: Vortigern escapes back to his lands in Cambria, where he begins construction of the impregnable Tower of Genoreu — but each day's work is destroyed by the next

morning. Wise men tell him that he must sprinkle the blood of a fatherless boy on the foundation stones. The search for the boy begins. In Ireland, St. Patrick converts the high king to Christianity.

465: Southeasterners, led by the Cantiacii, battle Hengist and Aesc at Wippeddesfleet. Four thousand Britons die, destroying the Cantiacii, while the Saxons lose only ninety-odd ceorls and a thegn, Wipped, for whom the place was named.

466: The fatherless boy is found: Merlin. He predicts that Aurelius and Uther, the sons of Constantin, will invade this year. Indeed, Aurelius and Uther land in Cornwall with 10,000 Armoricans, Occitanians, and Britons. Vortigern leads the Saxons to a great battle at Isca Dumnoniorum — then flees, leaving the Saxons to be defeated. Aurelius organizes the Cornovii and Dumnonii



into the duchies of *Lyonesse*, *Tintagel*, *Totnes*, and *Devon*.

467: Vortigern flees to Genoreu. Aurelius follows and besieges him.

469: Vortigern dies from a fire within his tower. The Britons crown Aurelius. Hengist tells Aesc to lead Kentish women and children back to the continent, while Hengist himself leads the Saxon men to his sons' theods in Deira and Nohaut. Aurelius and Uther pursue Hengist, defeating the Saxons first at Maisbeli and then the next day at Conigsborough. Count Eldol of Glevum and Duke Gorlois of Cornwall drag Hengist from his heorthwerod and kill him. Hengist's sons Octa and Eossa swear fealty to Aurelius.

470: Merlin and Uther invade Ireland and steal the Giant's Ring from Cill Dara, embarrassing King Gillomanius (the *Ui Cennsealaigh* founder, Eanna Cennsealaigh). Merlin reconstructs the Giant's Ring (*Stonehenge*) on the site of the Long Knives massacre. Aurelius starts placing his Armoricans in empty lands as feudal vassals.

473: Aesc lands in Kent with an army of continental Saxons. He defeats Aurelius at the Battle of Appledore and is acknowledged King of Kent. Aesc invites more Saxons to Kent, solidifying his power. Aurelius begins building forts on the Saxon-British border.

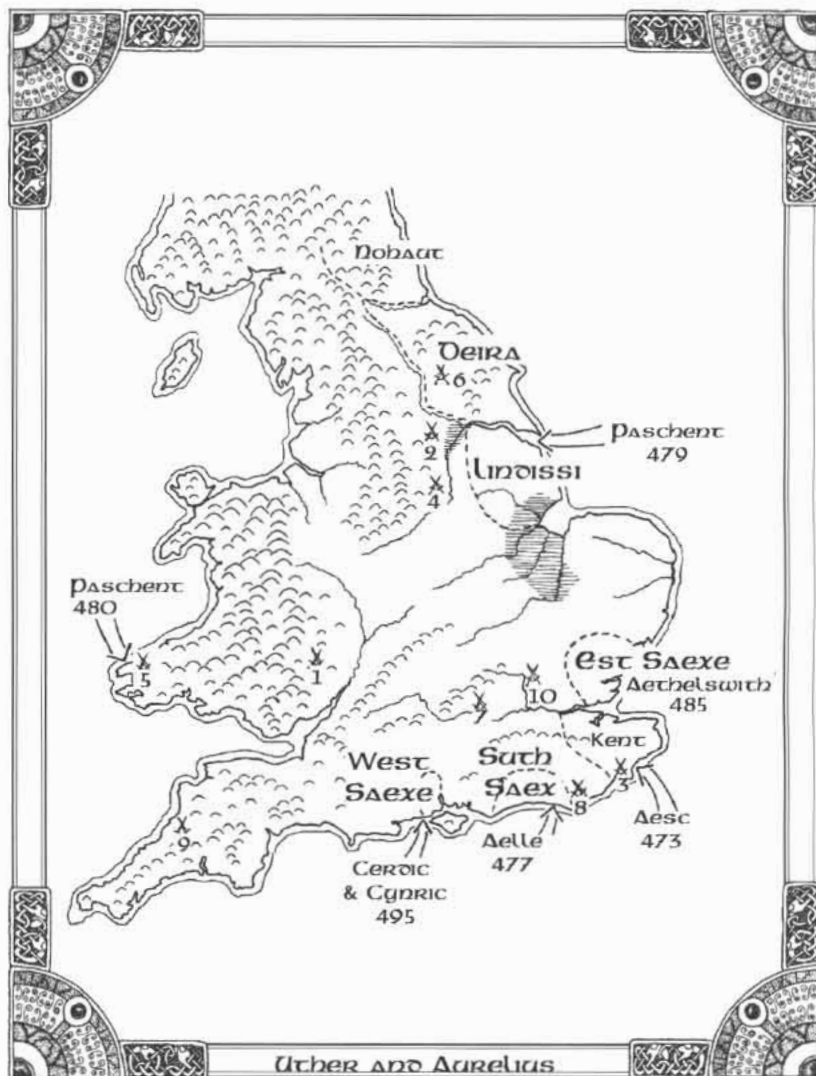
476: Romulus, the last Roman Emperor, is usurped by Theodoric the Goth. The Empire ends.

477: Saxons led by Aelle and his sons land at Cymensora and seize the Regnenses lands. Regnenses exiles crowd the Belgae and Atrebates, or vanish into the Andredesweald.

478: Aurelius grudgingly acknowledges Aelle's ownership of the Regnenses civitas, appointing him vassal-king of the *Suth Saexe*.

479: Paschent, the last British son of Vortigern, invades up the Humber with a largely Saxon army to regain his father's throne, but is defeated by Aurelius at the Battle of Carrick. Paschent flees to Ireland, where he allies himself with Gillomanius.

Other developments: Aurelius makes stirrups, chain armor, and oaths of fealty popular among his followers. He gives ordinary soldiers horses, and ennobles them as *Equites*, or knights.



Legend

- | | |
|-----------------------|----------------------|
| 1 - Genoreu, 467-469 | 6 - Mt Damen, 484 |
| 2 - Conisborough, 469 | 7 - Windsor, 490 |
| 3 - Appledore, 473 | 8 - Pevensey, 491 |
| 4 - Carrick, 479 | 9 - Tintagel, 492 |
| 5 - Menevia, 480 | 10 - St. Albans, 495 |

Phase 0: Uther Pendragon

480-494

Uther succeeds his brother Aurelius and adopts the new title *Pendragon* ("chief-chieftain" of all Britain). He inherits a land officially divided into Briton and Saxon. While Uther wars with Duke Gorlois of Cornwall over Gorlois' wife, Igraine, the Saxons expand near the old Roman capitals of Eburacum and London.



480: Paschent and Gillomanus land a great army of Saxons and Irish at Menevia in Cambria. Aurelius is killed by a Saxon poisoner. Uther leads the British to victory over Paschent and takes the name *Pendragon* after a prophetic comet. After the battle he buries his brother beneath the Giant's Ring. Uther and the Saxons spend the next years strengthening their lands.

484: Octa and Eossa raid much of the northlands. They besiege the king of the Brigantes in Eburacum. Uther leads a great army north and defeats the Saxons at the Battle of Mt. Damen. Octa and Eossa swear fealty to Uther, who spends the rest of the year attacking Picts and Scots (Irish) and organizing the Cymric north into *Maris*, *Malahaut*, and *Roestoc*.

485: The Saxon Aethelswith leads a great armada into Trinovantes civitas, killing many of its leaders and driving refugees north and west, where they destabilize the Iceni and Catuvellauni. This is the beginning of *Est Saexe*. Meanwhile, Britons under Duke Sarimarcus of the Atrebatas attack Suth Saexe, but Cyning Aelle defeats them at the Battle of Mearcredeshurna.

490: Octa and Eossa defy Uther, and lead another Saxon invasion in the southeast, but are captured at the Battle of Windsor and sent to Londinium in chains, along with many Saxon hostages.

491: In the southeast, Aelle and Cissa besiege Anderida. All its Britons are sacrificed to Wotan. In the southwest, Duke Gorlois of Cornwall rebels against Uther because Uther has fallen in love with Gorlois' wife, Igraine.

492: Uther begets Arthur upon Igraine, kills Gorlois, and pacifies the Ui Cennsealaigh by letting them collect a slave-tribute from Cornwall.

493: Uther falls ill. Octa and Eossa escape and rebel, again. They land fleets in Garloth and Lothian, then, over two years, move down the coast to the southeast, raiding and ravaging as they go.

Other developments: All Phase 1 Outfits from *The Boy King* become available.

Phase 1: Anarchy

495-509

With Uther dead and Arthur still an unacknowledged minor, the Britons have no king for fifteen years. Before, they were squeezed between three foes: the Saxons in the east, the Picts in the north and the Irish in the west. Now, they are faced by massive civil wars as well, as self-styled kings, dukes and princes fight for the prize of all Britain.

More Saxons invade, in the south around the Isle of Wight, and in the east below the Wash.

495: Though ill and directing the battle from a litter, Uther defeats Octa and Eossa at the Battle of *St. Albans* (formerly Verulamium) — but Saxons poison Uther after the battle, creating a 15-year interregnum. Meanwhile, Cerdic and Cynric, the half-Saxon son and grandson of Vortigern, land in the south with many Jutes and seize Hantonne, founding *West Saexe*.

500: In Jutland, Froda usurps the throne of the Danes and drives the last Jutes and the Angles from what will become Denmark. Angle refugees under Cwichelm land in Britain, drive out the Iceni, and claim their lands as *Anglia*.

501: Port seizes Portus Adurni, renaming it *Portchester*. Port claims lands as far east as Suth Saexe, and feuds with Cerdic of West Saexe until the Battle of Badon (518).

503: A combined army under Aesc of Kent and Aethelswith of Est Saexe besieges London, which surrenders.

505: Aethelswith dies, succeeded by Aescwine.

507: Under Count Corneus, Londoners evict the Saxons.

508: Cerdic and Cynric kill Natanleod, King of the Belgae, and expand their borders north. They capture Venta Belgarum in a surprise raid and name it *Wintanceaster*.

Other developments: Latin is now rare except in church. British becomes the less Latin-like *Cymric*, while Saxon tongues fuse into *Old English*. Epithets like *gael* (British for *Irish*), *lloiger* (Cambrian for *Logres*), and *wylisc* or *welsh* (Saxon for *British*) become common; all of these words mean *stranger*.

Phase 2: Unification (Until Badon)

510-518

Arthur Pendragon, the Boy King, unites the Britons, subdues the Saxons, and introduces Chivalry. His greatest foe is Aelle of Suth Saexe, who also declares himself high king (Saxon *bretwalda*), leading to a pitched battle at Badon that decides the fate of the British Isles for sixty years.

510: Arthur draws the sword from the stone and wars against rebel British kings. Some Saxons aid the rebels, but most make opportunistic raids.

511: Sir Hervis de Revil, last surviving member of the Iceni royal family, raids Anglia.





514: Arthur marries Guenever; Round Table founded. Stuf (Cerdic's son-in-law) and Wihtgar reinforce Cerdic and Cynric and take land as far west as the River Whitham.

516: A Saxon army under Colgrin lands in Deira and takes Eburacum by surprise. Arthur tries to retake it, but fails, at the Battle of the Humber. Arthur retreats to London.

517: Arthur halts Colgrin's drive south at the Battle of *Lincoln* (Lindum). Then he chases the Saxons over Hadrian's Wall and defeats them at the Battle of the

Caledonian Woods. Colgrin's force gives hostages and swears to leave Britain, then reneges; the hostages are hanged. The remaining Saxons join the southern cynningdoms, where Aelle of Suth Saexe declares himself Bretwalda: sole king of all Britain.

518: Battle of Mount Badon: Bretwalda Aelle leads a huge army of Saxons to defeat against Arthur's equally huge army of Britons. Cerdic is captured, but all other Saxon kings die, along with most of their thegns and ealdormen. Britons begin the reconquest of formerly Saxon lands.



SAXON CYNINGDOMS - Circa 518

This section details the Saxon cynningdoms just before Badon, and during the two Historical Phases that follow it. The "Fyrd" forces should be reduced by half or more after 518. They will recover their pre-Badon strength, or more, in time for the Saxon reconquest in Phase 5.

Anglia

Culture/Religion: Saxon/Wotanic

Ruler: Cwichelm 500-518; Duke Hervis 518-535; Earl Galegantis 535-563; Wuffa 563-

Fyrd: 115 thegns, 4,000 ceorls

In 500, the Danes forced the Angles from the continent forever. The Angles settled here and forced out the Iceni. The Iceni were crushed between the Angles, the Trinovantes, and the pestilent fens. Sir Hervis de Revel, raised in Ganis and made Duke of Anglia after a spectacular performance at Badon, is also the last survivor of the Iceni royal line. He requested these lands as a boon from Arthur, who may not know that Hervis encourages his knights to rape Anglian women and kill any husband who objects.

Only two years after Badon, the Anglians rebel and seize the fort of Guinnon, forcing Arthur to reinforce Hervis' troops. Hervis storms Guinnon and orders all Angle boys fifteen and over put to the sword. In 529, when Arthur's soldiers are busy fighting Galeholt, the Anglians rebel again, led by Camille, widow of King Aescwine and now a powerful magician. Camille eventually captures several Round

Legend

- | | |
|-------------------------------|------------------|
| 1 - London, 503-507 | 5 - Lincoln, 517 |
| 2 - Venta Belgarum, 508 | 6 - Caledonian |
| 3 - Eburacum, 516 | Woods, 517 |
| 4 - Battle of the Humber, 516 | 7 - Badon, 518 |





Table knights, including Lancelot and Arthur. The rebellion ends only when Lancelot gets word to Sir Kay, who destroys Camille's magical runes with the help of Sir Galegantis. When the dust settles in 531, Hervis is among the dead, and Galegantis is made Duke. The Angles remain weakened by their struggles for the next few generations.

Deira

Culture/Religion: Saxon/Wotanic

Ruler: Eossa 455-495; Yffi 495-518; Wilgils 518-541; Wiglaf 541-559; Aelle 560-
Fyrd: 35 thegns, 500 ceorls

Vortigern settled Hengist's son Eosa's theod here to discourage the Picts. By 518, though, the Deirans have conquered Eburacum and are spreading westwards. The Battle of Badon cripples them, enabling King Barant of Malahaut to drive them into Deira Forest and to make Cyning Wilgils swear fealty. The Deirans continue to serve Barant for fear of his powerful garrison at Eburacum. When Malahaut's power wanes in 547, the Deirans ally with Ida of Nohaut's independent cyningdom of Bernicia. They gain more power after Arthur's death and defeat a British army at Catterick in 573, leading to a Saxon reconquest of the northeast (*Northumbria*) under Aelle son of Wiglaf.

Est Saexe

Culture/Religion: Saxon/Wotanic

Ruler: Aethelswith 485-505; Aescwine 505-518; Bleoberis de Ganis 518-563; Offa 563-
Fyrd: 75 thegns, 3,000 ceorls

Becomes: Essex, and parts of the Earldoms of Hertford, Huntington, Rydychan and the Duchy of Silchester

This land was stolen from the Trinovantes by Aethelswith, an aetheling from Saxony, and his successors. After Badon, the eastern part of Essex goes to Bleoberis de Ganis. He holds many Saxon children as hostages; their families are obedient, but unhappy. Some in Est Saexe try to join the 520 rebellion in Anglia, but Bleoberis defeats them. Yet Bleoberis cannot control the Saxon outlaws Carados of the Dolorous Tower and his brother Turquine, who hide in the Quinqeroi Forest and capture many knights, until Lancelot kills them sometime in Phase 3 or 4.

The lands west of London are divided among four fiefs — Silchester, Huntington, Hertford, and Rydychan — described in *Pendragon* pages 76-8. Like Bleobaris's Essex, they are ruled by old Britons or by Arthur's vassals from Ganis. The de Ganis men will die, or retire to Palestine, after the Arthur-Lancelot wars in the 560s, returning Essex to Saxon rule.

Gewissa

Culture/Religion: Saxon/Wotanic

Ruler: Port 501-518; Admiral Theoderic 518-539; Admiral Childeric 539-560; Ceawlin 560-
Fyrd: 32 thegns, 300 ceorls
Becomes: Southports, Wessex

Gewissa is an aethelingdom established in 501 by Port and his sons Bieda and Maegla. These pirates killed the previously undefeated Romano-British Count of Portus Adurni (renamed *Portchester*, Port's Castle) and established a small but tough theod that resisted submission to Cerdic of West Saexe.

After Badon, Arthur gives Gewissa, and the office of Admiral of Britain, to Theoderic, an exile from de Ganis. Theoderic's love of ships and his astute enrollment of Saxon children as apprentices into Arthur's navy make Southports loyal first to Theoderic, then to Arthur. Whether Bieda or Maegla survives to follow Theoderic is unknown. After Arthur, Gewissa becomes part of Cealwin's revived cyningdom of Wessex.

Kent

Culture/Religion: Saxon/Wotanic

Ruler: Hengist 457-488, Aesc 488-518; Earl Kynniarc 518-564; Bretwalda Aethelberht 564-
Fyrd: 80 thegns, 1,200 ceorls
Becomes: Earldom of Kent

Saxons arrived here in 430 as federates "protecting" the Cantiacii civitas. Hengist's new warriors kept the Saxon form of the old name when they took charge in the 450s. Hengist's Kent was a violent land where Britons, old Saxons, and new Saxons fought constantly to push each other off the island.

After Badon Earl Kynniarc marries Cyning Aesc's widow, Cwene Cyneburh. He sends Aesc's sons to be raised as





Christians by his father in Rydychan. The three boys become good knights and die defending Arthur at Camlann. Kynniarc's knights in Kent follow his advice: "Marry the widows of Saxon lords, claim their lands, and send their sons to Logres where your fathers and brothers can raise them to be good men!"

Lindissi

Culture/Religion: Saxon/Wotanic
 Ruler: (Hengist 446-469); Beorhtric 446-495; Byrhtnoth 495-518; Gunnhild 518-545; Beornwulf 545-
 Fyrd: 37 thegns, 900 ceorls
 Becomes: Lindsey, Sorestan

The lands east of Lincoln were settled in 466 by Ealdorman Beorhtric in the name of his cousin, Hengist. Beorhtric and his son Byrhtnoth fought for years to expel Corneus, a Coritani chieftain, from his new theod.

After Badon, Arthur gives the land to Corneus' son Derfel, as Duke of Lindsey. Led by Byrhtnoth's widow, Cwene Gunnhild, the Lindissi Saxons retreat *en masse* to the eastern marshes, called *Sorestan*. They raid against Lindsey and Lonazep, while Gunnhild sacrifices to learn magic. Duke Derfel fights a life-long campaign against Sorestan, but never eradicates the numerous Saxon villages hidden in its woods and marshes.

Nohaut

Culture/Religion: Saxon/Wotanic
 Ruler: Octa 455-495 Ossa 495-518; Ethfrida 518-547; Ida 547-559; Adda 559-563; Frithwulf 563-568; Hussa 568-
 Fyrd: 65 thegns, 250 ceorls

Settled to guard the northeast after the removal of the Votadini to Cambria, the Saxons of Nohaut fight ceaselessly with their neighbors — both Pict and Brigante. After Badon, King Barant of Malahaut drives them into the forest east of Catterick. Ethfrida, widow of Ossa, throws herself on Barant's mercy; however, she also sacrifices to become a formidable magician. In 547 her son Ida subdues Deira, builds Bamburgh, and declares the independent cyningdom of Bernicia.

Suth Saexe

Culture/Religion: Saxon/Wotanic
 Ruler: Aelle 477-518; Earl Celyn 518-553; Earl Cilydd 553-564; Aethelgar 564-
 Fyrd: 185 thegns, 2,000 ceorls
 Becomes: Earldom of Sussex

Aelle defeated the Regnenses civitas in 477 with only three ships, while Aurelius was busy elsewhere. After Aelle captured much of the Channel coast, Aurelius had to acknowledge him as King of Suth Saexe, despite his Wotanic massacre of civilians at Anderida. Ever ambitious, he declared himself Bretwalda in 517 and led the Saxons at Badon.

After Aelle's death, Arthur gives *Sussex* to Sir Celyn. Celyn marries Aelle's widow, gives other Saxon widows to his knights, sends their children to be fostered by Christians, and, by eliminating all taxes on beer and mead production, encourages Aelle's former subjects to drink to forget their past, present, and future. With the fall of the Pendragon, a distant kinsman resurrects Aelle's dynasty in 564.

West Saexe

Culture/Religion: Saxon/Wotanic
 Ruler: Cerdic 495-518; King Arthur 518-564; (Cynric 534-560); Ceawlin 560-
 Fyrd: 52 thegns, 800 ceorls
 Becomes: Hampshire, Southports, Camelot; Wessex

Vortigern's son Cerdic and grandson Cynric led a fleet of Jutes to capture Hantonne in 495. From there, they expanded south to the Isle of Wight (which became their base) and north to Venta Belgae, renaming it *Winchester* — yet they could never defeat the nearby fort of Portus Adurni, which became part of Gewissa (above).

Cerdic and Cynric are captured at Badon, and live as Arthur's hostages. Arthur creates the county of Hampshire from Cerdic's kingdom and rules it as his personal demesne. He rebuilds Venta Belgae into Camelot. The conquered Jutes repay Arthur's compassion and fairness with their Loyalty. Cerdic dies in 534, and Cynric flees to the continent, where he claims the title "Cyning of *Wessex*." His son, Ceawlin, succeeds to the title on Cynric's death in 560, and, along with his brother Cutha, joins Mordred's Saxon army in 564.





Phases 2-4: After Badon

519-554

Kent, Est Saexe, West Saexe, Suth Saexe, and Anglia suffer months of plundering and colonization by the victorious Britons. Arthur awards these territories to landless knights — often de Ganis men or British nobles displaced by the Saxons — who rule them as dukes or earls (a Saxon title, from *ealdorman*) sworn to Arthur. In Phases 2-3, these new lords introduce feudalism, chivalry, and Christianity, presenting Arthurian values as either a carrot (under the forgiving Kynniarc of Kent) or a stick (under the vengeful Hervis of Anglia) to their Saxon subjects. The disaster at Badon leaves many Saxon widows and orphans. The colonist knights marry these widows, bringing their lands and families under British control; the orphans are fostered by families in Logres or by the Church. Starting around 525, they enter adulthood as Saxon knights.

Although Christianity and medieval ways take root in the happier Saxon kingdoms, Saxon belligerence and paganism bubble under the surface. Saxon bandits plague unconquered forests like Quinquerioi, home of the evil Sir Turquine. Small raids or conspiracies are led by *goderes* or *wiccas* in the name of the war gods. Saxon widows like Cwene Gunnhild of Lindissi and Cwene Ethfrida of Nohaut become *haegtesses*: magicians inspired by the Hate passion; others join Freija's Women, the female fighting order described in *Pendragon* page 143. Major Saxon rebellions that require the Round Table's attention do not occur in these phases except in Anglia, which rebels in 520, and again in 529-31, led by the *haegtess* Lady Camille.

The northern Saxon territories of Lindissi, Deira, and Nohaut are far from King Arthur's supervision. Instead, they submit to — or hide from, or raid — the King of a Hundred Knights: a formidable foe even to Arthur, his nominal liege. The northern Saxons still raid up and down the Cumbrian coast. They even form an independent kingdom, Bernicia, in 547.

519: King Barant of Malahaut reclaims Eburacum and begins reconquering the lands to the east.

520: Angles rebel against Duke Hervis, who defeats them at the Battle of Fort Guinnon and slaughters their sons. In Jutland, Beowulf slays the monster Grendel for the Danish King Hrothgar.

525: At Eburacum, King Barant forces Cyning Wilgils to swear fealty.

Other developments: During these phases Arthur restores roads, towns, currency, the Church, and other Roman amenities.

Phase 5: Pendragon Downfall, Saxon Reconquest

555-577

The Age of Arthur is destroyed by the wars of Lancelot and Mordred, the bloody Grail Quest, and many lesser betrayals and magics. The Saxon kingdoms rebel, and new invasions begin that overrun everything but Cambria and the northwest. By 601, when Pope Gregory's deputy Augustine arrives at Canterbury to convert the Saxons, not a single church nor a single castle remains from the days of King Arthur.

554: The Grail Quest begins. Many people rebel and raid while the Round Table knights are busy. Cynric leads an armada of Saxons to Britain and defeats Britons at Old Sarum.

556: Cynric and Ceawlin defeat Britons at Beranburh (Barbury Castle).

560: Ceawlin becomes cyning of Wessex. Aelle of Deira founds *Northumbria*.

563: Civil war between Arthur and Lancelot. Saxons invite their kin from the continent to join raids.

564: Mordred rebels against Arthur. He makes pacts with Saxon leaders, promising lands and kingdoms.

565: Arthur defeats Mordred and the Saxons in Kent. Then Arthur defeats Mordred at Battle of Baram Down, and again at Camlann, where both Mordred and Arthur die. Aethelberht succeeds to the now-independent cyningdom of Kent.

568: Ceawlin of Wessex defeats Aethelberht of Kent and declares himself Bretwalda. Battle of Wibbandum.

570: Ceawlin and his brother Cutha conquer the Midlands and the Thames valley.

571: Cutha defeats Britons at the Battle of Bedcanford. He dies later in the year.

573: Saxons defeat Britons at the Battle of Catterick. The northeast falls under Saxon domination.

577: Battle of Deorham. Saxons conquer Gloucester, Cirencester, and Bath. End of the Pendragon era.





Chapter 3

Southeast Britain: The Saxon Shore

"Britain, formerly known as Albion, is an island in the ocean lying towards the north-west at a considerable distance from the coasts of Germany, Gaul and Spain."
Bede, *Ecclesiastical History of the English People*

Geography

Southeastern Britain is a land of low-lying rivers and gentle hills, with great, dark forests and green pastures. Three of its main regions are described in this book: the windy hills of Essex north of the Thames river, the Downs and the Weald of Kent, and the chalk hills and the great plain of Salisbury.

The land of Essex is mostly formed by the Chiltern Hills, gentle rolling hills that smooth out near the coast. The Essex coast goes from marsh to sea imperceptibly. Many islands can be found in the marshy coastlands, some standing only a few feet above the high-water line. The hills are covered by the Epping Forest (known as the Quineroi Forest in later years). Three rivers drain the Essex countryside: the Blackwater to the south, the Stour to the north, and the Colne between them. The southern border of Essex is formed by the Thames River, which separates Essex from Kent.

The land of Kent is composed of the forested hills of the Weald, surrounded by the North and South Downs. Cutting through the hills are river valleys of the Stour, Rother, Medway, Arun, and Ouse. The forest of the Weald (also called the Andredesweald or Perdue Forest) is a hilly wilderness, a magical place of danger and mystery. The low-lying coast is prone to marshiness, especially near Pevensey, Romney Marsh, the Wantsum Channel, and Stour valley, and along the banks of the Thames. Between the low-lying marches, the famous White Cliffs rise above pebbly beaches. In winter the rivers flood, making them impassable for miles. To the west of Kent, the land rises to Salisbury Plain.

The Solent is the channel separating the Isle of Wight from the mainland, and the Hantonne Water is a offshoot of the Solent which cuts deeply inland to meet the rivers Itchen and Test. Camelot Forest surrounds the Hantonne Water.

Climate

The climate of the southeast is relatively mild, with only a few days of snow a year (more on the hills of the North Downs). Rain is a frequent occurrence, with more precipitation in the winter months. The temperature varies from near-freezing in the winter to warm or even hot in the summer. Essex has less rainfall but must endure nearly-continuous winds.

Terrain Types

Forests: Oak dominates the forests of southeast Britain, with some pine and spruce in the north and west. Underbrush, stones, and the remains of old trees make travel through the forests slow and tedious. Wild animals inhabit the forests: not only birds and wild pigs, but bears, wolves, and dragons of all kinds. Many forests are magical, and getting lost in them is no small matter.

Hills: Three main ranges of hills divide Kent: the North Downs, the South Downs, and the Weald. The South Downs rise out of the Channel at Beachy Head, forming the famous White Cliffs of Dover. They separate the Vale of Sussex from the sea, and join up with the Hampshire Hills and Salisbury Plain. The North Downs form an arc from Dover to the river Wye, a tributary of the Thames. The Weald fills much of the area between the North and South Downs, separating the Vale of Kent from the Vale of Sussex.

The Chiltern Hills rise in the heart of Anglia, and cross the Thames near Rydychan. Across the Thames, the Chilterns are continued by the White Horse Hills and the West Downs, fading into Salisbury Plain. These gentle, rolling hills are traversed by the Icknield Way, an ancient trade route.

Vales: Two low-lying areas run east and west through Kent, separated by the hills of the Weald: the Vale of Sussex and the Vale of Kent. These valleys are good agri-





cultural land, but can flood in the heavy rains of winter. Where they meet the sea, they become boggy marshland. The northern Vale of Kent is drained by the river Medway and its tributaries, while the more southerly Vale of Sussex is drained by a number of rivers flowing through the South Downs to the channel.

The Valley of the Thames is a major thoroughfare, not only for shipping, but for foot and horse traffic as well. Swampy near its mouth, the Thames is a well mannered river inland.

Marshes: Most of the Essex coast is composed of salt-water marshes, with large and small islands sprinkled liberally throughout. The Thames is a marsh from the river mouth to London.

Between the high cliffs of the Downs, the coast of Kent drops to sea level, making great marshes where rivers meet the ocean. The water level in these marshes rises and falls with the tides; the marshes are impassible without the aid of a native guide. The Romney and Pevensy marshes prevent foot travel along the coast, and the Island of Thanet is separated from Kent by an equally bad marsh threaded by the Stour River. (There are several Stour Rivers; the Stour in Essex, and the Great, Little, and East Stour in Kent).

Tribes of men live deep in the marshes, predating the Britons and related to the Picts. Like Picts, they are Heathens, honoring spirits like Frog, Eel, and Marsh Hawk. They raid cattle herds near their marshes, and sometimes raid Saxon farmsteads.

Rivers: The rivers of Britain can carry Saxon warboats deep inland. Navigable rivers are marked on the main *Pendragon* map. Many deeper ships, such as cogs and Occitanian warships, are unable to proceed as far upstream. A Saxon warboat can cruise the Thames almost all the way to Oxford, while a cog can sail only as far as London, or a little further upstream.

Settlements

Roman cities formed the main centers of civilization in the southeast. Beyond the cities, the countryside was once dotted with villas of local landowners, often the chiefs or subkings of the local tribes. Like other Roman settlements, they were protected by the "Saxon Shore" forts that discouraged raids against southeast Britain, until the Romans withdrew their legions.

The first Saxons in Britain lived as federates, farming meager plots outside the Roman cities. As Saxon invaders poured into the island, old federate communities slowly expanded at the expense of the economically ruined cities and villas, many of whose residents fled to Armorica or to long-abandoned Celtic hillforts. Without a tradition of stoneworking, the Saxons had no way to repair the Roman cities and towns — so they often ignored them, preferring to build *burhs* (fortified towns) of timber and wattle buildings surrounded by ditches, earthen ramparts, and wooden palisades.

Sometimes they built their burhs inside the walls of strategically placed Roman towns or forts, incorporating the Roman walls in their own defensive works. Yet most invading Saxons settled the land in family groups, centered around the stead, or farm, and expanding west from the coasts and the old cities. Small towns of homesteading ceorls huddled together in the center of common land, fenced to keep animals out. Forests were used as pig-runs. Ealdormen and cynings built great mead-halls to house their dependents, with subsidiary buildings for animals and guests.

The Saxon theods linger on in English place-names. "Hastings" was once *Haestingas* — "the theod of *Haesta*." Other theods are named for landmarks rather than leaders, like the *Merscwara*, "the people of the marsh." Saxon place words includes suffixes like *-tun* (building or town); *-ceaster*, *-caster*, and *-chester* (castle); *-burg* (town or city); *-ham* (village or house); *-worth* or *-cote* (richer or poorer house); *-denne* (pig pasture); *-hyrst* (wooded hill); *-fold* (grazing land); *-leah* (meadow); *-heah* (height) and a host of others. Settlements named *-ingtun*, *-ingham* and the like are normally subsidiary settlements of the local theod, though they may be new settlements founded by, and named after, a prominent leader.

After the Battle of Badon, the knights of Logres begin a campaign of castle building and town renovation. Within weeks, they erect motte-and-bailey forts over conquered Saxon settlements, upgrading these to stone castles as fast as possible. Old Roman cities are cleared of rubble and resettled. Saxon forts are razed, but the Saxon farmsteads remain, becoming the nuclei of medieval English villages.

The knights of Logres introduce Christianity, building churches in Saxon villages and granting land to monasteries. Small villages might get only a preaching cross — a tall carved stone cross — in lieu of a real church. By the





Apogee phase (540-555), Christian centers like St. Albans, Astolet, and Camelot gain Norman-style cathedrals. These churches have the vaulted ceilings of the mammoth continental cathedrals, but they are smaller, less ornate, and more intimate in feel, reflecting a combination of Saxon and Chivalric tastes.

Saxon Theods

This section describes the most prominent and stable theods of Kent, Suth Saexe, and West Saexe. After Badon, these theods persist as clusters of Saxon steads under British rule.

There are scores of other theods throughout Saxon-held Britain. Some are no more than an aetheling and his close cynn, while others include several hundreds and villages. The theods' numbers and borders change constantly with invasions, rebellions, and dynastic failures or partitions. Gamemasters needing a new theod for player characters to inhabit, or oppose, can develop one from the Random Theod Tables in the sidebar on page 45.

Theods of Gewissa

Basingas

Center: Basenges (Basingstoke)

Aetheling: Bassa 495-507, Beocca 507-518

The Basingas slowly encroached on Silchester after 495, when Bassa led his people westward from the Staeningas' lands. The Silchester-Basingas border was a battleground. After Badon, the Duke of Silchester burnt the town of Basenges to the ground and slaughtered or dispersed its inhabitants. Arthur took the lands from the duke, and holds them himself. The town of Basenges is primarily Cymric, but the surrounding farms are mostly Saxon families.

Meonwara

Center: Portesceaster (Portchester)

Aetheling: Port 501-518

Port landed at Portchester in 501, seizing not only Portus Adurni, but also surrounding lands claimed by other aethelings. Some turned to Cerdic of Wight for aid, leading to a lengthy dispute between Cerdic and Port. They put aside their differences for the Badon campaign, after which Meonwara's lands are given to Admiral Theodoric.

Theods of Kent

Aethelnothingas

Center: Aegelesthrep (Aylesford)

Aetheling: Aethelnoth 450-451, Aegel 451-456, Abbo 456-472, Ecgberht 472, Ecgfrith 472-473, Raegnald 473-502, Hlothere 502-518

Aethelnoth was one of Hengist's ship captains when he landed at Thanet. Hengist gave Aethelnoth this land along the River Medway in 450, but Aethelnoth died in battle the next year, succeeded by his son Aegel, who perished along with Horsa and Katigern at the battle of Aegelesthrep. His successor, Abbo, was a capable ruler but a mediocre warrior, who survived the battles of 462 only to be conquered by Ecgberht, who in turn died of his wounds. Ecgberht's nephew Ecgfrith ruled the theod poorly until killed by Raegnald, the leader of his heorthwerod. Raegnald's son Hlothere was leery of Aelle's campaign in 518, but reluctantly joined the army, only to be killed at Badon.

Eastrige

Center: Eastrgena (Eastry)

Aetheling: Hengist 446-457, Eadric 457-482, Leofric 482-487, Eomer 487-500, Eardwulf 500-518

Eastrige was Hengist's primary theod, though he ruled over the other theods of Kent as well. Eadric, the head of Hengist's heorthwerod, received Eastrige after he single-handedly defeated a charge by Vortimer at the Battle of Crecganford. Eadric died an old man, passing the theod to his grandson, Leofric. The Eastrige built their royal hall at Eastrgena, near a saltwork, while the Roman settlements in their theod — Canterbury, Richborough, and Reculver — fell into ruin. After Badon, this territory belongs to the Bishop of London.

Limenwara

Center: Liminge (Lyminge)

Aetheling: Oswald 446-456, Uxfrea 456-465, Offa 465-469, Sigebyrht 469-483, Oswine 483-504, Oswy 504-518

The captain of Hengist's second ship, Oswald was granted lands along the Channel coast and the Lympe River. Oswald had a hall and rampart built at Liminge, and a burh built into the ruined castrum at Lympe. The Limenwara were alternately allies and enemies of the Haestingas. After Badon the Bishop of London rules them through vassal knights.





Weowara

Center: Wioh (Wye)

Aetheling: Cadda 446-456, Cenwalch 456-462, Penda 463-465, Oswulf 465-466, Leofsige 466-469, Nothelm 469-473, Lyfing 473-507, Frithuwald 507-518

Cadda was the third of Hengist's ship captains, given control of the Great Stour River west of the Eastrige lands. His theod expanded slowly westward, absorbing smaller theods in its path and acquiring a reputation for bad luck. All Weowara's aethelings died in battle, except Frithuwald, who stayed home with a broken leg during the Badon campaign and subsequently fled to the continent. After Badon, Frithuwald's abandoned subjects are British-ruled.

Wilmingas

Center: Tarenteford (Dartford)

Aetheling: Wighelm 432-450, Horsa 450-456, Wiglaf 456-480, Weohstan 480-482, Merehwit 482, Weohstan 482-495, Wulfgar 495-512, Wilhelm 512-518

Wighelm and his followers settled in the Thames estuary before Hengist and Horsa landed at Thanet, as federates of the Cantiacii. When Vortigern gave Kent to Hengist as bride price for Rowena in 450, the already-established

Wighelm protested too vigorously and was slain in battle. Horsa ruled the theod until his own death at the battle of Aylesford. Subsequently the theod reverted to Wighelm's son Wiglaf and remained in the family, except for an abortive rebellion by a thegn in 482. The Wilmingas made a good living charging "toll" to ships traveling to London, using a powerful squadron of ships to control the Thames estuary — often provoking feuds with other Saxons. After Badon, Arthur recruits the Wilmingas as river patrolmen and customs inspectors.

Wincelingas

Center: Melentun (Milton)

Aetheling: Wincel 436-445, Edbert 445-462, Egbalht 463-471, Wiglaf 471-480, Weohstan 480-495, Heahwine 495-510, Herewerd 510-518

Wincel was the brother of Wighelm, who founded the neighboring Wilmingas theod. Wincel's son Edbert sheltered Wighelm's son Wiglaf during Horsa's control of the Wilmingas; Wiglaf subsequently ruled both theods until he was succeeded by his son Weohstan. Weohstan's two sons Wulfgar and Heahwine divided the two theods amicably. the Wincelingas supported the Wilmingas' river piracy.





Theods of Suth Saxe

Godhelmingas

Center: Godelming (Godalming)

Aetheling: Godhelm 505-518

An offshoot of Woccingas. Godhelm broke away from Wulfric, son of Wocca, in 505, establishing his own theod. Relations between the two aethelings were strained. Godhelm took brief advantage of the Badon campaign to plunder his rival's theod.

Haestingas

Center: Haestingaceaster (Hastings)

Aetheling: Haesta 449-462, Herewulf 462-478, Cenwal 478-503, Coenhelm 503-518

The Haestingas theod is fully described in Chapter 5.

Meallingas

Center: Mealling (South Malling)

Aetheling: Aelle son of Mealla 477-518

The land between the Ouse and Cuckmere Rivers was ceded to Aelle by Aurelius. It was bordered on the east by the fortified town of Anderida until Aelle conquered it and sacrificed its inhabitants in 491. Aelle steadily expanded westward until his lands abutted those of the Staeningas. After Badon, the land was granted as a Barony to Sir Elias, a knight of Carlion. He subsequently died, leaving the town of Mealling and many other parcels of land to the church.

Staeningas

Center: Staenning (Steyning)

Aetheling: Stan 487-497, Siward 497-499, Icel 499-516, Ingeld 516-518

Settled in 487 by Stan, a Frisian chieftain, the Staeningas theod was squeezed in the east by Aelle's cyningdom, and in the west by Port's. The Staeningas lost land on both sides until they submitted to Aelle in 517.

Sunningas

Center: Sunning (Sonning)

Aetheling: Sunna 505-518

An offshoot of Woccingas. Sunna sailed with Wocca and Godhelm in the summer of 503, settling north of the Thames. For Wocca's life, Sunna was a faithful ealdorman, but he repudiated Wulfric and ruled Sunningas in his own name after Wocca's death. The Sunningas' lands

were ravaged by both Saxon and Cymric forces in the fighting that preceded Badon.

Woccingas

Center: Woccingas (Woking)

Aetheling: Wocca 503-505; Wulfric 505-518

Wocca, Godhelm, and Sunna led a great fleet up the Thames River while London was in Saxon hands, and settled the lands that hold their names. Originally the three theods were one, held by Wocca, but his death in 505, and the unpopularity of his son Wulfric, fragmented it into the three theods of Sunningas, Woccingas, and Godhelmingas

Theods of West Saxe

Noxgaga

Center: Hantonne

Aetheling: Cerdic and Cynric 495-518

Cerdic and Cynric, son and grandson of Vortigern, landed here in 495. They defeated the Belgae, founded Hantonne, and finally killed Natanleod, the last Belgae king, at Winchester in 508. Winchester is mostly abandoned until after the Battle of Badon, when it is rebuilt as Camelot.

Ochtgaga

Center: Brocheherst (Brockenhurst)

Aetheling: Cerdic and Cynric 514-518

Nephews of Cerdic and Cynric, Stuf and Whitgar landed with three shiploads of eager warriors and conquered existing theods in the Ytene Forest (Camelot Forest), giving Cerdic and Cynric control of the lands between Hantonne (Southampton) Water and the Witham River. Stuf and Whitgar were rewarded with the Isle of Wight for their effort. After Badon, most of Ochtgaga becomes the Royal Forest. Its Saxons are dispossessed by Arthur, their hamlets burned and their lands returned to wilderness.

Wihtwara

Center: Wihtgaresburh (Carisbrooke)

Aetheling: Cerdic and Cynric 503-514, Stuf and Whitgar 514-518

Cerdic and Cynric overran the Isle of Wight in 503 after the death of the infamous Roman Praefecti Classis (Admiral) Septemius Nauticus. They then jointly ruled both Wight and Noxgaga until 514, when they gave the





Random Theod Tables

Game Masters can use these tables to determine suggested sizes, political alignments, and other details of unknown theods.

Theod Size

d20	Size
01-14	Small: 1d6 hundreds (each hundred should have a thegn associated with it)
15-18	Large: 1d6+6 hundreds
19-20	Huge: 2d6+12 hundreds

Theod Origin and History

Use the Saxon Chronicle (Chapter 2) to determine the theod's origin and subsequent history. Most Saxon areas contained small Saxon outposts or federate communities even before their "original Saxon invasion" dates, and these may have fragmented many times since then, as shown on this table:

d20	Settlement origin
01	Founded earlier than area invasion date
02-06	Founded during original invasion of area
07-09	Later invasion from the continent
10-12	Friendly offshoot of neighboring theod
13-15	Hostile offshoot of neighboring theod
16-18	Friendly division of a previous theod
19-20	Hostile division of a previous theod

Theod Rulers' Fates

Roll to find the length of each ruler's reign, starting with the theod's foundation. Most ealdormen or aethelings reign 1d20 years; on 20, you can roll again, adding to the total, or stop.

Roll to find the way of each ruler's death. This suggests whether the theod's rulers may have submitted to, or obtained submission from, other settlements.

d20	Fate
01-02	Died in bed
03-06	Killed in battle in foreign lands
07-09	Killed in battle trying to invade a neighboring theod
10-13	Killed in battle successfully defending the theod
14-15	Killed in a feud
16-17	Theod conquered, ruler exiled
18-20	Theod conquered, ruler killed

Ealdorman/Aetheling Loyalty

Roll to find if the theod is now independent, or obedient (more or less) to a cyning:

d20	Loyalty
1-8	Independent aethelingdom
9	Loyalty (Cyning) +3
10	Loyalty (Cyning) +2
11	Loyalty (Cyning) +1
12-16	Loyalty (Cyning) +0
17-18	Loyalty (Cyning) -1
19	Loyalty (Cyning) -2
20	Loyalty (Cyning) -3

Theod Traits

These miscellaneous features complete the random theod. Roll 1d3 times:

d20	Trait
1	Poor land - 3/4 normal wealth from the land; downgrade outfits by 1
2	Rich land - 1 1/4 normal wealth from the land; upgrade outfits by 1
3	Family of 1d10 berserks lives here
4	Important resource - +1D20L/year
5	Famous magician lives here
6	Supernatural happenings occur annually
7	Magical site located here
8	Weak ruler; theod is really run by:

1d6	Ruler
1	his wife
2	his son
3	a powerful neighboring ealdorman or aetheling
4	one of his thegns
5	an advisor
6	the cyning (roll again if independent theod)

9 Divisive politics; ruler is opposed by:

1d6	Opposition
1	wife
2	father-in-law
3	son(s)
4	son-in-law
5	thegn(s)
6	an advisor

10 Many more ceorls than normal; multiply Fyrd rolls by 1 1/2

11 Many fewer ceorls than normal; multiply all Fyrd rolls by 3/4

12 Many captive Britons here; danger of laet/slave uprising on 1d20 = 4 or less. Check each Winter Phase.

13 Several prominent families of:

1d6	
1	Franks
2	Frisians
3	Britons
4	Picts in Deira/Nohaut, otherwise Britons
5	Northmen (see <i>Land of Giants</i>)
6	Other (Romans, Goths, Nubians, etc.)

14 Plagued by thieves and bandits

15 People noted for (random Skill, Trait or Passion +1)

16 Especially devoted to (random god)

17 Feuding with (pick another theod)

18 Feuding with (pick a nearby non-Saxon holding)

19 Related to (pick another theod)

20 Related to (pick a nearby non-Saxon holding)





Late Roman Britain: Tribal Names

Many British tribes are mentioned in the text, usually as their *civitas* is destroyed or reorganized. Listed below are the tribes of Britain with their capitals at the end of the Roman Age (circa 400), and the *Pendragon* lands they became.

Abbreviations: *BK* = Boy King, *BL* = Blood and Lust, *BW* = Beyond the Wall, *PD* = Pendragon 4th ed., *PF* = Perilous Forest, *SM* = Savage Mountains, *SI* = Saxons!

Atrebates at Calleva (Silchester, M-20). Becomes Silchester, Salisbury (*PD*, *SI*)

Belgae at Venta Belgarum (Camelot, M-20). Becomes Salisbury, Somerset, Southports (*PD*, *SI*)

Brigantes at Isurium Brigantum (Aldborough, M-13). Becomes Amans, Cambenet, Lestroite, Listeneisse, Malahaut, Maris, Nohaut, Pase, Rheged, Roestoc (*PF*)

Caledonian Confederacy (no capital). Becomes Benoic, Dalriada, Escoce, Pictish Highlands, Strangorre (*BW*)

Cantiacii at Durovernum (Canterbury, P-19). Becomes Kent (*SI*)

Carvetii at Dumfries (J-11). Becomes Gorre (*BW*)

Catuvellauni at Verulamium (St. Albans, N-18). Becomes Hertford, Huntingdon, Rydychan (*BK*)

Coritani at Ratae (Leicester, M-16). Becomes Bedegraine, Brun, Lambor, Lindsey, Lonazep, Sorestan (*BK*)

Cornovii at Viriconium (Wroxeter, K-16). Becomes Cameliard, Cheshire, Orofoise (*SM*)

Damnonii at Dunbarton (I-9). Becomes Strangorre (*BW*)

Decangli at Bangor (I-15). Becomes Gomeret (*SM*)

Demetae at Moridunum (Carmarthen, I-18). Becomes Cardigan, Estregales (*SM*)

Dobunni at Corinium (Cirencester, L-18). Becomes Clarence, Galvoie, Gloucester, Rydychan, Tribruit, Wurensis (*BK*, *SM*)

Dumnonii at Isca Dumnoniorum (Exeter, J-20). Becomes Devon, Lyonesse, Tintagel, Totnes

Durotriges at Durnovaria (Dorchester, K-20). Becomes Dorset, Jagent, Somerset

Iceni at Venta Icenorum (Norwich, P-16). Becomes Anglia, Fens (*BL*)

Novantae at Sorhaute (I-11). Becomes Gorre (*BW*)

Ordovices at Segontium (Sinadon). Becomes Gwaelod (*SM*)

Parisi at Brocavum (Brough, N-14). Becomes Deira

Regnenses at Noviomagus (Chichester, N-20). Becomes Sussex (*SI*)

Selgovae at Din Edyn (K-9). Becomes Gorre, Lothian (*BW*)

Silures at Venta Silurum (Caerwent, K-18). Becomes Escavalon (*SM*)

Trinovantes at Caesaromagus (Chelmsford, O-18). Becomes Essex (*SI*)

Votadini at Trapain Law (L-9). Becomes Garloth (*BW*)

Isle to Stuf and Whitgar in return for Ochtgaga. After Badon, Wight belongs to Admiral Theodoric, a Frankish captain loyal to Arthur.

The Places

The place descriptions below are primarily for campaigns set in the normal *Pendragon* period (531). Alternate names are given for many entries; those marked R are Roman, B for British, S for Saxon, and M for Modern.

Abinger Castle (N-20): A motte and bailey castle built by Uther against the Saxons, and never upgraded.

Ruler: Sir Gwannon

Vassal of: King Arthur Pendragon

Albury (N-19): A pool in the woods nearby is reputed to be bottomless. It was a sacred pool to the pagan Britons, and the Saxons continue to worship here. A church is built here sometime in the 540s, and a Christian village grows up around it. (Ambient 4D20, Divine Miracle 2d20)

Aldingbourne Castle (N-20): A square tower, the lower floor of which is surrounded by heaped-up earth to protect against rams. A shrine to St. Mary is located nearby.

Ruler: Sir Edar

Vassal of: Earl Celyn

Alfriston (O-20): The British church here was originally planned to be built nearby. However, each morning the workers found the previous day's work destroyed and all the stones moved to the ancient Alfriston mound. A wise man had a dream of four oxen lying on the mound in the shape of a cross, and so the church was built on the mound. The hills above the church hide a chalk horse (roll Folklore to locate), smaller than the one described in *Pendragon* pages 316-20. In later years the church is upgraded to a small Norman-style cathedral, dedicated to St. Andrew, and an inn is built nearby. (Ambient 2D20, Divine Miracle 3d20)

Allington Castle (O-19): An aetheling built the first fortification here: a timber hall with a log rampart. After Badon, Sir Stephen the Red builds a common castle.

Ruler: Sir Stephen

Vassal of: Earl Kynniarc





Amberley Castle (N-20): This former hillfort was fortified by Aurelius against the Saxons. In Phase 3, it gains a small castle, the residence of the Bishop of Chichester.

Ruler: Castellan

Vassal of: Bishop of Chichester

Ambersbury Banks (O-19): This ancient hillfort was the residence of Queen Boudicca of the Iceni, who led a failed revolt against the Romans and took poison to keep from being captured. She and her daughters are said to haunt this site. It was briefly occupied by Aurelius' men in Phase -1. (Ambient 4d20, Necromancy 3d20)

Astolat (M. Guildford) (N-19): Never militarily useful or politically important, this peaceful ford on the Ouse has been a holy place since before the Romans. An ancient path leading to a tumulus, called Pilgrim's Path, was probably a site of pagan processions in ancient times; the same applies to a small stone circle at another hill nearby. The Saxons established a village here and maintained the old customs by holding a heathenish folk-moot at Pilgrim's Path every October 2, and lighting beacon fires on the other hill at the start of each season. The beacon fires and the October Fair persist in Christian times, although the Path becomes the site of a church (later, a Norman cathedral) dedicated to St. Catherine, and the stone circle is leveled and replaced with a church for St. Martha. Rumor has it that vampires sleep beneath this church. Arthur gives Astolat a large castle, used as the county jail. Its castellan, Sir Bernard, sires two sons and a daughter sometime in the 540s; by 562 they have grown into the knights Sir Lavaine and Sir Tirre, and the maiden Elaine of Astolat, also called Elaine le Blank, a famous beauty who dies for love of Sir Lancelot (Malory XVIII, 9-20). (Ambient 2d20, Divine Miracle 2d20)

Ruler: Sir Bernard of Astolat

Vassal of: King Arthur Pendragon

Aylesford (S. Aegelsthrep) (O-19): This former capital of the Aethelnothings theod was ruled by Arthur until he piously granted it to the Franciscans, who build a priory here late in Phase 3. Kit's Coty (q.v.) and Bluebill Hill, site of the battle of Aegelsthrep, are nearby.

Ruler: Aylesford Priory

Bartlow Hills (O-18): A Pagan Roman burial site, noted for its barrows.

Basing (S. Basinges. M. Basingstoke) (M-19): The center of the Basengas theod until Badon, quickly overrun

afterward. The Duke of Silchester burned old Basinges to the ground and slaughtered or fostered its folk, according to their ages. For this, Arthur took Basing away from the Duke and retains the theodal lands himself.

Ruler: Reeve, for Arthur

Beachy Head (O-21): High cliffs rise above the beach where the South Downs meet the sea. A place for suicides, haunted by several ghosts: a suicide, a gray lady, and a black monk who beckons people to their deaths. (Ambient 3d20, Curse and Necromancy 4d20, Emotion [Selfish or Vengeful] 3d20)

Beaulieu Abbey (M-20): Built soon after Badon by Arthur, it was razed by French raids in 525 and rebuilt in 527. It is haunted: ghosts have been seen (sitting and reading, or walking), and heard (sounds of two men carrying a burden, then digging in the graveyard). (Ambient 3d20, Necromancy 2d20)

Ruler: Abbot

Vassal of: Bishop of Camelot

Bigbury (P-19): An ancient hillfort became the refuge for the citizens of Canterbury (q.v.) during the unsettled years of Vortimer's rebellion. The Saxons captured it and made the inhabitants into slaves. The fort was abandoned after Badon and the newly freed citizens returned to Canterbury. See the Raids and Encounters chapter, page 116 for a detailed description.

Bishop's Waltham (M-20): This small castle is built by the Bishop of Camelot as a residence in the mid-Third Phase.

Ruler: Castellan

Vassal of: Bishop of Camelot

Bletchingley Castle (N-19): A Saxon burh surrounded by earthworks and ramparts was fortified by the addition of a stone tower soon after Badon.

Ruler: Sir Lardans

Vassal of: Duke Ulfius

Bodiam Castle (O-20): Built to suppress the Saxons after Badon, Bodiam castle is an ordinary castle, surrounded by a wet moat. It lies in the heart of Romney Marsh (q.v.), on a hill to keep it out of the water. The inhabitants are plagued by marsh-demons.

Ruler: Castellan

Vassal of: Earl Celyn





Bosham (M-20): This coastal monastery is established just after Badon. A raiding party of vengeful Saxons stole one of its church bells and absconded to the bay. The monks rang the remaining bells, and the stolen bell responded, then crashed through the timbers of the Saxon ship. It lies in Bell Hole, and still rings in response to the other bells. (Ambient 2D20, Divine Miracle 4d20)

Bradwell (R. Othona) (P-18): A Saxon Shore fort that held out against the Saxons until they settled the lands around it. The garrison escaped by boat one night, sailing north to the Iceni. After Badon, the ruins were cleared and resettled as a walled town.

Bramber Castle (N-20): Built after Badon, this motte and bailey becomes an ordinary castle in Phase Three. The chapel is outside the curtain wall, surrounded by a ditch and palisade.

Ruler: Sir Pedivere

Vassal of: King Arthur Pendragon

Brus sans Pitie's Castle: Brus sans Pitie's castle sits somewhere in the southeast, manned by bootless Saxon scoundrels who shirked the Battle of Badon. The GM may place it in The Forest Perdue or another godforsaken spot. The author uses Eynesford Castle (q.v.), the home of Sir Brus' father, Sir Jaufre de Malestroit.

Ruler: Brus sans Pitie

Vassal of: No one

Buckland (N-19): The home of the Shag, a water-horse. It kills its victims on a rock just above its watery abode. (Ambient 2d20, Summon Faerie Creature [the Shag] 4d20)

Bulldown (M-19): An ancient hillfort used as a refuge by the Atrebates when Saxon raiders swept the country. After Badon, most of the inhabitants move back to Silchester.

Camber Castle (P-20): A small castle held by a cousin of Earl Kynniarc.

Ruler: Sir Ebel

Vassal of: Earl Kynniarc

Camelot (R. Venta Belgarum, B. Caer Gwent, S. Wintanceaster, M. Winchester) (M-20): This former capital of the Belgae tribe was captured in 508 by Cerdic and Cynric. They used the old city as a seasonal base for raids into the counties of Silchester and Salisbury. Arthur recaptured it, and founded Camelot on the site in 520.

It lies on an 11-mile ley line (Tidbury Ring, Winchester, St. Catherine's Hill), part of the reason that the site has so much Life force. Outside the city, on the ley line, is the Mizmaze. A person traversing the Maze correctly can be transported to anywhere in Britain (Travel 5d20). For further details on Camelot, see *Pendragon* and *The Boy King*. (Ambient 4d20; double this amount for Bless, Protect, or Divination spells used to benefit Arthur or his realm.)

Ruler: King Arthur Pendragon

Vassal of: No one

Canewdon (P-19): Since time immemorial, there have always been nine evil magicians living near this notorious village. There were nine bad pagans at Canewdon while the Iceni kings ruled; nine evil wicces under Saxon rule, and nine wicked witches in Christian times. (Ambient 5d20, Curse 4d20, Summon Evil Faerie Creature 3d20)

Canterbury (R. Durovernum) (P-19): A Roman municipium, capital of the Cantiacii. After 457, its citizens fled to Bigbury (q.v.). The low, marshy location was ignored by the Saxons. After Badon, the city is resettled by the inhabitants of Bigbury.

Ruler: Earl Kynniarc

Vassal of: King Arthur Pendragon

Carisbrooke Castle (S. Wihtgaresburh) (M-21): A Roman fort, taken by Cerdic and Cynric and given to Stuf and Whitgar. After Badon, Britons build a quick motte and bailey, upgraded to large castle status soon after. It withstood a French raid in 525, after Arthur refused the Roman Emperor's demands.

Ruler: Admiral Theoderic

Vassal of: King Arthur Pendragon

Castles of Sirs Damas and Ontzlake: The wicked Sir Damas captures all passing knights lest they fight for his brother, the good Sir Ontzlake, in an inheritance dispute. Damas captures King Arthur and forces him to fight Sir Accolon, to whom Morgan le Fay has given Excalibur (Malory IV). The castles are only a few days' ride from Camelot, in a heavily magical area determined by the GM.

Ruler: Sir Damas, Sir Ontzlake

Vassal of: No one

Chanctobury Ring (N-20): The Romans dedicated this old hillfort as a temple to the God of the Forest. The trees on the hilltop are uncountable, but it is said that if





someone *does* count them, the ghost of Julius Caesar and his legions will rise from the ground. Other ghosts here include a druid searching for buried artifacts hidden when the Romans came, and the hoofbeats of an invisible horse. If you run backward seven times around the copse at midnight on Midsummer Eve, the Devil will appear. (Ambient 5d20, Necromancy 3d20, Summon Faerie Creature 3d20)

Chelmsford (R. Caesaromagus) (0-18): The Roman municipium once held a temple with Roman-style statues of both Roman and British gods, dismantled only in the late 440s. The city was captured by Ceolmer, an aetheling who joined the Kingdom of Essex. Its residents became slaves of the Saxons until Badon, when they massacred the families of their former masters. Buried somewhere in its walls is Yellow Death, a magic sword the Trinovantes stole from Julius Caesar.

Chichester (R. Noviomagus) (N-20): The Roman town was conquered by the Saxons, who let the walls deteriorate and even mined them for building stone. After Badon the Roman walls were rebuilt and strengthened, and Chichester Castle was built on the site of the

Roman north gate. The castellan of the castle defied Arthur, who destroyed the castle, and gave its site to the Gray Friars for a priory.

Ruler: Earl Celyn

Vassal of: King Arthur Pendragon

Chilham Castle (P-19): A Third-phase ordinary castle, held directly from Arthur.

Ruler: Sir Gauter

Vassal of: King Arthur Pendragon

Cissbury Ring (N-20): A hidden passage runs from this abandoned hillfort to the remains of a Roman villa. Inside the tunnel, huge serpents guard an immense treasure. Faeries live here and mine flint for their elfshot. They dance in the Ring at midnight on Midsummer Eve. (Ambient 4d20, Summon Faerie Creature 3d20)

Colchester (R. Camulodunum) (P-18): Once the premier colonia of Britain, its undergarrisoned walls fell to the Saxons after a two week siege. The Saxons did not build on the site, but after Badon, Earl Bleoberis resettles the city.





Cold Harbour (N-20): Maggs Well, located in the forest near Cold Harbour, is a healing well. One must throw its waters a coin, else they have adverse properties. (Ambient 2d20, Healing 4d20)

Cooling Castle (O-19): An early Fourth-phase ordinary castle, built to protect the approaches to the Thames.
Ruler: Sir Rufus
Vassal of: Earl Kynniarc

Coombe Hill (O-20): An ancient hillfort. Some of the residents of Pevensey (q.v.) garrisoned the hill until it was captured by Aelle. The Saxons had no use for it, and it fell into disrepair.

Danebury (L20): An ancient hillfort briefly held by Garmund, a Danish warrior who joined the cyningdom of West Saexe as an ealdorman. Abandoned after Badon.

Dartford (S. Tarenteford) (O-19): A fortified village, seat of the Wilmingas theod and the base for their fleet. Now part of Arthur's desmene, Dartford is home to three small warships, manned mainly by Wilmingas sailors to patrol the Thames.
Ruler: Sir Coelric
Vassal of: King Arthur Pendragon

Derringstone Down (P-20): A Saxon burial ground known for its barrows.

Devil's Dike (N-20): The devil dug a mighty ditch in the hillside, planning on drowning the village below for their religious fervor. However, a cock crowed and an old woman lit a candle, making the Devil think that morning had arrived and forcing him to flee. Two mounds at the top of the hill may house the Devil and his wife. (Ambient 4d20, Divine Miracle 2d20, Protect 3d20)

Devil's Jumps (M-20): Five barrows lie in a line on Treyford Hill. The Saxons tell how Thunor was resting on the hill one day when the Christian Devil came along making a great racket. Thunor awoke in anger, and when the Devil taunted him, the storm god threw his hammer at the unclean one and banished him from the spot. Until 523, you could borrow items from the faeries here, as long as you returned them within three days. The church at Frensham (q.v.) broke the tradition, and the faeries no longer trade with mortals. (Ambient 4d20, Divine Miracle 2d20, Summon Faerie Creature 4d20 until 523)

Ditchling Beacon (N-20): Witch (or Wish) hounds haunt the downs here, chasing the souls of the damned: another location of the Wild Hunt (or the ride of the Waelcyrige). The road over Black Dog Hill is haunted by a headless Black Dog. (Ambient 4d20, Summon Faerie Creature [Black Dog] 3d20)

Dover (R. Dubris) (P-20): A Saxon Shore fort, and the former base of the Roman navy in Britain. Its huge *pharos* (Roman lighthouse) guided boats across the Channel with fire by night and a tower of smoke by day; the ghost of a Roman soldier still patrols this ruined tower. After Badon, Arthur's knights capture it, erecting a motte in just eight days. Stronger fortifications and a castle eventually surround the old pharos. By Phase 4, the outer wall has over twenty towers, and the keep is a 100' cube, with walls 17' to 21' thick.
Ruler: King Arthur Pendragon
Vassal of: No-one

Down's Way: An ancient trade route from Venta Belgarum (Camelot) to Canterbury. The road is haunted by several ghosts, including a rider with a broad-brimmed hat and silver spurs who appears near Bearstead (the Saxons claim it is Wotan, and that he may be contacted here). A ghostly rider plunges into the lake near Ashford every Midsummer's Eve, and a ghostly dog haunts the track near Trottiswell. (Ambient 1-3d20, Summon Faerie Creature [as noted above] 2d20)

Dry Hill Camp (O-20): A hillfort that resisted the Saxons for many years because of its location inside the Andredesweald. After its capture, it was abandoned.

Dunsfold (N-20): The holy well here cures eye troubles. After the Battle of Badon, the Virgin Mary appeared here to pilgrims seeking the well. (Ambient 3d20, Divine Miracle [Christian, Pagan] 3d20, Healing 3d20)

Eastry (S. Eastrgena) (P-19): The Royal town of Kent, and Hengist's "home" when he was not otherwise engaged. There are saltworks in the town, which go to the purse of the Bishop of London. The town still has a large Saxon population.

Ermine Street (O-19 to M-13): The Roman road from London to Eburacum.

Eynesford Castle (O-19): Sir Jaufre de Malestroit built an old-style castle on this bend of the river Darent, but soon replaced the wooden palisade with a stone wall. After





Badon, the wooden tower was surrounded by stone and a wet moat was added, making an ordinary castle.

Ruler: Sir Nerthaid (If not Brus sans Pitie)

Vassal of: Earl Kynniarc

Farnham Castle (M-20): Uther Pendragon built an old-style castle here to protect Logres against Suth Saexe. By Phase 3, a great shell keep enclosed the motte. Nearby is a deep cave, home of a creature known as Mother Ludlum. If a person goes to the cave at midnight and pleads, "Good Mother Ludlum, lend me (an object) and I will return it within two days," the article will appear in front of the cave at daybreak. The cave is so deep that geese entering it at Farnham appear featherless two weeks later at Astolat (q.v.).

Ruler: Castellan

Vassal of: Bishop of Camelot

Faversham (P-19): A pagan mausoleum dating back to the Romans. The local Britons claim it is haunted by ghosts of Roman citizens slaughtered by early Saxon raiders. (Ambient 4d20, Necromancy 3d20)

Firle Beacon (O-20): The barrow on the hill is the grave of a giant who often quarreled with the giant of Windover hill (cf. Wilmington), and held stone-throwing duels.

Folkestone (P-20): Built on a natural mound, this ordinary castle is surrounded on three sides by a sheer cliff. The fourth side is protected by a ditch.

Ruler: Sir Coelric

Vassal of: Earl Kynniarc

Forest Perdue (S. Andredesweald, M. Weald): This forest has been haunted as long as man has known, and is home to dragons, fell creatures, and the spirits of men who have lost their way. It is home to bandits and rogues, and hides many mysteries in its depths. The only roads through the forest are heavily overgrown Roman roads. Somewhere in its fastness lie the Fountain of the Virgin and the *Vale Sans Retour*, the "Valley of No Return". (Ambient 5-7d20, Summon 3d20)

Fountain of the Virgin: Located somewhere in the Forest Perdue is a spring which weakens any knight who drinks from it who is not a virgin. These knights become so weak that they are unable to leave the glade of the fountain, and must be helped out or die. (Ambient 5d20, Curse 3d20)

Frensham (M-20): The church here cheated the lending faeries of the Devil's Jumps (q.v.). The church still has a golden cauldron it borrowed, but never returned.

Godalming (S. Godelming) (N-19): Godhelm's old stead was the center of the Godelmingas theod before Badon. Its inhabitants were drafted to build the castle and churches at Astolat.

Godshill (M-21): The fine church on this hill was intended for the valley below, but every morning the previous day's work was found demolished and its materials moved to the crest of this hill. As at Alfriston, the builders eventually gave in and built the church in its current spot. (Ambient 4d20, Divine Miracle 2d20)

Goodwood (M-20): A treasure — Aaron's golden calf — may be buried in the hill nearby called the Trundle. The remains of a hillfort crown the hill. (Ambient 4d20, Summon Faerie Creature 2d20)

Greenwich Park (O-19): A group of ancient barrows rumored to hold magical treasures.

Hantonne (S. Hamtun, M. Southampton) (M-20): Cerdic founded a burh here soon after landing, with timber palisade and a great mead-hall. After Badon, Arthur had a motte and bailey castle built within weeks, but it was never upgraded, since the Saxons of Southports soon assimilated to his reign. The castle is in ruins for much of Arthur's reign, being raided several times by the French.

Ruler: Admiral Theoderic

Vassal of: King Arthur Pendragon

Harbeldon (P-19): The Leper's Well here cures leprosy, sometimes. St. Nicholas Hospital, a leprosarium, is founded nearby in 544. (Ambient 3d20, Healing 4d20)

Harrow Hill (N-20): The hill is the abode of faeries, who mine the flint here for their elfshot. (Ambient 5d20, Summon Faerie Creature 3d20)

Hastings (S. Haestingaceaster) (O-20): This capital of the Haestingas theod was one of the first sites conquered after the Battle of Badon. A motte and bailey castle was immediately erected, upgraded to stone soon after.

Ruler: Sir Gerin

Vassal of: Earl Celyn





Hayling Islands (M-20): The Hayling Islands are said to have been connected to Normandy. Churches in South Hayling were overwhelmed by the sea, but their bells can still be heard beneath the waves. (Ambient 3d20, Glamour [sound] 2d20)

Hedingham Castle (P-18): A great castle built by Bleoberis de Ganis in the late Second phase. Its keep is 100 feet tall.

Ruler: Castellan

Vassal of: Bleoberis de Ganis

Herstmonceux Castle (O-20): Built by a veteran of Arthur's European campaign, this ordinary castle is surrounded by a wet moat.

Ruler: Sir Herbert

Vassal of: Earl Celyn

Hever Castle (O-20): A late Third-phase small castle used as a residence by the Lord Mayor of London.

Ruler: Lord Mayor

Vassal of: Council of London

High Rocks (O-20): An ancient hillfort, garrisoned by the Regnenses tribe during Vortimer's rebellion. It was captured and burned by the Saxons under Aelle.

Hollington Church (O-20): This village church is outside of town, surrounded by a haunted forest. The Devil kept moving the building materials of the church away from town to this spot, where he erected the church overnight. Its congregation is tormented by imps and monsters every time they go to church, yet risk damnation if they forswear it. (Ambient 3d20, Summon Faerie Creature [evil] 2d20)

Icknield Way: An ancient trade road from the Wash to the Dorset coast.

Julieberry's Grave (P-20): A long barrow, reputed to be the grave of a female giant.

Kemsing (O-19): A well here cures eye troubles. (Ambient 2d20, Healing 4d20)

Kingley Vale (M-20): Sixty yew trees mark the graves of Saxon and British warriors who fought nearby. The slain Saxons were buried in four barrows known as the King's Graves. Ghosts of the warriors haunt the area. The trees change their shapes at midnight and prowl the vale. (Ambient 5d20, Necromancy 3d20, Summon Faerie Creature 3d20)

Kingston upon Thames (N-19): A sacred stone here was used by the Cantiacii in their coronation ceremonies. When the Saxons conquered the area, the tradition failed, to be revived by King Arthur in 510. (Ambient 3d20, Blessing [King only] 5d20)

Kit's Coty (O-19): A large capstone balanced on three upright stones on the crest of Bluebill Hill marks the site of the Battle of Aeglesthrep. Here Katigern son of Vortigern and Horsa brother of Hengist killed each other in single combat. The stones are the tomb of Katigern. This battle is occasionally refought by ghostly warriors. If you walk around the stones three times on the night of the full moon, objects placed on the capstone will disappear. Nearby is Little Kit's Coty, also known as the Countless Stones. (Ambient 3d20, Summon Faerie Creature 3d20)

Knepp Castle (N-20): A post-Badon motte with a stone keep added later.

Ruler: Sir Gwern

Vassal of: King Arthur Pendragon

Leeds Castle (O-19): This ordinary castle straddles two islands in the center of a lake created by damming the Len River. Its castellan added stone walls to its ditch and palisade. He defied Arthur, who hanged him; then Arthur gave the castle an outer curtain, a keep on the second island, and a new castellan.

Ruler: Castellan

Vassal of: King Arthur Pendragon

Lewes Castle (O-20): This double-motte castle is upgraded to an ordinary castle in phase Three.

Ruler: Sir Perin

Vassal of: Earl Celyn

London (B. *Caer Lud*, R. *Londinium*, S. *Lundun*) (O-19): The most ancient city in Britain, founded by Brutus. It was a Roman municipium and diocese capital. The Saxons held it between 503 and 507, when Duke Corneus recaptured it. After that, London's citizen militias were able to hold its walls. For more on London, see *The Boy King*, pages 110-112.

Ruler: City Council

Vassal of: King Arthur Pendragon

Long Stone (M-21): Two stones lie here. The larger, 13-foot stone was thrown here by a giant; the smaller stone was thrown by the Devil. Some say both stones fell off the Devil's overloaded wagon. Druids may have used





these stones for their rites. (Ambient 5d20, Divine Miracle 3d20, Sacred Space 3d20)

Loose (O-20): A group of ancient earthworks, fortified by the Regnenses tribe during Vortimer's rebellion. They abandoned it when the Saxons overwhelmed Quarry Wood (q.v.).

Lyminge (S. Liminge) (P-20): The capital of the Liminwara theod, it became the property of the Bishop of London after Badon. There is a Benedictine priory on the outskirts of town.

Ruler: Sir Renauld of Maidstone

Vassal of: Bishop of London

Lyminster (N-20): The Knuckler Hole, a deep pool just northwest of the village, houses a dragon who sallies forth to steal men, cattle, or sheep, but whose only food is maidens. Bretwalda Aelle of Sussex promised the hand of his daughter to the thegn who killed the beast. (Ambient 2d20, Summon Faerie Creature [the Dragon] 3d20)

Lympne (R. Lemanis) (P-20): A Saxon Shore fort, until the Saxons captured it and built a burh inside the Roman walls. A post-Badon motte and bailey stands nearby, upgraded to small castle status when the French raid these coasts after Arthur's Roman War.

Ruler: Sir Gilmere

Vassal of: Earl Kynniarc

Magouns (M. Arundel) (N-20): A large castle built and then upgraded quickly after Badon, held directly by Arthur until Phase 4, when he cedes it to the Earl of Arundel. Its ghosts include the original castellan, a pot-boy, and a young girl who committed suicide after a failed love affair. A white bird flutters against the windows when a member of the family is about to die.

Ruler: Castellan, later Arundel

Vassal of: King Arthur Pendragon

Maldon (P-18): A small village marks the site of a battle between Saxons and Angles, remembered for the foolhardy courtesy of the Saxon leader Berthnoth, who allowed the Angles to cross to the mainland from the small island on which they had been trapped.

Malling (S. Mealling) (O-20): Before Badon this was Bretwalda Aelle's capital. There is still a sizeable Saxon population here, who fish the Ouse for eels. The town is owned by the Archbishop of Carlion, who was granted it

soon after Badon.

Ruler: Castellan

Vassal of: Archbishop of Carlion

Michelham Priory (O-20): The priory is haunted by a gray lady who visits a certain bedroom, looking down at the sleeping occupants for a few minutes before departing through the closed door.

Milton (S. Melentun) (O-19): The center of the Wincelingas theod, this town has had a mill since Roman times. After Badon the town was given to Sir Berac, who granted it to the Bishop of Lincoln on his deathbed. The town is currently ruled by Sir Evrard, a younger brother of the Bishop.

Ruler: Sir Evrard

Vassal of: Bishop of Lincoln

Money Hills (L-20): A group of round barrows. The local Britons say it holds vast treasure.

Mt. Caburn (O-20): Said to be a clod from the Devil's Dyke (q.v.), this hill is crowned by a hillfort. It was long abandoned by the British but recently taken over by Gill, a hammer-throwing giant. Within the hill, locals say, lies the body of a knight buried in gold armor and a silver coffin.

Old Winchester Hill (M-20): An ancient hillfort crowns this hill, with a view all the way to the Isle of Wight. It was to be the site of Winchester, but the construction materials were mysteriously transported ten miles to the current site of Camelot (q.v.).

Oldbury (O-19): An ancient hillfort, resettled briefly by rebels from the Cantiacii tribe when Vortigern granted Thanet to Hengist, and reinforced during Vortimer's rebellion. Later, the Saxons destroyed it after a two month siege.

Pevensey (R. Anderida) (O-20): A Saxon Shore fort. Aelle pledged the town to Wotan, burnt its buildings, razed its walls, and slaughtered every man, woman and child within. Abandoned until after Badon, Arthur's knights build a hasty motte and bailey inside the ruins, later upgrading its walls with Anderida's rubble. Ghostly Saxons reenact the storming of Anderida every year on its anniversary. (Necromancy 3d20 on the night of Aug. 24th)

Ruler: Earl Celyn

Vassal of: King Arthur, Pendragon





Pevensey Marsh (O-20): A large marsh where Pevensey Bay intrudes onto the low-lying land. It is home to swamp creatures and a few tribes of hardy marsh men.

Portchester (R. Portus Adurni) (M-20): The westernmost of the Saxon Shore forts, Portchester was captured by Aetheling Port in 501. The Roman wall was used by the Saxons to defend their burh. After Badon, an ordinary castle was built in the northwest quarter of the Roman walls. In the Second phase, the southeast quarter is given over to Augustinians for a priory. Arthur appropriated the castle in preparation for his French campaign in 526.

Ruler: Sir Childebert
Vassal of: Admiral Theoderic

Quarr Hill (M-21): A queen of the Belgae tribe was buried here in a golden coffin.

Quarry Wood (O-19): A ancient hillfort, garrisoned by the Regnenses to support the earthworks at Loose (q.v.). The Saxons slaughtered the garrison during Vortimer's rebellion and it was never resettled.

Reculver (R. Regulbium) (P-19): A Saxon Shore fort, the mate of Richborough (q.v.) to the southeast. It protected the northern entrance to the Wantsum channel (q.v.). Abandoned after the Roman withdrawal, and shunned by Saxons because the ghosts of children murdered by the Romans haunt the ruins. (Ambient 3d20, Necromancy 4d20)

Richborough (R. Rutupiae) (P-20): A Saxon Shore fort and the Roman entry point to the diocese of Britannia. The Saxons captured the town during their rebellions against Vortigern. Arthur uses it as a staging point during his invasion of Gaul. The Roman walls are mined for building stones during Phase Three.

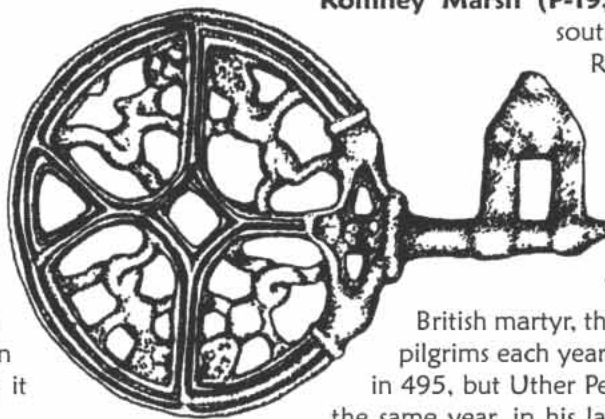
Ridgeway: A prehistoric trade route along the White Horse Hills from the Thames Valley to Salisbury Plain.

Rochester (R. Dubrobrivae, S. Hrofaccaster) (O-19): In AD 43, the invading legions of the Roman Emperor Claudius swam across the Medway River at this relatively shallow point in the face of a larger British army camped on the opposite bank. The British fled and the

Romans built a bridge, then a road pressing further into Britain and, in time, a walled town to defend the crossing. The Roman town was captured by the Saxons during Vortimer's rebellion. After 518, the town falls in the fief of Richard de Warrene, an Occitanian knight. He builds a motte and bailey castle, then upgrades it to ordinary status with the addition of a stone curtain wall, towers and a keep. One night he accidentally shoots his wife with an arrow, and her ghost subsequently haunts the battlements of the castle. The town is the seat of the Bishop of Rochester.

Ruler: Richard de Warrene
Vassal of: Earl Kynniarc

Romney Marsh (P-19, P-20): The largest marsh in southern Britain, formed by the Rother river meeting the sea. The marsh is the home of *Mearsc Feonds* (marsh demons) and primitive swamp men.



St. Albans (R. Verulamium, S. Waeclingaceaster) (N-18):

The site of the death of the first British martyr, the town is visited by hundreds of pilgrims each year. The Saxons captured the town in 495, but Uther Pendragon ousted them for good the same year, in his last battle. Ghosts replay Uther's death every year on its anniversary. (Ambient 3d20, Divine Miracle 5d20 at St. Alban's Tomb in the cathedral.)

St. Leonard's Forest (N-20): Part of the Forest Perdue, it is poisoned and sickly due to the small dragon which haunts the wood. The dragon is poisonous, but though it can kill men, it does not eat them afterward. (Ambient 4d20, Summon Faerie Creature [the Dragon] 3d20)

Saltwood Castle (P-20): This small castle dates from the Third Phase. The original owner defied Arthur, and the castle reverted to the King.

Ruler: Sir Rupert, later castellan
Vassal of: King Arthur Pendragon

Saxonbury (O-20): A vein of iron in these hills has been mined for centuries. The Saxon ceorls and slave-laborers who give this village its name live in stone huts occupied by Roman and Celtic miners before them. King Arthur grants the mines to Earl Celyn during the Third phase.





Scotney Castle (O-20): A Third-phase small castle surrounded on two sides by a lake. The owner is killed by rebellious Saxons in 531, and the castle falls to ruin soon after.

Ruler: Sir Dinnan

Vassal of: Earl Kynniarc

Sheppey, Isle of (P-19): A low island lying at the mouth of the river Medway, mainly used to graze sheep (hence its name). The channel separating the island from the mainland is known as the Swale.

Sonning (S. Sunning) (M-19): Until Badon this was the center of the Sunningas, an isolated theod. During the Badon campaign, the town was burnt by the Cymric forces of the north. It has since been rebuilt, and is inhabited by Cymric peasants.

Southwerk (O-19): A suburb of London, it protects the southern end of London Bridge. It is famous as a pit of sin and debauchery.

Stane Street: The Roman road from Chichester to London. It is one of the few routes through the Weald, heavily overgrown by trees and bushes.

Steyning (S. Staenning) (N-20): Before Badon this was the center of the Staeningas theod. The town was given to Sir William de Braose, who dispersed the inhabitants and brought in Cymric peasants from his other lands. The village was recently cursed by St. Cuthman, who was jeered by the local farmers when the wagon carrying his invalid mother lost a wheel. Since then, it has always rained when the fields are due to be mowed.

Thames River (M-18, M-19, O-19): Flowing from the heart of the Cotswold Hills, the Thames is navigable nearly its entire length. London was built at the first point where the Thames could be bridged. Saxons rowed the length of the Thames to raid and plunder far inland while London was under Saxon rule (503-507). Leaders returning from these raids were required to give a portion of their booty to the two Saxon kings who controlled London.

Thanet (P-19): The Isle of Thanet is separated from the mainland by the Wantsum channel (q.v.). It is a low-lying island, good for farming. Vortigern gave it to Hengist in 446 — the first Saxon demesne in Britain.

Tonbridge Castle (O-20): A post-Badon motte and bailey. Its lord defied Arthur and was captured and executed. Subsequently it was granted to Sir Cadwan, who upgraded it to ordinary castle status.

Ruler: Sir Terren, then Sir Cadwen

Vassal of: Earl Kynniarc

Torberry Hill (M-20): A faerie hill whose inhabitants dance every Midsummer Eve at midnight. These rich fey have great treasures under the hill, say the locals. (Ambient 4d20, Summon Faerie Creature 3d20)

Trottiscliff (O-19): A ley line passes through the temple to Wotan and a chambered tomb here. A tunnel, filled with treasure, is said to run between the two. The Down's Way (q.v.), which runs nearby, is haunted by a ghostly dog. (Ambient 2d20 [4d20 for Saxons]; Travel 2d20)

Wallbury (O-18): A hillfort dating from before the Roman invasion, resettled by the Trinovantes tribe when the Saxons began raiding. It held out for several years and served as a base for counter-raids against the Saxons. It fell in 495 when Octa and Eossa swept through the region on their way to St. Albans.

Wantsum Channel (P-19): The channel separating the Isle of Thanet from Kent. It is fed by the Stour and the Wantsum. The channel has been silting up for centuries, and is now a low marsh with numerous watercourses cutting through it. The main channel is still navigable, and provides access to the Stour and thence to Canterbury.

Watling Street (P-20, P-19, O-19): The Roman road from Richborough to London. The road from Dover to Canterbury is usually included as part of Watling Street.

West Malling Castle (O-19): This small castle is built late in phase Two by the Bishop of Rochester.

Ruler: Bishop of Rochester

Vassal of: King Arthur Pendragon

West Wycombe (N-19): A church built within an ancient earthwork here is a meeting place for devil-worshipping magicians. They meet on the dark of the moon to plan their evil deeds. (Ambient 5d20, Curse 4d20, Necromancy 2d20, Summon Faerie Creature [evil] 3d20)





Westminster (O-19): Long before it was usurped by the Christian Church, the site of Westminster, outside the walls of London, was a pagan shrine to the Thames River. Boats were blessed to bring fish to them, or for safety from storms and disasters. (Ambient 2d20, Divine Miracle 3d20, Bless 2d20)

Whitehawk (N-20): An ancient hillfort, garrisoned by the Regnenses tribe and then captured by Aelle's landing parties. The Saxons abandoned the site soon after.

Wilmington (O-20): The outline of the Giant of Windover Hill is carved into a hillside here, where he was killed by a stone thrown by the Giant of Firle Beacon (q.v.). The Windover giant was subsequently buried in the barrow at the top of the hill. A Roman in a golden coffin is rumored to be buried beneath the outline of the giant. Wilmington's church has an ancient yew tree on its grounds, used for Pagan ceremonies before the church was built. Nearby is Hunter's Burg, a long barrow haunted by the Wild Hunt. (Ambient 4d20, Summon Wild Hunt 5d20)

Windsor Castle (S. Windlesora) (N-19): One of Ambrosius Aurelius' forts, built on the edge of Windsor

Forest. It was a frontier keep, meant to protect Logres against Saxon raiders. Octa and Eossa were captured here in 490. It was not upgraded after Badon.

Ruler: Castellan

Vassal of: King Arthur Pendragon

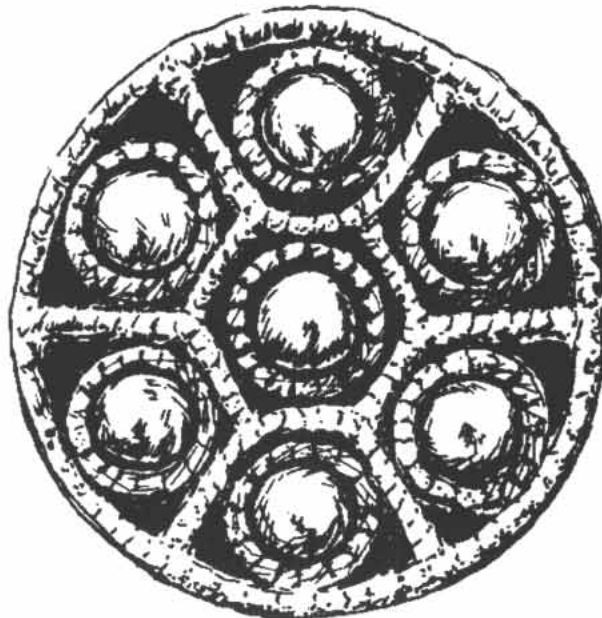
Windsor Forest (N-19): A dark and forbidding wood, haunted by the Wild Hunt. (Ambient 4d20, Summon Faerie Wild Hunt 5d20)

Woking (S. Woccing) (N19): The center of the Woccingas theod until Badon, after which King Arthur took it as part of his demesne.

Wye (S. Wioh) (P-20): The capital of the Weowara theod, it was given to the Bishop of Rochester after Badon. Monks drive the Saxon peasants hard in the fields, and have converted them (by force) to Christianity.

Ruler: Bishop of Rochester

Ypwinesfleet (M. Ebbsfleet) (P-19): The landing-place of Hengist and Horsa in 446. It is located on the southwest corner of the island, opposite the Roman fort of Rutupiae (Richborough) (q.v.).





Chapter 4

CREATING SAXON CHARACTERS

*"For each man, praise of the living,
speaking after he dies, is the best epitaph."
"The Seafarer", lines 72-73*

Important Note: Rules Changes

Saxons! character generation revises the core Previous Experience rules. This change, which applies to all new *Pendragon* characters and to future *Pendragon* products, is included in Basic Character Generation, and explained at more length in Advanced Character Generation. Bracketed notes in Basic Character Generation refer readers to the corresponding new rule or explanation in Advanced Character Generation. Gamemasters should carefully review both these changes, and the old rules they modify, before building *Saxons!* characters.

Use these rules to create Saxons from Britain who reach adulthood before the Battle of Badon (518), or who come from lands like Sorestan, Deira, or Nohaut that remain pure Saxon afterward. Disregarding the British Homelands information, these rules also apply to continental Saxons, Franks, Frisians, or other southern Germanic tribes; for more northerly tribes, see *Land of Giants*.

Basic Saxon Character Generation

This system generates basic Saxon characters quickly. Later, you can add detail to your Saxon using Advanced Character Generation, below.

Note that these rules do not follow the flow of character creation in the *Pendragon* main rules, but will refer to specific *Pendragon* rules as needed.

1. Choose Name: This step may be performed at any time during character creation, once the player has gotten a good feel for the character.

Many Saxon names combine prefixes and suffixes from the lists below; the suffixes and prefixes are usually common words. Use them to create your name, or pick a "finished" name from the Male/Female lists. Saxons in

Pendragon rarely need to use nicknames, and do not use the -son or -dottar method of stating parentage (both of these were historically adopted from the Vikings). Names often alliterate (start with the same sound) from father to son, or from brother to brother (Hengist and Horsa, Cerdic and Cynric).

Common prefixes: Aelf (*elf, faerie*), Aethel (*princely, noble*), An, Beorht (*bright, shining*), Beorn (*man, hero, bear*), Bot (*advantage, compensation*), Coel, Coen, Cuth (*known, evident*), Cyne (*bold, brave, keen*), Ead (*riches, good fortune*), Eald (*old, ancient*), Ealh, Ecg (*edge, weapon*), Ed (*riches*), Eg, Eor, Frithu (*peace*), God (*god, good*), Heah (*high-class, exalted*), Here (*army*), In (*into, upon*), Leof (*valued, beloved*), Os (*god, the rune Os*), Sige (*victory, triumph*), Wig (*contest, battle*), Wiht (*person, creature*), Wulf (*wolf*)

Common male suffixes: bald (*bold*), frea (*ruler*), frith (*peace*), gar (*spear, javelin*), geat (*to pour, to shed*), heah (*high-class, exalted*), helm (*protection, crown, helmet*), here (*army*), laf (*legacy, remnant*), mund (*trust, peace*), noth (*daring, boldness*), raed (*advice, council*), red (*advice, council*), ric (*powerful, strong*), sige (*victory, triumph*), stan (*stone, gem*), wald (*forest, wilderness*), ward (*protection, guardian*), wine (*friend, lord*), wig (*contest, battle*), wulf (*wolf*)

Common female suffixes: burh (*town*), gifu (*gift*), gyth (*care*), hild (*war, combat*), laed (*guide, carry*), red (*advice, council*), swith (*strong, powerful*), wynn (*toil, trouble*)

Male Names: Abo, Acca, Aefic, Aelfgar, Aelfgeat, Aesc, Aescwig, Aescwine, Aethelbald, Aethelberht, Aethelric, Aethelwald, Aethelwine, Aethelwulf, Aldhelm, Alfred, Anlaf, Athelstan, Bassa, Bede, Beocca, Beorht, Beorhtfrith, Beorhtic, Beorhtwulf, Beorn, Beornhelm, Beornnoth, Beornwulf, Botwine, Botwulf, Byrhtnoth, Cadda, Caedwalla, Caewlin, Centwine, Cenwalch, Cenwulf, Cissa, Coel, Coelmuth, Coelred, Coelric, Coelwulf, Coenheim, Conerad, Conewalch, Coenwulf, Cutha,





Cuthbert, Cuthred, Cuthwulf, Cwichehelm, Cyneagils, Cynewulf, Cynric, Denewulf, Dudda, Eadbald, Eadberht, Eadric, Eafa, Eardwulf, Ecgberht, Ecgfrith, Edgert, Edmund, Edward, Edwin, Egbalht, Egbert, Eomer, Eoppa, Eossa, Forthere, Frealaf, Freawine, Frithugar, Frithuwald, Godfrey, Godwine, Guthfrith, Heahberht, Heahwine, Heardberht, Hereward, Hlothere, Husa, Icel, Ine, Ingeld, Kola, Leofric, Leofsige, Leofwine, Lyfing, Merehwit, Nothelm, Octa, Oeric, Offa, Osric, Oswald, Oswine, Osulf, Oswy, Peada, Penda, Raedwald, Raegnald, Saeberht, Seaxwulf, Sigebryht, Siward, Swithwulf, Theobald, Uxfrea, Waebheard, Wigberht, Wiglaf, Whitburh, Wihtgar, Wihtred, Wulfgar, Wulfhere, Wulfric

Female Names: Aelflaed, Aelfgifu, Aelfwynn, Aethelburh, Aethelflaed, Aethelic, Aethelred, Aethelswith, Burhred, Cuthburh, Cwenburh, Cyneburh, Eadgifu, Eadgyth, Eadhild, Ealhred, Eormaenburh, Gytha, Herelufu, Hereswith, Raedburh, Seaxburh, Whitburh, Wulfwynn

2. Statistics: Use either the Designated or Random method from *Pendragon* page 55 to determine stats. The

Saxon Statistics Table

Statistic	Male		Female	
	Min.	Max.	Min.	Max.
Size	11	21	8	18
Dexterity	2	15	5	15
Strength		8	21	7 17
Constitution	5	18	5	18
Appearance	5	18	6	24

Saxon cultural modifiers are +3 SIZ, -3 DEX, +3 STR.

3. Starting Skills: Copy your starting skills from the Saxon Starting Skills table in the box on the next page.

4. Homeland (Cyningdom, Saxon Subculture, Theod): Your gamemaster may pick these for you, or allow you to pick them.

You can use your cyningdom to determine your Saxon culture as shown below, or may chose the culture with your GM's permission.

Culture

Roll the indicated dice on the following table to find a Saxon culture, which modifies Traits and determines Cultural Weapon as shown.



Saxon Starting Skills Table

<i>skill</i>	<i>male</i>	<i>female</i>
Awareness	(5)	(4)
Boating	(10)	(0)
Chirurgery	(0)	(10)
Compose	(3)	(2)
Courtesy	(5)	(4)
Dancing	(2)	(2)
Faerie Lore	(2)	(2)
Falconry	(3)	(2)
First Aid	(2)	(10)
Flirting	(2)	(3)
Folk Lore	(2)	(3)
Gaming	(3)	(2)
Heraldry	(0)	(0)
Hunting	(3)	(2)
Industry	(0)	(5)
Intrigue	(2)	(3)
Orate	(3)	(2)
Play (Harp)	(3)	(0)
Read (Runes)	(0)	(0)
Recognize	(2)	(3)
Religion (Wotanic)	(5)	(5)
Romance	(0)	(0)
Singing	(3)	(2)
Stewardship	(2)	(3)
Swimming	(5)	(3)
Tourney	(0)	(0)
Battle	(3)	(2)
Horsemanship	(3)	(2)
Dagger	(1)	(2)
Axe	(3)	(0)
Javelin	(3)	(2)
Sword	(4)	(0)
Spear	(3)	(2)

After noting Trait and Weapon Skill adjustments, you may pick a home theod in your cyningdom from the Chapter Three. The Jutes, Saxons, or Angles who founded your cyningdom probably have the best theod-lands, nearer the Roman towns; arriving Frisians cling to the coasts, while Franks settle inland on poorer ground. These are only generalizations, though.

5. Traits, Passions and Directed Traits: Use either the Designated or Random method from *Pendragon* page 54 to determine Traits.

Choose one to three of the Passions and Directed Traits in the box on the next page, and record them. You *must* choose at least one selection from your home cyningdom. If you pick two or three selections, one *must* be a Fear or

Saxon Cyningdom

Roll 1d20 to determine your Cyningdom, and then roll the indicated dice; check your resulting total against the Saxon Culture table, below.

<i>d20</i>	<i>Cyningdom</i>	<i>Dice for Culture</i>
1-2	Anglia	1d20+14
3-6	Continent	1d20+3
7-8	Deira	1d20+4
9	Gewissa	2d6+3
10-11	Est Saexe	3d6+2
12-13	Kent	1d6: x1 if Odd, x3 if Even
14	Lindissi	1d20+2
15-16	Nohaut	1d20-2
17-18	Suth Saexe	3d6+2
19-20	West Saexe	3d6-3

Saxon Culture

<i>total</i>	<i>Culture</i>	<i>Traits & Weapon</i>
01-06	Jute	+2 Generous, Honest; +1 Energetic, Valorous; Spear +10
07-14	Saxon	+2 Arbitrary, Honest; +1 Cruel, Valorous; Sword +10
15-17	Frisian	+2 Energetic, Indulgent; +1 Chaste, Arbitrary; Bow +10
18-19	Frank	+2 Indulgent, Lustful; +1 Vengeful, Worldly; Axe +7; Thrown Axe +5
20+	Angle	+2 Cruel, Energetic; +1 Generous, Vengeful; Great Axe +10

All: +3 to each of Generous, Proud, Worldly, Reckless, Indulgent
Honor 9
Hospitality 10
Love (Cynn) 12
Loyalty (Lord) 12

Hate. You can postpone nonmandatory choices until Advanced Character Generation, if you wish.

Loyalty (Lord): The "lord" depends on your Father's Class (below) and local circumstances. Generally, ceorls are Loyal to thegns, thegns to ealdormen, and ealdormen to cynings. You may skip rungs on this ladder if a higher lord retains you (for instance, a ceorlish poet who serves a king), or if you live in his personal demesne. An aetheling (like Port of Gewissa) might lead thegns directly, eschew-





Directed traits and Passions Table

All: Hate (Britons) 10; Hate (Lineage of Constantin) 10; Hate (a British civitas or kingdom) 10; Hate (a Saxon lineage) 10; Fear (type of nihtgenga) 10; Fear (Knights) 10; Love (Saxon god or gods) 10; Trusting (Runes) +6; Trusting (a Saxon lineage) +6; Suspicious (a Saxon lineage) +6; Proud (of Ancestors) +6

Anglia: Hate (Danes) 10; Hate (Iceni) 9 (*Note that Hervis de Revel is the last of the Iceni royal house*)

Deira: Hate (Brigantes/Malahaut) 10; Loyalty (Lineage of Hengist) 10

Est Saexe: Loyalty (Cyning) 10; Suspicious (Kent) +6.

Gewissa: Prudent (at sea) +6; Loyalty (Lineage of Port) 11; Vengeful (vs. Wight) +6

Kent: Merciful (Britons) +6; Hate (Frisians) 9; Loyalty (Lineage of Hengist) 9

Lindissi: Fear (Marsh Beasts) 10; Loyalty (Lineage of Hengist) 10

Nohaut: Hate (Picts) 10; Hate (North Britons) 9; Loyalty (Lineage of Hengist) 10

Suth Saexe: Cruel (Britons) +6; Hate (Armoricans) 9; Loyalty (Lineage of Aelle) 11

West Saexe: Suspicious (Britons) +6; Hate (Gewissa) 11; Loyalty (Lineage of Hengist/Vortigern) 11

Continent: Suspicious (Britons) +6; Hate (a ontinental folk) 10; Hate (Romans) 10
(See *Land of Giants* for characters from Jutland, Frisia, Afdrede, and Rügland.)

ing ealdormen. By 518, cyningdoms like Suth Saexe are cohesive enough that even ceorls feel loyal to a "national cyning." Ask your gamemaster whom your Saxon should serve.

Love (Cynn) and Son Number: Roll 1d6 for Son Number as in *Pendragon* page 52. However, reduce Son Number by 2 before subtracting it from Love (Cynn) (*Pendragon* page 55); thus a Saxon son #6 subtracts 4 points from Love (Cynn), not 5. The same applies to Daughter Number (*Pendragon* page 138).

6. Family Characteristic: Roll on the table to find a skill for which your family is famous, and record your result.

Family Characteristic Table

d20	Family Characteristic
01-03	Born Seaman (+5 Boating)
04-05	Excellent Voice (+10 Singing)
06	Keen sighted (+5 Awareness)
07-08	At home in nature (+5 Hunting)
09	Natural Healer (+5 First Aid)
10	Naturally lovable (+10 Flirting)
11	Never forget a face (+10 Recognize)
12	Surprisingly deductive (+5 Intrigue)
13-14	Like otters in the water (+10 Swimming)
15-17	Natural speaker and storyteller (+10 Orate)
18	Natural musician (+15 Play (all instruments))
19	Good with words (+15 Compose)
20	Clever at games (+10 Gaming)

7. Father's Class Benefits: Roll below to find your Father's Class, then read the indicated Father's Class description. This gives you:

- A)** Skill, Trait, and Passion adjustments, which are added to the character's beginning ratings, *and*
- B)** a pool of "free" points to spend raising Skills that are now above 0, as long as you raise no Skill above 15, *and*
- C)** inherited Glory, *and*
- D)** an inherited Outfit and a number of rolls on the Saxon Luck Table, *and*
- E)** the minimum requirements to start the game in that class.

At your GM's discretion, you can raise your Family Characteristic skill up to (Family Characteristic Bonus + 15). Thus, if your family is Clever at Games (+10), you can raise Gaming up to 10 + 15 = 25. You can only do this with Father's Class points; later benefits cannot raise this skill beyond their stated limits. [Optional Family Characteristic Rules: page 64]

Wicca

- A** +5 to one of Celestial Lore, Folk Lore, Industry, Read Runes, Singing, or any Hate
+2 *each* to Faerie Lore, Folk Lore, Religion (Wotanic)
+3 *each* to Suspicious, Arbitrary, Vengeful
- B** 15 free points
- C** Inherited Glory: 6d6
- D** d6: 1-4 = Ceorl's Outfit; 5-6 = Thegn's Outfit 1 Luck roll





Father's Class Table

d20	Son of a . . .
01	Wicca
02-05	d6: 1-3 = Farm Ceorl; 4-5 = Wryhta Ceorl; 6 = Scop Ceorl
06-07	Heorthgeneat
08-15	Thegn
16	Gerefa
17	Godere
18-19	Ealdorman
20	Aetheling or Cyning

- E** Qualify: Folk Lore, Faerie Lore, and Religion (Wotanic) at 8 each makes you an expert in non-magical folk wisdom; gain +20 Glory. You may also qualify as a ceorl or higher. For actual magicians, see Advanced Character Generation.

Ceorl (Farm or Wryhta)

- A** +7 Spear (*replaces* the Cultural Weapon from Step 3)
+3 to Folk Lore if Farm Ceorl or Industry if Wryhta Ceorl
+2 more *each* to Folk Lore, Industry, Sling
+1d3 *each* to Energetic, Valorous
+1d3 Loyalty (Lord)
- B** 20 free points
- C** Inherited Glory 6d6+50
- D** d6: 1-4 = Ceorl's Outfit; 5-6 = Thegn's Outfit 1
1 Luck roll
- E** Qualify: Default. If you have First Aid 5, Battle 3, Valorous 9, and Loyalty (Lord or Cynn) 10 then gain 20 Glory for being proclaimed a good ceorl.

Ceorl (Scop)

- A** +7 Spear (*replaces* the Cultural Weapon from step 3)
+3 *each* to Orate, Play (Harp), Sing
+2 *each* to Courtesy, Religion (Wotanic), Sling
+1 Folk Lore
+1d3 Honest
+1d3 *each* to Hospitality, Loyalty (Lord)
- B** 20 free points
- C** Inherited Glory 6d6+80
- D** d6: 1-3 = Ceorl's Outfit; 4-6 = Thegn's Outfit 1
1 Luck roll
- E** Qualify: First Aid 5, Battle 3, Orate, Play (Harp), and Singing at 10 each, Hospitality 15. Gain +100 Glory.

Heorthgeneat

- A** +2 *each* to Awareness, Cultural Weapon
+1 Sword (Spear instead, if Saxon)
+3 Valorous
+5 Loyalty (Lord)
+2 Honor
- B** 27 free points
- C** Inherited Glory 6d6+100
- D** d6: 1-2 = Thegn's Outfit 1; 3-5 = Thegn's Outfit 2;
6 = Thegn's Outfit 3
1 Luck roll
- E** Qualify: Awareness 10, Battle 10, Spear 10, Cultural Weapon 10, Valorous 15, Loyalty (Lord) 15, Honor 10. A lord can pick a less qualified man during play. Gain +100 Glory.

Thegn

- A** +1 Sword (Spear instead, if Saxon)
+3 Valorous
+2 Proud
+1 Generous
+1d3 Loyalty (Lord)
+1 Honor
- B** 30 free points
- C** Inherited Glory 6d6+150
- D** d20: 1-3 = Ceorl's outfit; 4-10 = Thegn's Outfit 1;
11-17 = Thegn's outfit 2; 18-20 = Thegn's outfit 3
1 Luck roll
- E** Qualify: Courtesy 6, First Aid 6, Religion (Wotanic) 7, Battle 6, Spear 10, Cultural Weapon 10, Valorous 12, Loyalty (Lord) 12, Honor 7. Must be born a thegn or higher; ceorls can qualify during play as explained in "Saxon Laws," Chapter 1. Gain +200 Glory.

Gerefa

- A** +3 Horsemanship
+2 Stewardship
+1 *each* to Awareness, Religion (Wotanic), Sword (Spear instead, if Saxon)
+3 Valorous
+1d3 Suspicious
+2 Proud
+1 Generous
+4 Loyalty (Lord)
+1 Honor
- B** 26 free points





- C** Inherited Glory 6d6+200
- D** d6: 1 = Thegn's Outfit 1; 2-3 = Thegn's Outfit 2; 4-6 = Thegn's Outfit 3
2 Luck rolls
- E** Qualify: Awareness 5, Courtesy 12, Religion (Wotanic) 10, Stewardship 7, Sword 10, Horsemanship 7. Only by GM permission, or appointment during play. Gain +300 Glory.

Godere

- A** +4 Religion (Wotanic)
+3 *each* to Celestial Lore, Read (Runes)
+1 *each* to Awareness, Faerie Lore, Geomantic Lore
+5 more split among any Lore (your choice)
+9 Love (Saxon god or gods)
- B** 20 Points
- C** Inherited Glory: 6d6+200
- D** d6: 1 = Ceorl's Outfit; 2 = Thegn's Outfit 1; 3-5 Thegn's Outfit 2; 6 = Thegn's Outfit 3
1 Luck roll
- E** Qualify: Religion (Wotanic), Loyalty (Lord), and Love (Cynn) at 15 each, and one Lore at 10. This qualifies you to lead non-magical rituals, as long as you carry no weapon but a spear, and ride no horse but a mare. You can also qualify as a thegn or higher. For actual magicians, see Advanced Character Generation. Gain +80 Glory.

Ealdorman, Aetheling, or Cyning

- A** +3 *each* to Sword (Spear instead, if Saxon), Cultural Weapon
+2 *each* to Courtesy, Battle, Horsemanship, Religion (Wotanic)
+1d6 Proud
+1d3 Valorous
+2 Generous
+1d6 Loyalty (Lord) if Ealdorman; Start Loyalty (Followers) at 2d6+6 if Aetheling or Cyning.
+3 Love (Cynn)
- B** 32 free points
- C** Inherited Glory: **Ealdorman** 6d6+200; **Aetheling** 6d6+250; **Cyning** 6d6+300.
- D** **Ealdorman** - d20: 1-5 Thegn's Outfit 1; 6-12 Thegn's Outfit 2; 13-19 Thegn's Outfit 3; 20 Aetheling's Outfit
Aetheling or Cyning - d20: 1 Thegn's Outfit 1; 2-7 Thegn's Outfit 2; 8-17 Thegn's Outfit 3; 18-20 Aetheling's Outfit.
All - Three Luck rolls.

- E** Qualify: only by inheritance, appointment, or force during play.
Ealdormen gain +500 Glory; others gain +1000.

8. Previous Experience: You are now age 15. For each year you age after 15, you gain three Previous Experience Benefits. Each of the three Benefits you gain per year allows you to *either* —

Add +1d6 to any one Skill that is already rated at least 1, and no more than 15. If some of the 1d6 bonus would raise a Skill over 15, apply those points to a second Skill; if they would raise *that* over 15, apply the excess points to a third Skill, and so on until you spend all rolled points. If you are a magician, you can raise Talents.

or —

Add +1 to any Statistic, raising it no higher than its Cultural Maximum (see Step 2). Furthermore, you cannot increase Size after age 21, or any Statistic after age 35.

or —

Add +1 to any Trait, raising it no higher than 19.

or —

Add +1 to any Passion, or to any Skill/Talent at or above 15, raising it no higher than 40.

You can apply only one Benefit per year to any one Skill, Talent, Statistic, Passion, or Trait. This means you must select three different ratings to receive the three Previous Experience Benefits each year. **[Improved Previous Experience: page 64]**

Basic characters *must* age at least enough to qualify as a thegn, by meeting the **E** requirements on the "Son of a Thegn" listing, above. This earns you extra Glory, as noted. Players making Advanced Characters may qualify for any class they wish, with the GM's permission. While classes are mainly inherited roles, you still need Skills or other ratings at a certain level (the **E** requirements) to be recognized as a worthy class member.

9. Armor of Honor: If your Energetic, Generous, Just, Merciful, Modest, and Valorous Traits add up to at least 80, gain +3 magical armor vs. *all* damage.

10. Might of Wotan: If each of your Wotanic Virtues (see Step 3) is at least 16, gain a +1d6 damage bonus.

11. Character Sheet Details:

Culture/Religion: Saxon/Wotanic for all characters.

Derived Statistics: Find Knockdown, Damage, and so





Saxon Luck Table

01	Money/Loot. 1d20 Denarii
02	Money/Loot. 3d20 Denarii
03	Money/Loot. 1£
04	Money/Loot. 1d3£
05	You have a personal slave.
06	Close friend of an powerful man (cynig, ealdorman, head of heorthwerod, etc).
07	Father is influential (need not meet requirements for thegn-hood to start as a thegn).
08	You have an additional hide of land.
09	You have an additional 1d3 hides of land.
10	you have an additional 1d6 hides of land.
11	A close relative is a magician.
12	You have a rune-carved belt: +2 Armor. Priceless.
13	You have a heirloom sword: Value=5£. +50 Glory.
14	You have a part-share in a ship. Your surviving brothers each own a share. The eldest brother has first call on the ship, and normally serves as captain. Value =10£/# of sons.
15	You have a Spear blessed by Wotan. +1 Spear skill, breaks normally. Value=2£.
16	You have a magical healing potion. heals 1d6 points once. Priceless.
17	You have glorious item of 3 Glory (see page XX) Priceless, +100 Glory.
18	You have a horse. 1d6: 1-2 = Sumpter, 3-5 = Rouncy, 6 = Courser.
19	Upgrade your outfit by 1.
20	Roll twice.

Saxon Outfits

Ceorl's Outfit: spear, shield, dagger, clothes worth 50d.; 1 hide of land, or less.

Thegn's Outfit 1: leather armor (4 points), spear, cultural weapon, shield, dagger, clothing worth 60d, 5 hides of land.

Thegn's Outfit 2: cuirboilli armor (6 points), 2 spears, cultural weapon, 3 javelins, shield, dagger, clothing worth 60d.; 1d6+4 hides.

Thegn's Outfit 3: rouncy, saxon chainmail (8 points), 3 spears, 2 cultural weapons, shield, dagger, clothing worth 120d. One weapon is decorated in gold and worth triple normal weapon cost. 3d6+2 hides.

Aetheling's Outfit: 2 rouncies, saxon chainmail, splint arm and leg armor, and elaborate helmet (10 points), 5 spears, 2 swords, cultural weapon, dagger, shield, clothes worth 1£, 120d in coin/loot. One of each weapon is decorated in gold and silver, worth triple normal value. 2d6x5 hides.



on from the formulae on your character sheet.

Distinctive Features: Find these from *Pendragon* page 39.

Boasts: record introductory or Battle boasts here.

Heorthwerod: Your heorthgeneats (if any) function like squires, based on Awareness, rather than age. There is space for five heorthgeneats.

12. Character Sheet Back: Begin play now, or pause to fill out the back of your sheet.

Events: *Born* — your birthdate; *Manhood* — the year you reached age 15; *Thegn, Ealdorman, Aetheling* — the year you attained the position; *Died* — the year you died.

Family: *Year Wed, Spouse's Name, Staus & Lineage, Children to reach majority, Family Characteristics* — note as necessary.

Holdings and Equipment at Home: List hides; note things you choose to keep at home.

Army: *Family Thegns* — If you are at least a thegn your cynn can muster 1d6+1 Poor Thegns and 1d6-2 Landed Thegns (pages 108-9); if not, these men are ceorls; *Heorthwerod* — you have a number of heorthgeneats equal to (hides/6), round down; *Other Lineage Men* — 3d6+5 militarily weak cynn (as ceorls) can help in an emergency; *Fyrd* — you can summon 1d6 ceorls per five hides (round to the nearest), only for major battles. If you wish to raid, half that number will come, mostly younger sons hoping to join your heorthwerod.

Annual Glory Awards: record your annual glory gains from extraordinary sources.

History: Fill in as needed.

You have completed Basic Saxon Character Generation.





Advanced Saxon Character Generation

Review the Advanced Character Generation system (*Pendragon* pages 47-58). Many of these rules, like the rolls for Statistics and Traits, can create more idiosyncratic Saxon characters. The following rules expand that system.

Recommended Rule: Improved Previous Experience

As noted in Basic Saxon Character Generation Step 8, all *Pendragon* characters now gain three Previous Experience Benefits per year between the year they turn 15 and the year they enter play. This new rule gives players more fully developed starting characters, enables PCs and NPCs to reach professional adulthood at a more realistic age, and encourages often-neglected skills like Compose or Falconry by forcing players to spread their benefits over three ratings each year. Most characters will now enter play between ages 21 and 25. Gamemasters may even require characters to enter play no older than 25.

This recommended rules revision is best introduced at beginning of a new *Pendragon* campaign. Introducing it into an existing campaign requires careful consideration, since it may favor new characters over old characters. Optionally, gamemasters may give old characters one or two extra Winter Phase Training and Practice Benefits per year until they “catch up,” phasing these Benefits in over six or more winters.

Recommended Rule: Winter Phase Training and Practice

This note applies to Training over Winter by established characters (*Pendragon* page 186). Generally, characters receive the same Training and Practice as before: one Benefit per year. The two extra Benefits gained in Improved Previous Experience represent hypothetical “experience checks” resolved during the unplayed adolescent years. In that light, gamemasters may spend three Winter Benefits per year to update non-player characters, or player characters who are utterly out of play (no adventures, no solos) for years at a time.

Note that under both new and old rules, Winter Training lets you increase skills that start at 0, while Previous Experience does not.

Optional Rule: Improved Family Characteristics

As noted in Basic Character Generation step 7, players can use Father's Class benefits (only) to increase a Family Characteristic up to its bonus +15 (hence up to 20 for a +5 bonus, and up to 25 for a +10 bonus). After the Father's Class step, these skills increase by normal rules.

This rule encourages character idiosyncrasy. Use it if you feel that skills like Singing, in your campaign, are too rarely increased or attempted. This must be weighed against the risk of too cheaply increasing a skill that is actually crucial to your game — which Singing might be in a campaign centered on bards, for example.

When using this rule, a character passes on only 1/2 the normal bonus to his child if he has not increased his Family Characteristic by at least 5 points by the Winter Phase when the child is conceived. A GM may allow a child to be a “throw back” to previous levels of skill.

British Characters for the *Saxons!* Campaign

Create British characters using the phase One Character Generation rules from *The Boy King*, and from the notes in the “Chronicle” chapter of this book. Without *The Boy King*, use Roman or tribal Cymric characters from *Pendragon*.

Mixed Children, Foster Children, Stepchildren

Many heroes come from complicated families. You may choose a mixed family background as a role-playing exercise, or to reflect campaign or Lineage events.

Mixed Children

Children may have two sets of cultural-determined Statistic modifiers due to intermarriage, raider rape, or the begetting of bastards upon foreign concubines. You may use any combination of your parents' Statistic modifiers, as long as your net Statistic gain does not exceed +3. *Example: A Cymric/Saxon may choose from the following Statistic modifiers: +3 CON, +3 STR, +3 SIZ, -3 DEX. He may use part or all of any of these modifiers, as long as he does not gain more than a net +3 to his statistics. He might choose -3 DEX and +2 to each of CON, STR, and SIZ, or -3 DEX, +3 STR, +3 CON, among many combinations.*

Mixed children gain *both* sets of Cultural Trait modifiers, but reduce each modifier by -1. These may cancel each other out (+1 Chaste, +1 Lustful = 0). Mixed children inherit Family Characteristics from their fathers.

Foster Children

First, work with your GM to decide why you were fostered. Were your parents slain by enemies, leaving you in the care of your uncle, or are you a hostage to the good behavior of your birth family? Some cultures (the Irish and the Picts in particular) customarily foster out noble





children to other families, and may exchange fosterlings with lords as far away as the Saxon lands. After Badon, many fatherless Saxon boys are fostered by Arthur's knights, reaching adulthood in Phase 3.

Next, determine the Homeland, Culture, Religion, and Father's Class of both your birth family and your foster family. Your birth family provides your Statistics, Traits and Family Characteristic; while your foster family provides your base Skills, Passions, and Talents. Use your Foster Father's class for Step 7, Father's Class Benefits.

You *must* spend one third (round up) of the free points from the Father's Class table to increase Skills, Traits, Talents, or Passions from your birth family, even if these start at zero. You can increase:

Traits that would be higher, as above, decreasing the opposing Trait even if it was increased by your foster family.

Passions, as above. If you lack a Passion that matters to your birth family, the first point you spend on it gives you a base of 2d6; further points increase that total. If this gives you two opposing or identical Passions, discard the lesser of the two.

Skills (and Talents) that would be higher for your birth family's culture and class, up to the difference between their starting values and yours.

Finally, use the higher of the two Glory totals to determine inherited Glory.

Stepchildren

As children *fostered* by their stepparent, if he or she comes from a different culture.

Love and Hate

In place of Love (Family), roll 7d6 and divide the total among *two* (possibly incompatible) Passions of your choice: Love (birth family), Love (foster family), Hate (wicked stepmother's family), and so on, based on your sense of the character's childhood. Each Passion must be at least 7.

Creating Magician Characters

Wicca/Wicce

Wiccas are unofficial magicians, outside the rulers' halls and the gods' lineage. They include ceorlish folk mages, nobles who teach themselves runelore, and wives who

use household spells for their cynn. (After Badon, many widowed cwenes emerge as vengeful witches, noted below.) The Saxons recognize several types of wiccas.

Wicca Types (Male/Female):

Dryman/Drycge: Users of magical apparatus like wands, crystals, and cauldrons (represented by the Industry skill). Cwene Camille of Anglia is a drycge.

Galdre/Galdoricge: Users of sung or chanted spells (Singing). Queen Ethfrida of Nohaut is a galdoricge.

Lyblaeca/Lybbestre: Potion makers (Folk Lore). Queen Gunnhild of Sorestan is a lybbestre.

Runere/Runestre: Rune carvers (Read Runes). Any Saxon can sacrifice to learn Rune Magic, which may be how Ethfrida, Gunnhild, and Camille enhanced their powers. **[Gaining Runes: page 132]**

Scinnlaecca/Scinnlaecce: Spirit summoners and necromancers (Banish, Necromancy, Summon Faerie Creature).

Witega/Witegestre: Soothsayers and prophets (Celestial Lore). These are the village fortunetellers in Saxon lands.

Waerloga/Haegtess: One who inspires Curse or other Talents using a Hate passion; one motivated by dark emotions, like spite and greed. This explains *why* a wicca does magic, more so than *how*. Ethfrida, Gunnhild, and Camille can all be described as haegtesses.

Duties: Informal. Most wiccas cast spells and divinations for their cynn. Wiccas may serve a lord or retreat into the weald. Most wicces are midwives and herbalists, as well as magicians. Saxon wiccas do not form covens, celebrate esmats, or worship the Queen of Elphame or the Black Man. Note that it is a bootless crime to kill by witchcraft.

Wicca Character Generation: Find Childhood Talent on *Pendragon* page 270. Find starting values from *Saxons!* Basic Character Generation. Find Initiated Talent(s) from *Pendragon* page 272.

Wiccas do not have Divine Patronage, though they ask the gods for boons, like other Saxons. Some wiccas are in cahoots with dweorgian, aelfan, or other faeries.

Talent Starting Values: Bless 3, Control Faerie Creature 2, Curse 3, Dispel 3 Divination 1, Healing 1, Summon Faerie Creature 1.

Restricted Talent: Demonize.





Other Benefits:

All: Sight 3, +7 to split among any Lores.

Dryman: Industry +5, Bless or Curse +2

Galdre: Singing +5, Curse or Control Faerie Creature +2

Lyblaecca: Folk Lore +5, Bless or Curse or Healing +2

Runere: Read (Runes) +5, one talent +2

Scinnlaecca: Banish and Necromancy +3, Summon Faerie Creature +2

Witega: Celestial Lore +5, Divination +3

Waerloga: a "dark" passion 2D6+9, Curse +3

To Qualify: As *Father's Class: Wicca*, plus a main Talent at 10, Sight 10, and two other Talents at 7. Gain 1000 Insight. Determine Magic Limit, Talisman, and other features as in *Pendragon* pages 271-273.

Godere (Saxon Priest)

Restricted to carrying spears and riding mares, the goderes are usually not front-line warriors. They may be local leaders, but not above the rank of ealdorman. They are close kin to the regular nobility, whom they serve. They lack the professional brotherhood and veto powers of druids and Christian clergy.

Duties: Goderes are the official Saxon clerics. They cast divinations, bless crops, lead mass rituals, and pray for luck in weather and war. They supervise sacrifices, ensuring good gifts for the gods. They have the last word on auguries and portents. They spend most of their time helping their theod or cyning.

Godere Character Generation: Find "Childhood Talent" from *Pendragon* page 270, and Divine Patron from the sidebar. Find starting values from *Saxons!* Basic Character Generation, find Initiated Talent(s) from *Pendragon* page 272.

Talent Starting Values: Bless 3, Curse 2, Dispel 3, Divination 5, Sacred Space 4

Restricted Talent: Demonize

Other Benefits: Folk Lore +2, Religion (Wotanic) +3, Sight +3, +7 to split among any Lores, Love (Saxon god or gods) +1d6

Deferred Magical Training: Goderes trained from childhood gain the bonuses described above by age 15. However, potential goderes can instead defer this training until adulthood. They gain only +3 Sight.

Divine Patronage for Goderes

This table replaces Pagan Divine Patronage (*Pendragon* page 272). Saxon Divine Patronage does not include geases or other restrictions. If you have a god in your Lineage (see below), it is your patron god.

d20	God	Talent Bonus
01	Daeg	
01-09		+10 Banish (Nihtgengas)
10-20		+10 Dispel
02	Eostre	
01-12		+10 Bless (Crops, Animals)
13-20		+10 Weather Control
03-05	Frig	
01-07		+10 Healing
09-14		+10 Bless (Birth)
15-20		+10 Emotion (Lust, Love, Forgiving)
06	Hama	
01-15		+10 Divination
16-20		+10 Travel
07	Ing	
01-16		+10 Bless (Plants)
17-20		+10 Animal Friend
08	Nerthus	
01-15		+10 Bless (Crops, Animals)
16-20		+10 Travel
09	Niht	
01-13		+10 Summon (Nihtgengas)
14-20		+10 Control (Nihtgengas)
10-14	Thunor	
01-06		+10 Weather Control
07-12		+10 Banish
13-20		+10 Protect
15-18	Tiw	
01-07		+10 Sacred Space
08-13		+10 Emotion (Honest, Honor, Just)
14-20		+10 Bless (Swords)
19-20	Wotan	
01-03		+10 Necromancy
04-10		+10 Bless (Weapons, Warriors)
11-20		+10 Divination

Beginning any year after age 15, they can resume magical training by spending Winter Benefits on Talents and other scores that will qualify them as goderes. They keep doing this until qualified, spending no Winter points on other things. They train under an initiated godere, and may not adventure without his permission. Goderes defer training to gain worldly experience before becoming magicians. They may acquire Rune Magic at any time, like anyone else. **[Gaining Runes: page 132]**



To Qualify: As *Father's Class: Godere*, plus Sight 6, Divination 10, and any other two talents at 7. Gain 1000 Insight. Determine Magic Limit, Talisman, and other features as in *Pendragon*.

Lineage

Use this system to generate a lineage of noble ancestors that your character will recite by way of introduction. Included in *Saxons!* to emphasize the importance of Saxon lineage, this system applies to any *Pendragon* character. [**Glory Awards; Lineage: page 127; Lineage Attrition: page 136**]

Every character has a lineage, whether he or she knows about it or not. New characters may generate a lineage as part of character generation, if you choose. Introduce the lineage of existing characters when they rest at the home of an old aunt or uncle full of family stories. Players can then generate lineages in the fashion of a Solo. They will return somewhat altered by the inspiring stories they have heard. (They might instead find an old book, visit the old homeland, and so on.)

1. Find Number of Lineage Names: Total all Glory you gained by age 15 (*Father's Class*, *Luck Table*, etc.). This total determines the dice you will roll for lineage names.

Roll the indicated dice to find your total number of lineage names, and note it on scratch paper. *Example: Oswy, a ceorl's son from Haestingas, has 67 Inherited Glory, generating 1d6 = 3 lineage names.*

2. Determine Age of Ancestors: Most generations can be roughly calculated at 25 years. If, however, you wish to determine actual dates for how old the father was when the child was born, you can roll 5D6+10. This generates an age between 15 and 40. You can roll for each ancestor individually, or generate a "generation age" which applies to all generations of the lineage.

3. Assign Lineage Names to Historical Phases: Assign each lineage name to one of the eleven historical phases (-5 to +5) described in *Saxons!* and *The Boy King*. The first name — your father's — belongs to the phase in which you were born. The second name — your grandfather's — belongs to the age in which your father was born, etc.

Lineage Name Table

<i>Inherited Glory</i>	<i>Lineage Names</i>
0-10	1
11-20	1d2
21-30	1d3
31-40	1d6-2 (min. 1)
41-60	1d6-1 (min. 1)
61-80	1d6
81-120	1d6+1
121-160	1d6+2
161-240	1d6+3
241-320	1d6+4
321-480	1d6+5
481-640	1d6+6
641-960	1d6+7
961+	1d6+8

Ancestor Status Table

<i>3d6 vs. Total Names</i>	<i>Effect on this name</i>
Twice number of names	No burial; Recognition 0
More than number of names	Average burial; Recognition +1
Equal to or less than number of names	Rich burial; Recognition +2
Half number of Names	Great name, Sumptuous burial; Recognition +3
One-quarter number of names	Great name, Extraordinary burial; If this is the last name on your list, and it is in the Mythic Phase, the ancestor was not buried: he was a god. Recognition +4.

Modifiers to 3d6 roll: -1 per generation prior to your father, up to -6; -6 for all Mythic Phase names.

If you work so far backward that you run out of Historical Phases (pre-AD 400), all remaining names belong to the Mythic Age.

Example: Oswy was born in 460, in phase -2. we use the default generation of 25 years for his lineage. His father was born 25 years before, in 435, his grandfather in 410 and great-grandfather in 385, in the Mythic Age.



4. Detail Names: For each Name, in order from the most recent to the oldest, perform the following steps in order.

4A. Find Name's Status and Funeral: Roll 3d6 and compare the result to your total number of names using the Ancestor Status table in the sidebar on the preceding page (use the lowest row that counts).

When checking your father, he may still be alive: check the Father's Survival Table (*Pendragon* page 52).

The different grades of Saxon burial are explained on page 129. Similar grades of funeral according to rank apply in every culture; for Christian knights, a sumptuous burial probably means entombment in a cathedral. Players are encouraged to mark likely burial places on the campaign map; everyone should know where to find their ancestors.

Example: Oswy's father is dead and received no noteworthy burial. He is buried in the Haestingas common burial grounds.

4B. Choose Name: Choose a fitting name for your for your ancestor from the various cultural names. If the name is *Great* you can choose it in this fashion or, better yet, pick it from the pages of history. Every name mentioned in *Pendragon* histories or gazetteers, or the books of history and legend cited in our bibliographies, is a Great Name. Do not pick a name that puts you in the immediate family of a *living* major hero or national king (no extra brothers for Beowulf, Lancelot, or Arthur).

Most names are your direct male ancestors. This does not necessarily mean that all male ancestors are named in the lineage; some may have been skipped or switched with other relatives for reasons of prestige. Up to a quarter of your lineage names can be collateral or female ancestors, instead. Picts, Erainn, Cimbri, Finnar, and other "primitive cultures" can ignore the direct male line altogether.

Remember that you automatically add your father's name to the lineage in your birth phase. Other automatic lineage names come from character generation: you may already be descended from a Saxon god or a Celtic clan chieftain. Include all these names in your lineage regardless of what you rolled.

Example: Oswy's late father was named Dudda. Dudda is not remembered by history — but he will be remembered by Oswy.

4C. Choose Associated Event: Assign the name to an event in the Historical Phase when he flourished; thus a Saxon name from Phase -2 could have participated in any one of the events listed for Saxons in that Phase. With the GM's discretion, you may create an alternative event for that Phase — raiding/trading voyages, quests into the Otherworld, dynastic weddings or feuds, pagan spellcasting or Christian evangelism — that is historically and culturally appropriate.

Decide how your ancestor participated in that event. If he was a Great Name, this may be already known. If not, be reasonable: if you descend from common warriors or ceorls, your ancestors probably weren't leading battles or forging treaties — but they may have been retainers of the Great Names who were.

Once you decide, write this down in a simple statement beginning, "Son of [name] who," and followed by no more than seven words ("Son of Horsa who killed Katigern but himself died at Aeglesthrep"). A name counts as one "word" despite its length ("King Uther Pendragon").

For Mythic Phase names, you can either skip these details or, working with your GM, construct some likely events from your culture's mythology and from late Roman history — the "Age of Migrations" when folk like the Franks, Germans, and Huns seized their territories in the crumbling Roman Empire. Mythic Age events and names can follow any order, but only the last name can be a god.

Example: Because Oswy comes from Haestingas, his player decides to consult the Haestingas Chronicle (Chapter 5) as well as the Saxon Chronicle (Chapter 2). Dudda, it is decided, was a simple ceorl who brought a great stag for the wedding feast of Anlaf and Glesni in 451. "I am Oswy son of Dudda, who helped Anlaf wed the Roman princess."

5. Make Lineage: String together all the statements created by steps 3A-C into a consecutive lineage.

Example: Oswy's player has decided that the Phase -3 ancestor was a Saxon federate living near Anderida during the great Irish raids. The Mythic Phase ancestor was a mercenary warrior who fought against Magnus Maximus. "I am Oswy son of Dudda, who helped Anlaf wed the Roman princess, son of Ingeld, who slew many Irish defending Anderida, son of Bassa, who marched with loyal legions against Magnus." None of these names turned out to be Great, but Oswy is very proud of them anyway.





Saxons recite their lineages proudly to whomever they meet. Other *Pendragon* folk may recite them, or have them recited by heralds, when they enter a new court. In literate times, lineages precede feudal charters and occupy baptismal records.

Characters may recognize your lineage and may even have specific passions toward it. The total Recognition from Step 4A is used as a "Recognize" skill for anyone hearing your lineage. Roll against this Lineage Recognition rating any time the lineage is recited. On a Success, the listeners know of the lineage and will react accordingly. On a Critical, the listeners may even know more about the lineage than the character himself does! On a Failure, the listeners have never heard of the lineage, and on a Fumble they have mistaken the character's lineage for that of someone else. Listeners can *also* attempt normal Recognize tests upon hearing a lineage; count the best result of either roll.

You cannot hide from your lineage! When people hear your lineage, it triggers any Traits or Passions they may have that relate to the deeds of your ancestors. If you took part in the Long Knives Massacre, this may endear you to other Saxons — but not to Britons, whose help you may need someday. A vainglorious military lineage makes listeners expect the same from you; a more cautious lineage may mark you as a coward, mediocre, or an opportunist, even if you are truly none of these things. Deliberately withholding or distorting your lineage earns -2 to Love (Family) and Honor, and checks to Modest and Deceitful.

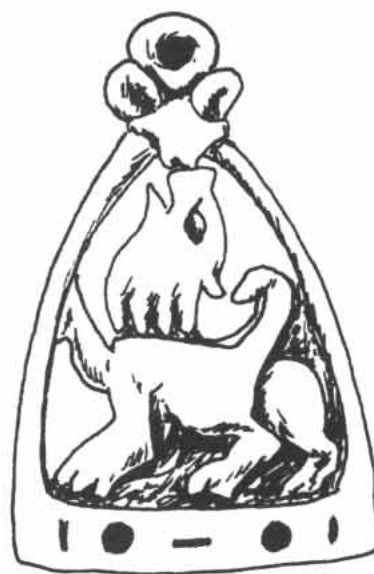
Reciting your lineage in the court of another culture (a Saxon reciting his lineage to an Irish king, for example) has only half of the normal chance of recognition. The GM may apply further penalties (a "barbarian" reciting his lineage to a Roman of a senatorial lineage) or may reduce the penalty because of fame, or deeds for or against the listeners.

Example: Oswy visits the court of King Aelle and states his lineage. None of the names are famous or extraordinary in any way; his total Lineage Recognition is 3. The GM rolls to see if anyone at court has heard of this lineage; the roll is 15, so no one in the hall has heard of Oswy or his family. Oswy's noble friend Althelberht has a lineage with a Recognition of 12; the roll is 10, so the king and his men have heard of his family. One of the king's heorthgeneats has a feud against this particular lineage, so Aethelberht had best watch his step!

Common Ancestors: Characters from the same family should resolve the same events starting with the generation of their common ancestor. Thus, if three characters descend from the same great-grandfather, they must share the same lineage information for the great-grandfather and all ancestors before him. Different families may remember different things about the common ancestor, but all the previous ancestors are famous for the same deeds.

Family Complications: Mixed or fostered characters may develop lineages for whichever family they love best, or for both.

Player Characters as Ancestors: Player characters are included in their own children's lineages. If a player character is still alive, his name has a +1 Lineage Recognition modifier for every 1,000 Glory he currently has. When he dies, his Recognition is fixed at that time; he will never get more famous. If his Recognition is more than 4 at his death, then he will retain that Recognition for one generation, then be reduced to 4 just like any other Great Name. This reflects the memory of his deeds among those who knew him in life. As more of his contemporaries die, his memory fades, until no one is really sure what he did other than "be famous." His deeds are the stuff of legends and stories, and the details of his life are lost. [**Lineage Attrition: page 136**]





Chapter 5

HAESTINGAS

These adventures all take place in and around the Haestingas theod. The suggested date for the start of this campaign is 480, allowing a full generation to pass before the Battle of Badon in 518.

The Haestingas are a successful, independent theod, nestled between the cyningdoms of Kent and the Suth Saexe. They control about 500 hides; their army consists of 30 thegns including the heorthwerods of the five ealdormen. The player characters are in addition to these men, and should start as thegns or heorthgeneats in the service of one or another of the ealdormen, or Cenwal himself. The fyrd musters between 500 and 700 ceorls.

Haestingaceaster, the theod's main burh, lies on the coast between Anderida (Pevensey) and Lemanis (Lympne). To the east and north is Romney Marsh, forming a natural barrier against the cyningdom of Kent, while to the west is the Anderida Marsh. The only dry route leads northwest into the Weald. The town of Haestingaceaster is built on the site of a Roman coastal signal station, overrun when Haesta came ashore. Haesta razed the remains of the signal tower itself, but built his mead-hall inside the walls of the station. Over the years the walls of the original station have disappeared under an accumulation of sheds and barns built outside them. Haestingaceaster is surrounded by a wooden rampart with timber towers, with a gatehouse facing the north. The coastal approach is also walled off: normally Saxon boats are dragged up on the beach below the walls.

Between Haestingaceaster and Romney Marsh lies the Ridge, a wooded continuation of the hills of the Weald. Most of the land of the Haestingas is scattered with oak copses, gradually becoming more forested as it approaches the Weald. On the borders of the Romney and Anderida marshes the trees thin out as the ground becomes swampy. Two rivers cut deeply into the land of the Haestingas: the Bulverhythe from the west and the Brede from Romney Marsh.

North of Haestingaceaster is Sedlescombe on the Brede River; Crowhurst lies to the northwest on the Bulverhythe. Ealacsham marks the furthest settlement to the east, close to Romney Marsh. Bexlea is to the west, down the coast. Settlements grow sparse as you approach the Weald; the men of the Haestingas fear the beasts and monsters of that dark wood.

The hills inland of Haestingaceaster have numerous iron mines left from the time of the Romans. A few abandoned Roman villas can be found in the area, as well as the foundations of the shacks of the mine slaves. Aetheling Cenwal has reopened two mines. His smiths produce weapons, armor, and agricultural implements for trade and the use of the theod.

Immediate Neighbors

Kent

East past Romney Marsh live the Limenwara, part of the kingdom of Kent. Ealdorman Oswald of the Limenwara was a renowned warrior who sailed with Hengist and Horsa when they first landed at Thanet. Haesta's daughter Aethelic married Ealdorman Oswald's son, Uxfrea. Haesta and Uxfrea had their differences over the course of the years — sometimes spilling blood — but for the most part there has been peace between them. Oswald's great-granddaughter Wulfwynn is married to Cenwal, reinforcing the ties between the two theods. The current ealdorman of the Limenwara is Sigebyrht, Wulfwynn's father.

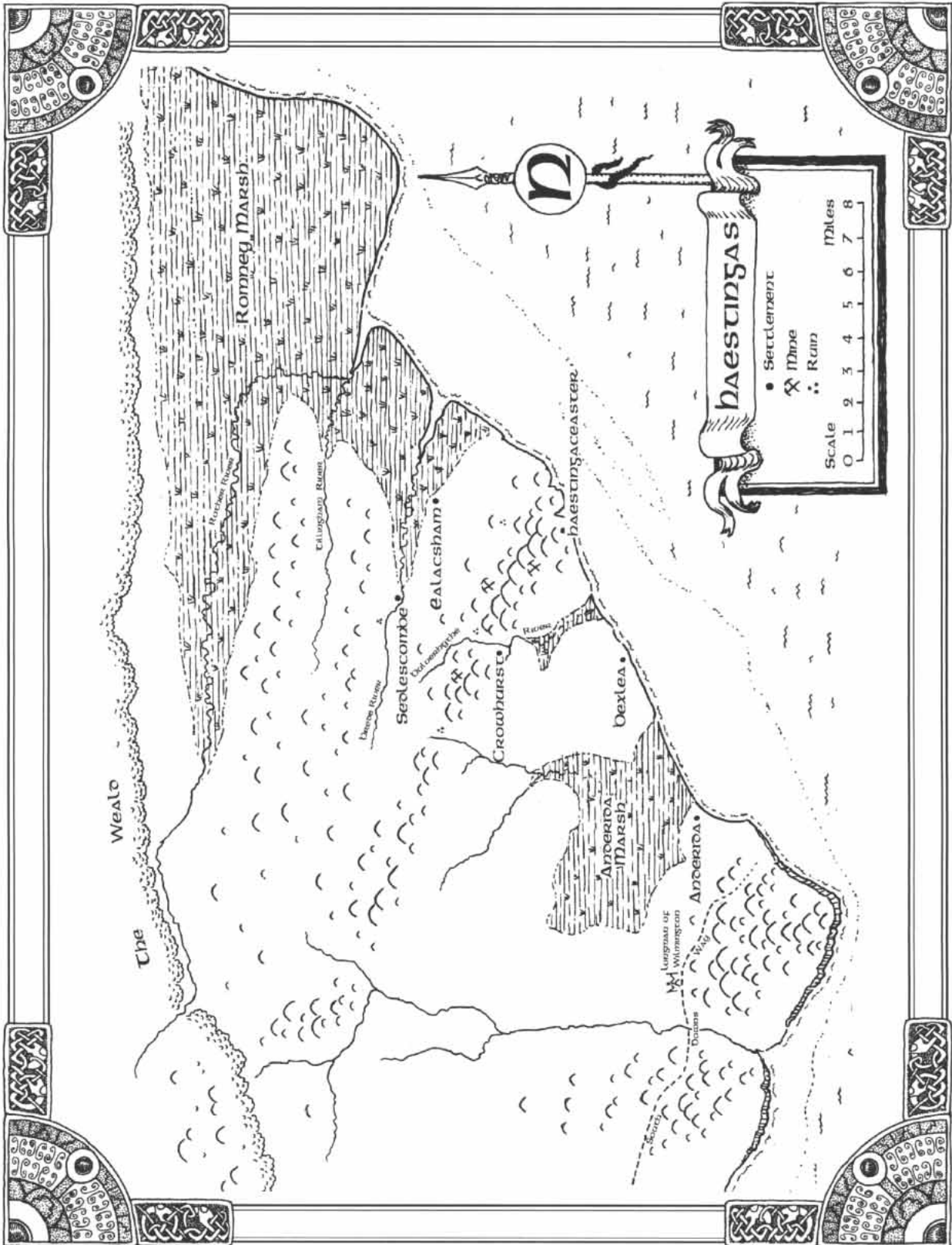
Romney

Romney Marsh is avoided by both the Haestingas and Limenwara, who fear its mearsc feonds (marsh demons). Few Saxons will venture far into the trackless marsh, but there is a tribe of men living there whom even the Romans were unable to conquer. They live deep in the marsh, in low houses covered in rushes. These Marshmen know the hidden paths of the swamp, and sometimes raid the herds of Ealacsham and Sedlescombe. The Haestingas hunt these men when they can, but the Marshmen are masters of ambush and hiding.

The Weald

The land to the northwest, between Romney Marsh and Anderida Marsh, quickly becomes forested as one moves north. The forest of the Weald is haunted, not just by bears and wolves, but by magical creatures such as wyrms and werwulfs. The men of Haestingas are slowly cutting







the forest back, creating farmland, but the settlements close to the forest are well lit at night, and guards patrol the ramparts of the villages and steads.

Anderida Marsh

The western border lies on Anderida Marsh, smaller in size than Romney Marsh, but filled with the same sorts of mearsc feonds and Marshmen.

Anderida

Count Tyngyr of the Saxon Shore fort of Anderida reached an understanding with theod-founder Haesta soon after the Saxons landed. Relations between the Anderida's Romano-Britons and the Haestingas are friendly. In fact, several of Haesta's people have married Anderidans. The fort holds out against the growing tide of Saxons, even after Aelle's invasion, but Aelle will destroy it viciously in 491.

Suth Saexe

Aelle is nominally King of the South Saxons, and reigns as such in the area between Anderida and Portchester. However, small communities like Anderida, Haestingas, and Portchester do not acknowledge his authority. Early on, Aelle is too busy taking land from the Britons to antagonize these settlements, but he becomes more power-hungry by Phase 1, and declares himself ruler of all Britain in Phase 2.

Haestingacester

- | | |
|----------------------|---------------|
| 1 - Main gate | 4 - Stables |
| 2 - Thorwald's house | 5 - Mead-hall |
| 3 - Old Roman wall | 6 - Ship yard |





Towns of the Haestingas

Haestingaceaster

Ruler: Aetheling Cenwal

Population: 500

Pop 4, DV 1/3/3 (Ditch and Rampart, Gate/Mixed wall-palisade, Gate/Mead-hall)

The old Roman signal station has disappeared under ramshackle buildings. Here Cenwal keeps his court in the mead-hall that replaced the signal tower.

Sedlescombe

Ruler: Saeberht

Vassal of: Aetheling Cenwal

Population: 250

Pop 2, DV 0/3 (Wattle fence/Mead-hall)

The remains of a Roman villa lie outside of town. They are rumored to be haunted. Sedlescombe is detailed more fully on page 113.

Crowhurst

Ruler: Beornhelm

Vassal of: Aetheling Cenwal

Population: 200

Pop 2, DV 0/1 (Palisade, Gate/Residence)

Great flocks of crows inhabit the oak trees which crown the hill above Crowhurst. They are considered sacred by the people of Crowhurst, and are used in divinations; the wheeling and cawing of the crows foretell the future.

Ealacsham

Ruler: Eafa

Vassal of: Aetheling Cenwal

Population: 200

Pop 2, DV 1/3 (Ditch, Palisade, Gate/Mead-hall)

Originally another independent holding, Haesta killed Ealac in single combat, claiming the land as his own. Eafa is the grandson of Ealac, recently given the land by Cenwal. The men of Ealacsham still sometimes resent their overlord.

Bexlea

Ruler: Theobald

Vassal of: Aetheling Cenwal

Population: 150

Pop 1, DV 1/3 (Rock wall, Gate/Mead-hall)

Theobald is a Frank, and after he was granted his lands he

Aetheling Cenwal

Glory: 5,500

SIZ	15	Move	3
DEX	11	Damage	5d6+1d6
STR	14	Hit Points	27
CON	12	Armor	8 + shield
APP	12	Age	31

Attacks: Spear 17, Sword 17, Javelin 16; Battle 14, Horsemanship 19

Significant Traits: Energetic 16, Generous 19, Honest 19, Proud 17, Worldly 18, Reckless 19, Indulgent 17, Valorous 20

Significant Passions: Honor 18, Hospitality 17, Love (cynn) 19, Loyalty (Haestingas) 17

Significant Skills: Awareness 18, Boating 19, Compose 15, Courtesy 17, Falconry 16, Folk Lore 14, Gaming 15, Hunting 18, Orate 12, Play (Harp) 17, Recognize 18, Singing 16, Stewardship 16, Swimming 14

Horse: Rouncy

Equipment: Saxon chain, gold-decorated arms & armor, well made weapons, clothing worth 3£

invited his people to join him. The warriors of Bexlea fight with the Franciscas, and can train characters in its use.

Prominent People

Aetheling Cenwal

Glory 5,500

Cenwal is a vigorous man in his early thirties. He was acclaimed as Aetheling in 478 by the thegns of the Haestingas. His mother and grandmother were both British women and, like many of the Haestingas, he has strong ties with the town of Anderida. Cenwal has refused to acknowledge Aelle as his over-king, and feels confident that Aelle will not be able to enforce any edicts against the Haestingas due to the marshes which surround his territory and the alliance between Anderida and the Haestingas.

Cenwal owns a large stable, and enjoys hunting along the fringes of the Weald. He is an accomplished falconer and hunter, with hounds reputedly descended from Elf-hounds. In battle he fights with sword or spear equally well. He is only moderately skilled in tactics, and relies on the advice of his maternal uncle, Llywel. He maintains a heorthwerod of nine men, led by Childebald.





Cwene Wulfwynn

Glory 4,500

SIZ	14	Move	2
DEX	13	Damage	4d6
STR	12	Hit Points	32
CON	18	Armor	none
APP	17	Age	28

Attacks: Dagger 12, Horsemanship 15

Significant Traits: Chaste 18, Energetic 16, Forgiving 13

Significant Passions: Love (Cenwal) 15, Hospitality 16

Significant Skills: Awareness 16, Chirurgery 19, Courtesy 19,

First Aid 18, Folk Lore 16, Industry 16, Stewardship 18

Horse: Palfrey

Wigfruma Llywel

Glory 3,500

SIZ	13	Move	3
DEX	13	Damage	5d6
STR	17	Hit Points	33
CON	20	Armor	9 + shield (9 pt)
APP	13	Age	45

Attacks: Lance 22, Sword 21, Javelin 16, Spear 19, Axe 18,

Francisca 17, Dagger 15, Battle 23, Horsemanship 22

Significant Traits: Honest 17, Energetic 16, Valorous 19, Lustful 16

Significant Passions: Honor 19, Loyalty (Cenwal) 18

Significant Skills: Awareness 19, Boating 12, Courtesy 12,

First Aid 18, Flirting 17, Hawking 13, Intrigue 17, Orate 21,

Recognize 22, Swimming 18

Horse: Charger (Move 8, Damage 6d6)

Equipment: Roman chain and helmet, Roman shield (9 pt), well-worn weapons of good quality, clothes worth 1£

Childebald

Glory 2,600

SIZ	21	Move	3
DEX	13	Damage	7d6
STR	21	Hit Points	38
CON	17	Armor	8 + shield
APP	14	Age	31

Attacks: Axe 23, Javelin 19, Sword 17, Throwing Axe 22, Dagger 17, Grapple 21

Significant Traits: Energetic 17, Vengeful 18, Cruel 16, Proud 18, Reckless 8, Suspicious 17

Significant Passions: Honor 18, Loyalty (Cenwal) 21

Significant Skills: Awareness 19, Boating 19, Courtesy 14,

First Aid 18, Hawking 12, Hunting 18, Industry 17, Intrigue 18, Play (Harp) 7, Recognize 18, Swimming 22

Horse: Rouncy

Equipment: Saxon chain and shield, weapons, numerous arm-rings from his lord. Clothing worth 1£

Cenwal is a relatively tall man, and is well built. His light brown hair and brown eyes are a legacy of his Roman and Cymric ancestry. He is not a great public speaker, and leaves most battle-speeches to his uncle Llywel.

Cwene Wulfwynn

Glory 4,500

Love (Cenwal) 15

The daughter of Ealdorman Siward of the Limenwara, Wulfwynn is strong-willed, but usually acquiesces to the wishes of her husband. She runs the distaff side of the settlement with an iron hand. She feels that Cenwal is foolish in defying Aelle, and has told him so often. She is in favor of expanding the theod's land, especially in the northwest, where the land between the Weald and Pevensey Marsh allows the only easy path out of the theod.

Wulfwynn stands almost as tall as her husband — a match for any Saxon who thinks himself above common courtesy. Her clothes are of good quality, with embroidery and ribbon from the continent. Her belt is hung with keys and spoons, and a crystal ball on a gold mount.

Wigfruma Llywel

Glory 3,500

Loyalty (Cenwal) 18

The brother of Cenwal's mother, Llywel has joined Cenwal's household as his wigfruma (war-leader). Since the death of his wife, Llywel has had a number of romantic interludes with ladies of his nephew's court; his indiscretions have made enemies of local fathers and brothers, and forced Cenwal on one occasion to pay wergild for a mortal duel. Cenwal has warned his uncle against any further misbehavior.

Llywel normally rides his horse in battle, fighting adeptly from horseback. He wears old Roman cavalry armor, including a masked helmet. He is a small man, which has led many enemies — now dead — to underestimate him. He is an accomplished speaker, well able to stir Cenwal's men to heroic efforts.

Childebald, leader of the Heorthwerod

Glory 2,600

Loyalty (Cenwal) 21

A Frankish heorthgeneat exiled for killing a king's son, Childebald became fast friends with Cenwal when the two were separated from their companions during a hunt





in the Andredesweald. Childebald slew a great bear that threatened Cenwal, who was trapped under the bulk of his dead horse. For his deeds, he was made a member of the Haestingas heorthwerod, becoming its leader on the ascension of Cenwal.

Childebald fights with the francisca, expert both at hurling the axe and at using it in hand-to-hand combat. He fights always at the front of the battle formations. He stands over six feet tall, with muscles to match. The other men of the heorthwerod are similarly built, forming an iron wall on the battlefield. Men who wish to join the heorthwerod must best a current member in at least three of the following contests: non-lethal combat, Wrestling, Riding, Swimming, and Awareness.

Ealdorman Saeberht

Glory 2,500

Loyalty (Cenwal) 15

Saeberht is a firebrand, eager to lead raids into British-held territory (or even against Kent). His battle fame attracts other warriors to his hall, forming a heorthwerod of six men, two of whom are rumored to be berserks. Saeberht awaits an opportunity (and the men) to lead a band across the Thames and seize land in Rydychan.

Saeberht loves his long red hair so much that he never braids it, and covers it only with an old Roman helmet with a yellow crest running front to back. His equipment is gaudy, covered in gold (or brass) with glass insets.

Ealdorman Beornhelm

Glory 1,900

Loyalty (Cenwal) 17

A steady man in battle, Beornhelm's light shines in the diplomatic field. Cenwal appreciates his ability to hear rumors and extrapolate the truth. He knows, or knows about, anyone of note in southern Britain, whether Saxon or Welsh. Beornhelm maintains a bodyguard of four men, able fighters all.

Beornhelm keeps himself and his equipment in good condition, though nothing fancy. He is rather conservative, and is likely to scorn the musings of younger men.

Ealdorman Eafa

Glory 900

Loyalty (Cenwal) 13

Ealdorman Saeberht

Glory 2,500

SIZ	20	Move	3
DEX	12	Damage	6d6
STR	19	Hit Points	33
CON	13	Armor	8 + shield
APP	15	Age	28

Attacks: Great Axe 14, Sword 18, Javelin 19, Dagger 16, Battle 18, Horsemanship 14

Significant Traits: Energetic 17, Generous 15, Proud 18, Reckless 20, Valorous 16

Significant Passions: Honor 14, Loyalty (Cenwal) 15, Loyalty (Vassals) 18

Significant Skills: Awareness 16, Boating 14, Compose 12, Gaming 13, Hunting 17, Orate 18, Play (Harp) 12, Recognize 17, Singing 10, Swimming 17

Horse: Rouncy

Equipment: Saxon chain and helmet, shield, weapons, clothing worth 2£

Ealdorman Beornhelm

Glory 1,900

SIZ	18	Move	3
DEX	11	Damage	6d6+1d6
STR	17	Hit Points	32
CON	14	Armor	8 + shield
APP	7	Age	47

Attacks: Sword 24, Spear 17, Javelin 19, Axe 13, Great Axe 15, Battle 19, Horsemanship 17

Significant Traits: Energetic 14, Generous 17, Proud 16, Worldly 19, Indulgent 17, Reckless 17, Valorous 17

Significant Passions: Honor 17, Loyalty (Cenwal) 17

Significant Skills: Awareness 14, Boating 15, Compose 14, Courtesy 17, Falconry 14, Folk Lore 17, Gaming 15, Industry 17, Intrigue 22, Orate 17, Play (Harp) 17, Recognize 21, Religion (Wotanic) 13, Singing 12, Swimming 13

Horse: Rouncy

Equipment: Saxon chain, shield, well cared-for weapons, clothing worth 2£

A young man, Eafa only recently rose to take his grandfather's place in the theod. He adores hunting, women, and drinking, and surrounds himself with young men of similar tastes. Someday his cynn will force him to marry for fear of the wergild his flirting accrues. He has two close boyhood friends in his heorthwerod.



**Ealdorman Eafa**

Glory 900

SIZ	17	Move	3
DEX	9	Damage	6d6
STR	18	Hit Points	32
CON	15	Armor	6 + shield
APP	10	Age	21

Attacks: Sword 15, Javelin 13, Axe 12, Battle 10, Horsemanship 9

Significant Traits: Lustful 15, Generous 18, Honest 15, Reckless 19, Valorous 11, Indulgent 18

Significant Passions: Honor 15, Hospitality 14, Loyalty (Cenwal) 13

Significant Skills: Awareness 10, Boating 13, Falconry 16, Hunting 15

Horse: Rouncy

Equipment: Cuirboilli armor, shield, flashy weapons, clothing worth 2£

Ealdorman Theobald

Glory 2,200

SIZ	17	Move	3
DEX	10	Damage	6d6
STR	18	Hit Points	30
CON	13	Armor	10+shield
APP	11	Age	53

Attacks: Sword 25, Spear 22, Javelin 25, Axe 16, Throwing Axe 17, Dagger 19, Battle 21, Horsemanship 21

Significant Traits: Vengeful 17, Generous 16, Arbitrary 18, Cruel 16, Proud 18, Worldly 13, Reckless 12, Suspicious 16, Valorous 16

Significant Passions: Loyalty (Cenwal) 12

Significant Skills: Awareness 19, Boating 18, Compose 14, Courtesy 15, First aid 15, Folk lore 16, Hunting 18, Intrigue 21, Orate 19, Play (Harp) 16, Stewardship 17, Swimming 15

Horse: Rouncy

Equipment: Norman chain and shield, gem-studded helm with red horsetail plume, serviceable weapons, clothing worth 1£

Ealdorman Theobald

Glory 2,200

Loyalty (Cenwal) 12

A comrade of Cenwal's predecessor, Herewulf, Theobald feels that Cenwal is too young, inexperienced and immature to hold the lordship over the Haestingas (a position which Theobald could admirably fill). Theobald is related to the houses of both Hengist and Cyning Aelle. Like Childebald, he is a Frank, but the two

Thorwald

Insight 2,500

SIZ	15	Move	3
DEX	12	Damage	4d6
STR	14	Hit Points	30
CON	15	Armor	none
APP	13	Age	37

Attacks: Dagger 16, Grapple 14, Horsemanship 8

Significant Traits: Chaste 16, Energetic 14, Generous 17, Arbitrary 17, Proud 18, Indulgent 16, Valorous 12

Significant Passions: Love (the Wotanic Gods) 14, Love (Haestingas) 16, Loyalty (Cenwal) 12

Significant Skills: Awareness 18, Celestial Lore 15, Faerie Lore 17, Geomantic Lore 12, Read (Runes) 15, Religion (Wotanic) 17, Sight 16

Horse: Palfrey

Equipment: Clothing worth 1£, spear amulet (dedicated to Wotan)

Magical Talents: Animal Friend 10, Bless 16 (26 for weapons and warriors), Dispel 14, Divination 19, Sacred Space 14. Thorwald has mastered the Ng, Eo, and Ur runes, and vowed never to marry.

men are not close. Theobald supports three heorthge-neats, all Angles and master of the great axe.

Thorwald

Insight 2,500

A godere in Haestingaceaster, he is the de facto religious leader of the Haestingas. He is a thin, ascetic-looking man, but with a wicked sense of humor. He is fond of drink, and imports Frankish wine as often as he can. He raises bees and makes mead as well.

The Haestingas Chronicle**Aethelings of the Haestingas:**

Haesta	449-462
Herewulf	462-478
Cenwal	478-503
Coenhelm	503-518

Phase -3: 430-445

Haesta, founder of the Haestingas, begins his adulthood as a Saxon raider in this phase.

430: Saxons begin settling near Roman towns as federates.





444-445: Hengist destroys Finnsburgh. Haesta raids in southeast Britain.

Phase -2: 446-461

Haesta conquers a foothold in Britain outside Hengist's expanding cyningdom. He settles his cynn there. The Haestingas fight mercenary skirmishes against Picts and Irish, and battle against Vortimer.

446: Hengist and Horsa land at Thanet. Haesta leads his heorthwerod in the battle of Lindum, distinguishing himself and attracting followers.

449: Haesta conquers a small British village which grew up around a Roman signal station. He enslaves the populace, and fortifies the village with a timber stockade to defend against British raiders. His cynn and gesiths gain small steads, founding Sedlescombe and Crowhurst.

450: Hengist is given the land of the Cantii as a bride-price for the hand of his daughter. Haesta's land is considered part of the new cyningdom of Kent.

451: Haesta makes a truce with Count Tyngyr of Anderida, the nearby Saxon Shore fort. Haesta's brother Anlaf marries Tyngyr's daughter Glesni.

453: Ealac, a grizzled old Saxon raider, founds the independent stead of Ealacsham near Haestingaceaster. Relations between Ealac and Haesta are strained from the beginning.

454: Haesta's daughter Aethelic marries Uxfrea, son of Ealdorman Oswald of Limenwara.

456: Saxons under Horsa battle Vortimer and the rebel Britons at Aegelsthrep. The Haestingas are led by Anlaf.

457: Battle of Crecganford. Saxons defeat British rebels, and Vortigern reaffirms their ownership of Kent. At this time Haesta is able to take his people out from under Hengist's rule, establishing himself as an independent aetheling.

458: Haesta consolidates his domains by slaying Ealac in a duel. Haesta then claims Ealacsham, governing it through a gerefæ.

461: Cenwal, son of Anlaf, is born.

Phase -1: 462-479

The Haestingas join other Saxons against Aurelius. They are driven from Britain, but recapture their lands upon Aurelius' death.

462: Vortimer leads another armed rebellion against his father. The Saxons defend Vortigern, but are defeated in a series of battles. Haesta, weakened by marsh fever, dies

in a minor skirmish, surrounded by his heorthwerod and thegns.

463: "Long Knives." Saxons conquer more British lands. Haesta is succeeded as aetheling by his son, Herewulf. Herewulf has two sons; both predecease him.

465: Count Tyngyr's youngest son, Llywel, seeks adventure by joining his sister among the Haestingas.

466: Haestingas and other Saxons follow Vortigern to oppose Aurelius at Isca Dumnoniorum. Vortigern withdraws from the battle, leaving the Saxons to be routed by cavalry. Herewulf swears that the Haestingas will never again serve a British leader.

469: Aurelius turns his might against the Saxons. Hengist leads a great army of the southern Saxons — including Herewulf and his thegns — north to Deira, while Aesc stays behind, ready to take his people back to the continent if Hengist loses. The Saxons mass against Aurelius on the field of Maisbeli south of Conigsbrough. The Britons smash the Saxons, who flee to Conigsbrough. There they fight another great battle, until Hengist dies. Herewulf is seriously wounded at Conigsbrough, and is carried off the field by his heorthwerod. Rather than staying near Eoforic (Eburacum) — where Octa and Eosa will soon submit to Aurelius — Herewulf flees back to Haestingaceaster, and from there to the continent, joining the retreat from Kent led by Aesc. Herewulf swears to return. Cenwal's mother, Glesni, dies of marsh fever.

473: Aesc returns from the continent leading a huge fleet of Saxons. They sweep over the kingdom of Kent, recapturing their farms and homesteads. Herewulf retakes the lands of the Haestingas. He is greatly helped by a Frankish warrior named Theobald, a distant relation of both Hengist and Aelle. Herewulf rewards Theobald with a stead, founding Bexlea.

475: Cenwal of Haestingas weds Wulfwynn, daughter of Siward of Limenwara, son of Sigebyrht of Limenwara.

476: Ealac's grandson Eafa comes of age, submits to Herewulf, and is recognized as Ealdorman of Ealacsham.

477: Aelle lands against the Regnenses and defeats them in battle. Tyngyr, Count of Anderida and Herewulf's uncle-in-law, appeals to the Haestingas for help. Herewulf persuades Aelle to leave Anderida alone.

478: Herewulf dies of a lung fever, never having truly healed from the wounds he received at Conigsbrough. He leaves no sons. His cousin Cenwal, descended from Tyngyr on his mother's side and cynn to the Limenwara by marriage, becomes Aetheling of the Haestingas.

479: Paschent's fleet lands at Lindisfarne, destroying a new monastery there. Cenwal lets his thegns join Paschent if they wish, but does not join the invasion himself.





Phase 0: 480-494

The Haestingas Campaign begins in 480 with “The Adventure of the New Town” and ends in 518 with “The Battle of Badon” (Chapter 6). Players will shape events in these years themselves. The following events are likely turning points in the Haestingas Campaign. They include major Saxon battles described more fully in Chapter 2; the Haestingas probably muster for the underlined battles, and may send “unofficial” contingents to the others.

480: Battle of Menevia: Paschent’s Saxon-Irish army invades Menevia, but Uther defeats them. The Saxons in Paschent’s coalition are mostly slain as they run for their ships, though some survive to join the pirate colonies forming in Ireland, and a few others find their ways home.

484: Battle of Mt. Damen: Octa and Eosa attack Brigante lands but are defeated by Uther.

485: Aethelwith destroys the Trinovantes and founds Est Saexe.

485: Battle of Mearcresdesburna: Cyning Aelle defeats a British expedition against Suth Saexe.

490: Battle of Windsor: Octa and Eosa lead another Saxon invasion in the southeast, but are captured by Uther and sent in chains to London, accompanied by many other prominent Saxon leaders.

491: Siege of Anderida: Aelle and Cissa besiege Anderida and sacrifice its inhabitants to Wotan, including the family of Count Tyngyr. Some Haestingas, who never liked the Romano-British presence in their theod, may side with Aelle; others will recognize the Anderidans as cynn to be protected at all costs. Wigfruma Llywel probably dies defending Anderida, leaving his position vacant for player characters to fill, if they can. Politically, Aelle is a powerful figure on the Saxon Shore; ignoring the events at Anderida may be the price of independence from him. If the Haestingas have rescued Aelle’s bride from Sir Jaufre (in “The Adventure of the Pitiless Tower”), they may be in a better position to bargain with him — unless this rather brutal and aggressive warlord rejects his kidnapped wife, or simply waves aside the claims of weaker chiefs who may have helped him. The Haestingas’ reaction to the Anderida Massacre will probably be different in every campaign. This chronicle assumes that they remain an independent aethelingdom, yet still “Saxon” enough in their sympathies to join Aelle at Badon.

493-95: Octa and Eosa raid the east coast from Garloth to Verulamium.

495: Battle of St. Albans: Uther defeats and kills Octa and Eosa, but dies from poison at the victory banquet.

495: Cerdic and Cynric seize Hantonne, founding West Saexe.

500: The Angle cyning Cwichelm seizes Icení lands, founding Anglia.

501: Port seizes Portus Adurni, founding Gewissa.

503: Siege of London: Aesc of Kent and Aethelwith of Est Saexe capture the city of London. Britons recapture it two years later.

503: Aetheling Cenwal of Haestingas is killed by a Christian knight in a small skirmish north of the Weald. His son Coenhelm is acclaimed the new aetheling.

508: Cerdic and Cynric capture Venta Belgarum, founding Winchester.

510-13: War of the 12 Rebel Kings: Arthur claims the throne of Britain and begins subduing his British rivals.

516: Battle of the Humber: Colgrin captures Eburacum, and defeats Arthur.

517: Battle of Lincoln: Arthur defeats Colgrin, then chases Colgrin’s army over Hadrian’s Wall, where he traps them by building a timber palisade around their camp overnight, at the Battle of the Caledonian Woods. The survivors flee south and join Aelle, who declares himself Bretwalda. That fall, Aelle’s messengers recruit the Haestingas and other theods for a major campaign against Arthur.

518: Battle of Badon: Coenhelm and the rest of the Haestingas warriors die bravely. As Arthur’s victorious knights recapture the Saxon Shore, Haestingaceaster becomes a fief ruled by Sir Gerin, vassal of Earl Celyn. Any Haestingas folk who did not die at Badon survive as Gerin’s pauperized subjects. Gerin builds a church in the village and forcibly converts his Saxon tenants.

The Adventure of the New Town

The Setting

Aetheling Cenwal wants to clear land from the weald. He will award a wife and a stead to a player-thegn who has served him well. The thegn will become the leader of this new community.

Choosing a Player Character

The gamemaster needs to determine who among the player characters deserves this great gift. The thegn should have done great deeds for Cenwal, have a high Loyalty (Lord) score, and have proven himself in combat and counsel. In addition, the player should have proved himself a steady and regular player, as his absence from game can have more effect than others. If it comes down





between a choice between deeds and attendance at play sessions, choose the character who has done great deeds.

The Gift

One night in late spring, the characters are summoned to a general meeting of the Haestingas — reason unknown. At the meeting, Cenwal begins by extolling the virtues of the player-thegn — a sage advisor, a wolf in battle, and any other good words the Haestingas can say of this man. He has decided to grant this most worthy thegn a wife and a stead.

The bride is Aelflaed, sister of Eafa and ward of Cenwal, a beautiful woman with long blond hair in plaits to her waist, ice-blue eyes, and snow-white skin. The characters probably already know her, and may even have courted her. The groom is expected to give her a morning-gift worth one quarter of his wergild (40£, or a bit more than 3 hides of land). This morning-gift may come from the lands and goods the character already holds, or from the new town that he has just been granted.

The stead is twenty hides north of Sedlescombe, plus any more hides the thegn can carve from the Weald, plus two dozen Welsh slaves; as well, two boatloads of ceorls (about thirty men, and their dependents) have just come from the continent, looking for land.

Cenwal grants the new thegn two years' reprieve from his food rents, but expects to be paid back half-again the normal rents for the next five years. The stead sits on a dangerous frontier; if there are any special warriors the thegn would like to take with him (the other player characters, for instance), he may give their names now.

The First Year

The new leader must cultivate the loyalty of his ceorls, who are divided into 6 extended families, each with a starting Loyalty (Lord) of 3d6.

The town needs several buildings, land cleared, houses, and a fence or palisade. If the town has at least houses and enough land cleared for all 6 families plus the player characters by the second winter, the town will keep growing, attracting new ceorls. If this is not met, the two least loyal ceorlish families will try to defect (see Chapter 1). Sedlescombe, detailed in Chapter 7, is a model Saxon town; characters may visit its ealdorman for advice. This work can be represented by the following abstraction: For each family, each year, roll [Loyalty (Lord)]. Critical: 2 Points, Successful: 1 point, Failure: 0 points, Fumble: -1

Aelflaed
Glory 500

SIZ	11	Move	2
DEX	15	Damage	4d6
STR	10	Hit Points	30
CON	16	Armor	none
APP	18	Age	28

Attacks: Dagger 4

Significant Traits: Chaste 17, Energetic 17

Significant Passions: Love (Character) 15, Love (Cynn) 16

Hospitality 14

Significant Skills: Awareness 15, Chirurgery 13, Courtesy 14,

First Aid 13, Folk Lore 16, Industry 13, Stewardship 17

Woman's Gift: Beautiful Voice



points] Aelflaed, a gifted administrator, can supervise two families at work, giving them a +2 Loyalty modifier; other modifiers may come from the examples and leadership of the player characters. Divide the points accrued by these rolls among the following projects:





A thegns' hall (4 Points)

A few outbuildings for storage (1 points)

Houses for the ceorlish families (1/2 point each)

A withy fence (1 point)

Land cleared for spring planting (1/2 point per Hide, need at least 11 hides)

The First Winter: Poor conditions and hard labor make Aging rolls (*Pendragon* page 345-46) more severe: results of 6 and 8 both affect one Statistic; only a 7 means no Statistic loss. Also, characters use "Poor Knight" modifiers in Step 4, regardless of their true wealth.

Later Years

The next years resemble the previous year unless the new town has cleared and planted extra land, in which case 1d3 more ceorlish families of 2d6 persons each will join. This continues every good year until the town reaches around 150 persons, not counting slaves. In any case, Winter Phase rules return to normal.

Each fall, Cenwal summons his followers to report on their lands and people. If the player-thegn has built up a

good town, an impressed Cenwal will confirm him as an ealdorman. If not, Cenwal will wait three years, total, before returning the town to his own demesne. Remember that the town owes Cenwal 150% feorm after the second year.

Events

The following things might happen during any of the town's first five years:

Franks raid Cenwal's coastal holdings. He asks his followers to help him counter-raid against the continent.

Cenwal's other ealdormen compete with the new town to attract newly-arrived ceorls.

Cenwal visits, expecting a night's hospitality for himself and his heorthwerod.

Marshmen steal livestock.

Wolves take livestock.

Ceorls logging in the weald find the remains of a Roman villa, including a cache of 1d20£. Will the ealdorman give it to Cenwal, or keep it himself? [Loyalty (Lord) vs. Selfish]. If he gives it to





Cenwal, Cenwal's loyalty to him will rise by a point, and he will give half of the treasure back. A newly-arrived family of ceorls murdered the uncle of one of your town's established ceorls back on the continent. They say they have renounced the murderer, and should start in Britain with a clean slate; their accusers want 10£ wergild, which the poor newcomers cannot pay. You must decide their case.

The ealdorman is approached by his brother-in-law Eafa, who wants to break away from Cenwal and form a theod north of the Thames.

Glory

1,000 for marriage; 100 for the initial grant of land; +20 per annum; 500 more if made an ealdorman; other Glory for events in play. The player-thegn suffers -2 Honor each year he cannot meet Cenwal's feorm.

The Adventure of the Pitiless Tower

This scenario begins when the characters return to their new town after a few weeks' absence — probably after the campaign against the Franks. The heroes return to find their town raided: many buildings are burnt to the ground, and all are damaged; many of the ceorls have been killed, and some of the prettier girls have been carried off. Worst of all, Aelflaed has been kidnapped!

Eventually, players learn that the culprit is a rogue knight, Sir Jaufre de Malestroit, and his gang of cutthroats. Player characters may challenge him, negotiate with him, or storm his castle; for the latter, they may need Aetheling Cenwal's help.

Following the Track

It is clear that a large party raided the town, then headed north into the Weald five days ago. Skillfully questioning the remaining ceorls (Folk Lore), or a critical Hunting roll, reveals that the raiding party included around 10 mounted men — four of them equipped as Welsh knights — and 40-50 footmen.

Following the track requires two unmodified Hunting rolls per day (the

raiders' numbers cancel out the Weald's density). Avoiding Roman roads, it leads 30 miles due north through the worst of the Weald to Eynesford, a heavily defended tower on the banks of the Derwent River.

Use the Travel rules (*Pendragon* page 154) to play out characters' pursuit of Sir Jaufre. He and his men, traveling at a Normal pace, are halfway home when the scenario begins. If the whole fyrd pursues him (see below), they can travel no faster than Normal; the mounted heorthwerod, or a smaller party, can manage Hurried travel. Small or detached parties may be ambushed by the Weald's beasts, at the GM's option.

Asking Cenwal for Help

Players may realize that they need Cenwal's help against the large enemy force. After the Frankish campaign, Cenwal and most of his thegns are still in Haestingaceaster, a 2-4 hour ride (11 miles) from the new town. Depending on how well the player-thegn acquitted himself against the Franks, and in the "New Town" scenario, Cenwal may be more or less disposed to help him. Test Cenwal's Loyalty (Haestingas) against the chart.

If Cenwal advises or orders his thegns not to go, the player thegn may choose to lower his Loyalty (Cenwal) by a point. If he does so, he can try to sway other thegns against Cenwal with Intrigue; this may lead to a leadership crisis, pitting older thegns loyal to Cenwal against younger men who sympathize with the players.

Cenwal's Decision

Cenwal's Roll

Thegn's previous performance

Thegn acquitted himself well

Thegn failed important tasks

Critical

Cenwal calls out the fyrd and accompanies the army.

Cenwal encourages other thegns to accompany the characters

Success

Cenwal accompanies the army and encourages the other thegns to go.

Cenwal allows other thegns to accompany the characters.

Failure

Cenwal allows other thegns to go.

Cenwal advises his thegns not accompany the characters.

Fumble

Cenwal advises his thegns not to go.

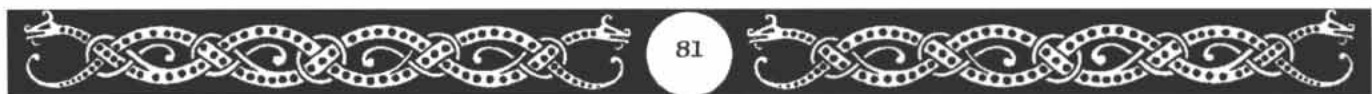
Cenwal orders his thegns not to go.

Modifiers:

Critical Orate by player = +2 to Cenwal's Loyalty

Fumbled Orate = -2

other result = no effect





Cenwal's thegns and heorthgeneats amount to 30 skilled, armored Saxons, or 1d10+1d6 if Cenwal stays home. The full *fyrd* adds 300-500 ceorls and takes 1d6 days to muster.

Negotiating with Sir Jaufre

Through his lackeys, Sir Jaufre will offer to pay Aelflaed's husband a 500£ wergild for the right to keep her. This a quarter of her lawful wergild. The thegn who accepts it loses -1d6 to Honor and Love (cynn). Aelflaed will lose -1d6 Love (Husband). Having agreed to it, the thegn can no longer legally oppose Sir Jaufre, who will pay him fully in slaves. The thegn has completed the adventure — badly.

Challenging Sir Jaufre

Sir Jaufre will agree to a combat, to be fought in front of his gate. He will fight mounted until he is unhorsed. Meanwhile, Sir Valarey and two crossbowmen hide along the wall, ready to shoot the challenger if Sir Jaufre is losing. Sir Gwern, Sir Hardouin, and five other horsemen wait in the courtyard with a spare horse, ready to ride to Sir Jaufre's rescue. If these precautions are not enough to save Sir Jaufre's life, then it will be every man for himself inside the castle. Sir Hardouin will try to ride off with Aelflaed; Sir Valarey will flee to London, and Sir Gwern will defend the castle, hoping to keep it for himself.

Assaulting Eynesford

The castle holds four knights, five other horsemen, and sixty assorted footmen, of whom a dozen can use light crossbows. There are only light woods around the castle, with 30 yards of cleared ground all around; this takes 5-6 rounds to cross at full run, or twice as many if bearing a tree trunk. The defenders can see approaching Saxons and allocate crossbowmen against them even before they reach the cleared zone. The crossbowmen shoot first at mounted Saxons or obvious leaders, then enemy archers or slingers, then men with rams or ladders, then any others.

If asked, Wigfruma Llywel advises the Saxons to chop down trees for battering rams and ladders. He suggests an assault on the main gate, protected by Saxon archers (if any), and a separate, simultaneous assault on the wall using tree trunks as ladders. The Saxons can surround rams and ladders with shield men, a -2 modifier to all enemy bow shots. (Men using shields normally have a -5 modifier to enemy missiles, but they are at a disadvantage trying to protect others.)

The Gate: Smashing the gate requires a makeshift ram, carried at the encumbered rate, or very mighty axes. Two rams can assault at once; two axemen can substitute for one ram. Each ram does 1d6 per man swinging it, up to 10d6 (ten men). The sturdy, iron-banded gate has 16 Armor, and 50 Hit points. Its defenders in the 20'-high gate tower will volley javelins, crossbows, and axes at the rammers. Also, Sir Jaufre has piled several 3d6-damage rocks at strategic points, especially near the gate (DEX roll to throw).

The Walls: While its tower is timber, Eynesford's outer walls are stone, 15' high, enclosed by a dry moat 10' deep. Defenders on the walls or gate tower gain -10 vs. enemy missiles, and a reflexive +5/-5 advantage vs. men assaulting them from ladders.

Ladders: A log ladder long enough to reach the top of the walls needs 12 men to carry it (moving at encumbered rate). Up to three men can climb it at once, one after the other. When the laddermen reach the walls, roll against their combined DEX/12:

Placing Ladders

- Critical:* Ladder wedged solidly against the walls: effective SIZ=30 plus 1/2 the SIZ of each climber.
- Success:* Ladder set against the walls: as above, but effective SIZ=20 plus 1/2 the SIZ of each climber.
- Failure:* Ladder wobbles, then crashes to the ground. It can be reused next round.
- Fumble:* Looks stable until the enemy shoves it or the first climber reaches the top; then it breaks. Climbers take 2, 3, or 4d6 damage (no armor) depending on their position on the ladder.

Up to three defenders can try to shove away a ladder, pitting their combined STR against its effective SIZ:

- Critical:* Ladder breaks. Climbers take damage as above.
- Success:* ladder falls, but is reusable. Climbers take damage as above.
- Other:* no effect.

Ascending the crude ladder requires one round and a DEX roll at -5. Next round, the climber gains the wall's walkway if it is undefended; otherwise he must melee the wall-advantaged defenders. The men behind him on the ladder can do nothing until he advances, or falls due to Knockdown. In the latter case, they need to avoid the beaten man's plummeting body: [DEX roll. Failure: fall, taking no damage; Fumble: Fall badly - 1d6, 2d6 or 3d6 damage (no armor) depending on position, plus 3d6 damage (armor applies) from falling friend].





Father Guilleme and Other Factors: Father Guilleme will hold a perverted ceremony before the battle begins, attempting to instill Sir Jaufre's men with bloodlust using his Emotion (Hate) magic. His spell, if successful, inspires all within hearing to make Hate (the character's army) rolls — some hating the Haestingas because they hate Saxons, some hating thegns because they hate all nobles, and so on.

If the player characters are losing, the GM can make this spell backfire, making Sir Jaufre's men Hate each other. Since it robs the players of a real victory, use this only as a last resort. Other balancing measures might include reducing Jaufre's party during its retreat across the Weald, or letting godere Thorwald cancel out Father Guilleme. On the other hand, if Sir Jaufre's knights need help against a huge Saxon army, Guilleme's spell inspires them to slay many Saxons.

Resolution

If losing, Sir Jaufre will trade Aelflaed for his life or otherwise escape alive. This recurring villain should eventually sire Brus sans Pitie, another recurring villain. For now, his tower holds other hostages worth a total of 2000£ in ransom, if the Saxons took ransoms...

Rescuing Aelflaed by challenge or assault earns 100 Glory. A Saxon leader who takes Eynesford earns 200-500 Glory, depending on how hard it was; the partially demolished castle can be given to a worthy thegn — perhaps starting a new aethelingdom with player-characters at the helm. Most troops earn 20-60 Glory for a successful battle. There is a total of 5d20£ in goods and coin.

Sir Jaufre de Malestroït

Sir Jaufre came to Britain in 466 with Aurelius, who gave him a manor at Eynesford — then regretted it, due to Jaufre's severe treatment of his Saxon subjects. By the time Aurelius died, Jaufre was in open revolt, upgrading his castle against Saxons or Uther. Yet Uther is too busy to check a rogue banneret, leaving Jaufre free to gather the scum of the earth to his banner: bandit knights, sell-swords, and nithings. The strategic location of Eynesford, between two old Roman roads, allows Sir Jaufre to easily range the countryside; its presence between Saxon Kent and Welsh London lets him to play both sides against each other.

Jaufre married Lady Portentia, whom he kidnapped off the King's Highway, slaughtering the servants, priests and warriors who were taking her to wed Cyning Aelle. She is childless, more a hostage than a wife. Sir Jaufre

Battle System Values

If using the Battle System to resolve the siege, Sir Jaufre's force is:

Leader: Sir Jaufre
Forces: 19 KV
Modifiers: Wall +2

Random Battle Enemy Table

01-06	Poor Foot soldier (Use Bandit stats, <i>Pendragon</i> page 330)
07-09	Foot soldier (use Foots soldier stats, <i>Pendragon</i> page 330)
10-11	Crossbowman (use Archer stats, <i>Pendragon</i> page 330, with Light Crossbow instead of Bow)
12	Father Guilleme
13-14	Sir Valarey
15-16	Sir Gwern
17-18	Sir Hardouin
19-20	Sir Jaufre

fathers numerous bastards on serving girls, peasants, and victims of his raids. One of these children, Brus, accompanies his father starting about 503. He soon outstrips Jaufre in cruelty and maliciousness, becoming known as Brus sans Pitie.

Sir Jaufre's Knights

Sir Gwern, Sir Hardouin, and Sir Valarey are Sir Jaufre's personal bodyguard and his sub-commanders. The three knights do not trust each other; Sir Valarey and Sir Hardouin have come to blows over slights — imagined or otherwise.

Sir Jaufre's Mercenaries

Sir Jaufre employs an ever-changing crew of 50-odd lordless, outlawed warriors. Picts from the far north, Saxons, Irish, and even a few Occitanian outlaws have served him. When he goes out raiding, he takes nearly all his available men with him, leaving only a few to guard Eynesford Castle. Use the statistics in this book, or any other *Pendragon* supplement, for Sir Jaufre's band of cut-throats.

Father Guilleme

Father Guilleme is a fallen priest, a man of the cloth who lost his faith in God and instead worships the Devil. He was a simple priest who discovered forbidden books, awakening his latent magical abilities and losing his soul in the bargain. His dark master has assigned him to Sir Jaufre, to aid the evil Knight in his atrocities.





Sir Jaufre de Malestroit

Glory 3,500

SIZ	18	Move	4
DEX	21	Damage	6d6
STR	19	Hit Points	34
CON	16	Armor	10 + shield
APP	9	Age	45

Attacks: Sword 17, Lance 22, Dagger 16, Mace 19, Horsemanship 21, Battle 8
 Significant Traits: Energetic 20, Vengeful 19, Arbitrary 16, Cruel 21, Proud 17, Suspicious 16, Lustful 17
 Significant Passions: Honor 4, Hospitality 3, Love (Family) 15, Loyalty (Uther) 0
 Significant Skills: Awareness 17, Heraldry 9, Hunting 17, Intrigue 13, Orate 14, Recognize 18 Swimming 16
 Horse: Courser (Move 9, Damage 5d6)
 Equipment: Occitanian chain (10 pt armor), shield, weapons

Description: A large, dark man, with close-set, shadowed eyes. His severe face is severe, and his mouth is twisted into a permanent sneer by an old sword scar.

Sir Hardouin

Glory 1,500

SIZ	15	Move	3
DEX	16	Damage	5d6
STR	13	Hit Points	27
CON	12	Armor	10 + shield
APP	17	Age	29

Attacks: Sword 12; Lance 23, Spear 13, Horsemanship 17, Battle 4
 Significant Traits: Lazy 16; Arbitrary 15, Lustful 19, Worldly 16, Indulgent 16
 Significant Passions: Honor 10, Love (Marie, Countess of Anjou) 18, Love (Rosamonde, Baroness of Bayonne) 17, Love (Isabelle, Countess of Lonazep) 17, Loyalty (Jaufre) 10
 Significant Skills: Awareness 14, Compose 14, Dancing 19, Flirting 17, Heraldry 19, Hunting 9, Intrigue 14, Play (Harp) 17, Read (Latin) 14, Recognize 13, Sing 15
 Horse: Rouncy (Move 6, Damage 4d6)
 Equipment: Occitanian chain (10 pt armor), shield, weapons, Clothes worth 2£, Harp, sheaves of love songs to various ladies.

Description: Sir Hardouin is a lover, not a fighter. He came to Britain to escape a string of angry husbands and fathers on the continent. He serves Jaufre because no legitimate lord will have him.

Sir Valarey

Glory 1,200

SIZ	15	Move	2
DEX	9	Damage	5d6
STR	15	Hit Points	23
CON	8	Armor	10 + shield
APP	13	Age	24

Attacks: Sword 15, Lance 13, Spear 13, Light Crossbow 18, Horsemanship 19, Battle 14
 Significant Traits: Indulgent 15, Worldly 18, Modest 17, Cowardly 16
 Significant Passions: Loyalty (Jaufre) 11, Honor 7, Hate (French) 15
 Significant Skills: Awareness 18, Heraldry 16, Hunting 22, Recognize 16
 Horse: Rouncy (Move 6, Damage 4d6)
 Equipment: Occitanian chain (10 pt armor), shield, weapons

Description: The cowardly Sir Valarey relies on his light crossbow — which he can load and fire expertly, even while mounted — rather than fighting sword to sword. A long scar disfigures the left side of his otherwise handsome face; this scar, inflicted by a French warrior on the continent, itches with hostility in Sir Hardouin's presence. Sir Valarey is often sickly, a reminder of his years on the cold moors of Pictland, fighting for various lowland kings.

Sir Gwern

Glory 2,100

SIZ	10	Move	3
DEX	13	Damage	4d6
STR	13	Hit Points	23
CON	13	Armor	10 + shield
APP	12	Age	35

Attacks: Sword 16, Lance 19, Battle Axe 16, Horsemanship 19, Battle 18
 Significant Traits: Energetic 15, Proud 14, Suspicious 19
 Significant Passions: Hate (Men of Salisbury) 15, Honor 8, Loyalty (Jaufre) 16
 Significant Skills: Awareness 12, Heraldry 18, Hunting 12, Intrigue 19, Orate 10, Recognize 18
 Horse: Courser (Move 9, Damage 5d6)
 Equipment: Occitanian chain (10 pt armor), shield, weapons.

Description: Gwern is a small, mousy-looking man who fades into the background of any group, where he watches others to learn their secrets and weaknesses. He falsely insinuated that the Duchess of Salisbury was cuckolding her husband the Duke — Gwern's liege at the time. The Duke slew his wife and her alleged lover, before realizing their innocence; then he wanted Gwern's head. Now Gwern serves Sir Jaufre, partly as an informant and an advisor. What secrets Gwern does not already know about local leaders, he will happily extract by innuendo and torture.





Father Guilleme, Corrupt Priest

Insight 1,750

SIZ	9	Move	1
DEX	9	Damage	2d6
STR	5	Hit Points	19
CON	10	Armor	None
APP	14	Age	34

Attacks: Dagger 15, Horsemanship 8

Significant Traits: Lustful 15, Worldly 17, Indulgent 18

Significant Passions: Loyalty (Jaufre) 16 Love (the Devil) 16

Significant Skills: Awareness 14, Chirurgery 14, First Aid 16,

Folklore 15, Intrigue 14, Read (Latin) 14, Religion

(Christianity) 12, Sight 13

Magical Talents: Emotion (Hate) 17, Weather Control 12

Horse: Mule (Move 6)

Equipment: Habit, magical accessories

Description: A thin man, of sour countenance. His clothes and jewelry are all of sumptuous quality, but grease-stained and soiled.

The Adventure of Hussa and the Marshmen

The Situation

Hussa is a mean-tempered thegn who holds his land from Saeberht. Recently, he accused one of Eafa's heorthge-neats of robbery and rape, but the court case went against him — Eafa not only denied his claim, but fined him 100 scillings for wasting an ealdorman's time. Hussa went away from the court muttering about how unfair the entire trial was, and how Eafa would regret his decision. A few days later a herd of cows was raided and the herdsman killed on Eafa's land near the marsh.

Over the next three weeks several more cows disappeared from Eafa's lands, from nearby Sedlescombe, and from the players' herds; several ceorls and slaves were killed or wounded. The wounded herdsman positively identified their assailants as marshmen — backward folk who have lived in the coastal marshes since before the Romans — and they claimed to have seen Hussa in the neighborhood not long before the raids. The ealdormen of Ealacsham and Sedlescombe want vengeance, as would any true Saxon leader.

Accusations

Because the accusers are ealdormen, they cannot hear their own case, and must appeal to Cenwal for justice. They accuse Hussa of murder, cattle theft, and betraying his lord. The charges are bootless, requiring death or ban-

ishment. Cenwal will hear the case but wants to go raiding in three days.

Each ealdorman has 1,000 Oath-weight +1d6x100 Oath-weight from their athfultum. Player characters who lost cattle or followers can gather Oath-weight to their side. Hussa's whereabouts are unknown, even to his cynn, who seem reluctant to help him (but see below). It is widely believed that Hussa will flee the theod rather than plead his case against ealdormen.

While Eafa and Saeberht agree on Hussa's guilt, they view this case differently as a test of the theod's justice. Eafa distrusts the Haestingas, who killed his grandfather; now, if Cenwal does not come down hard on Hussa, Eafa will have still more grounds to question Cenwal's leadership. Saeberht wants swift justice as a rebuttal to complaints against the Haestingas; he believes that Cenwal's first duty is enforcing peace within his lands. Both ealdormen will oppose player characters who seem to be temporizing or arguing for careful deliberations.

The Trial

As expected, Hussa does not show up for his trial. He is represented by his oldest brother, Cuthred, a member of Cenwal's heorthwerod.

If the gamemaster wants to complicate things here, have Cuthred defend Hussa. Perhaps there was substance to the rape and robbery charges that Eafa haughtily dismissed. That Hussa was sighted before a raid does not prove he led it. Even if Hussa is helping the Marshmen, surely he is bewitched by them — they are more like aelfan than men, are they not? A defensive Cuthred will ask Cenwal to rule that Hussa should be brought back alive for questioning. Because he has no real oath-weight, Cuthred offers to win his point against the ealdormen by ordeal. If he prevails, he will join the hunt to ensure that no hasty vengeance is taken against his brother. **[Legal Ordeals, Page 128]**

Otherwise, Cuthred offers no defense. Cenwal outlaws Hussa; any man may kill him without fear of wergild or punishment. Cuthred receives Hussa's land.

Eafa and Saeberht immediately appeal to Cenwal for aid in hunting the fugitive and punishing the Marshmen for their depredations. Cenwal is eager to raid west along the Solent; aiding an expedition into Romney Marsh will endanger his men and delay his plans. To gain Cenwal's help, each ealdorman must beat Cenwal's Energetic 18





with one of his own Traits or Passions, boosted by Orate as shown in the "Appeal for Hunting" sidebar on the next page.

At this point, characters gain normal Glory for their Trait or Passion results, doubled for pleading in front of Cenwal. If Cenwal joins the expedition, give each winning speaker +20 more Glory.

If Cenwal orders the characters to raid with him, resolve the raid now — abstractly with Battle rolls or in more detail if you wish. The characters return about ten days later to find that more cattle have been stolen by Husa and the Marshmen. Eafa will be furious, and may start plotting against Cenwal. In any case, proceed to Hunting Husa.

Hunting Husa

This phase of the adventure uses the Hunt rules from *Pendragon* pages 306-307. Husa and his raiders have left a recent trail leading from the Sedlescombe heords into Romney Marsh. Eafa, Saeberht and the player ealdorman can each muster around 2d6 thegns and twice as many ceorls, doubled if Cenwal has joined the hunt. Divide the hunters into parties led by ealdormen thegns.

Husa and the Marshmen have a collective Avoidance of 16, 19 if the hunt was delayed by Cenwal's raid (Husa has learned better marsh skills in the meantime) or carried over from a previous day (the Marshmen are more cautious). The first time characters "find the prey," they have found a party of Marshmen, but not Husa himself.

The second "found the prey" result by any character locates both Husa and some marsh folk. The hunt has the usual number of segments depending on the season. At first, the hunters comb the ground near Sedlescombe, site of the most recent raids. Hunters who advance to the hunt's third "line" have followed a trail into Romney Marsh.

Into the Marsh

Romney is a watery plain full of cattails and rushes, with stunted trees and bushes marking low-lying islands. Channels of muddy water wind their ways between the islands, but the border between water and land is ill-defined. All riding and combat rolls are at -5 due to the slippery footing. Hidden in the marsh are the low mud and rush huts of the Marshmen, a tribe who predate the Welsh. They are related to the Picts, but have adapted

Appeal for Hunting

Eafa: "This wretch and his allies must die!" Uses Orate 11, Vengeful 19.

Saeberht: "Above all he betrayed you, my lord." Uses Orate 18, Loyalty (Cenwal) 15.

The player-ealdorman: Plead for or against Cenwal's help using Orate and an appropriate Trait or Passion.

Each opposed resolution against Cenwal's Energetic adds points to a running total:

Result	Points
Critical	+2
Win	+1
Tied	0
Lost	-1
Fumbled	-2

Compare the total to the following table:

Total Points	Cenwal's Decision
4 or more	Joins the hunt with his heorthwerod.
1-3	Goes raiding, but permits the ealdormen and their forces to stay behind and hunt Husa.
0 or less	Cenwal orders the ealdormen to join his raid. On a successful Arbitrary roll, he also assigns them to the worst positions in the battle lines, stints on his gifts to them, etc.

to the marsh life: their feet are webbed for better traction in the mud. Marshmen suffer no "slippery footing" penalties.

During the hunt, use the *Pendragon* Obstacles and Prey tables for the clear ground near Sedlescombe (which still has pockets of dense forest). Use the tables in the sidebar when the hunt moves into Romney Marsh.

Conclusion

Killing a Marshman is worth 10 Glory. Marshwomen and children are worth 5 Glory each. A Marshwoman fiosaiche is worth 25 Glory. The character who kills Husa gets 100 glory, double the normal amount, because of the heinous nature of Husa's crimes. This extra glory should come in the form of gifts from Cenwal and Eafa, so not only does the player-thegn get the extra 50 glory, but a suit of armor, or arm-rings and a sword, or similar gifts.

The hunting party cannot eliminate all the Marshmen in Romney Marsh, but if the expedition does enough damage, the Marshmen will concentrate on the other side of





Romney Hunting Tables

Hunting Terrain Modifiers

+4	Clear ground near Sedlescombe
-5	Romney Marsh

Romney Marsh Obstacles table

d20	<i>Obstacle</i>
01-02	Oops, roused an animal. Roll on the Romney Prey Table below.
03-04	Jump a sluggish stream. Horsemanship or DEX roll.
05-07	Thick mud. Roll DEX (Horsemanship if mounted). On a fumble, you or your horse becomes mired in mud. To escape, mired creatures must defeat their own SIZ+5 with their STR, plus half the STR of any-one aiding them.
08-10	If mounted, birds flushed underfoot startle your horse; Horsemanship roll. If on foot, you are attacked by a cloud of stinging bugs; pass Forgiving, or waste time swatting them.
11-13	Deep stream. Cross with Swim, or horse's DEX-5.
14-16	Men shouting somewhere. Awareness roll.
17-18	Bog: you or your horse step into a deep mud hole. You will start drowning in 1d6 rounds unless pulled out of the mire. The mud doubles your SIZ for being pulled out.
19-20	Put foot through the roof of a seemingly solid Marshman hut. 1d6 Marshwomen attack you. Only a DEX-5 roll will extricate your foot from the matted reeds. Until you free your foot, all Skills and Statistics are at -5.

Romney Marsh Prey Table

01-10	Roll on the Normal Prey Table (<i>Pendragon</i> page 307)
01-13	A solitary mearsc feond in the open
14-17	A Marshman hunter with poisoned arrows
18-19	A Marshman family: 1d6 Marshmen, 1d6 Marshwomen, 2d6 marsh children
20	A mearsc feond ambush: 1d3 mearsc feonds attack the hunter

the marsh, troubling the men of Kent instead of the Haestingas. What exactly is "enough damage" is a decision left to the Gamemaster, though eliminating several families, and a fiosaiche or two might do it. The game-master should feel free, of course, to allow the next generation of Marshmen to come out of the swamp looking for revenge...

Variation

A variation of this scenario assumes that Hussa is innocent. Furious at Eafa — perhaps for good reason —

HUSSA

Glory 1,500

SIZ	16	Move	2
DEX	10	Damage	5d6
STR	14	Hit Points	27
CON	11	Armor	3 pts
APP	8	Age	28

Attacks: Spear 14, Sword 17, Dagger 16, Grapple 15, Bow 7

Significant Traits: Cowardly 12, Vengeful 17, Deceitful 13

Significant Passions: Hate (Eafa) 15

Significant Skills: Awareness 13, Boating 17, Hunting 16,

Industry 14, Play (Harp) 12, Read (Runes) 8, Recognize 17, Swimming 12

Equipment: Spear, dagger, bow and arrows, poison (potency 8)

Magic: Eafa has been adopted into the Marsh Hawk clan.

At the GM's option, he may be able to Invoke Marsh Hawk, but he would not yet have other Marsh Magic benefits.

Description: Hussa towers above his adoptive family, but is otherwise so covered in mud that any Recognize attempt is made at -5. He normally carries only a spear, dagger, and his bow and arrows. He lost his sword, but will use one if he can capture one; the same for a shield. He wears tatty leather armor, which is rotting from neglect and the ubiquitous mud.

Hussa stalked off into the wilds, where he blundered into Marshmen banding together under a new chief with aggressive designs on Haestingas. Hussa escaped the Marshmen, but is now afflicted by their fevers and poisons, and by the Frog Magic curse that takes a man's voice. He survives in Romney like a feral beast, unable either to cut his way through the Marshmen, or return to the theod that, he correctly assumes, has outlawed him. Mute, and looking like a Marshman in ragged clothes, he sometimes tries to warn the Haestingas of an impending attack, but always flees when he sees that they no longer trust him. He may try to communicate with runes traced in the mud (Skill: 8).

Successfully restoring the innocent Hussa to Haestingas earns the same Glory as killing him, above, plus a Just check. Further Glory may come from locating the Ealacsham thegn whom Hussa first accused of rape and robbery; if this man is guilty, he may try to kill Hussa or flee into the Weald.





Marshmen

Marshmen are lightly-built folk with Pictish Statistics and Traits. They live in small matriarchal family groups of 1-6 women and their communal husbands. Women rule the village under the senior matriarch, while men fish, hunt, raid, and defend the clan. Families live in round reed huts 12 yards across, the door is hidden below the water level and normally accessible only by swimming. While the Marshmen know how to make fire, they mostly eat raw fish, eels, and shoots, cooking stolen cattle or other game on dry islands away from the village so as not to draw attention to it. They have outlasted the Britons, the Romans, and the Saxons by becoming even more suspicious, secretive, and backward than the Picts.

Marsh Poison: Marshmen use poisoned arrows when raiding or defending their families, but not when hunting. The poison is brewed from dung, nightshade, reptile venom, and other toxins by the family *fiosaiche* (shaman), usually a sister of the family matriarch. Marsh Poison can not be created or exported beyond the marsh whose Life Force helped create it. Its quality varies — roll 4d6 per dose to find potency. If a target suffers at least one point of damage from an envenomed arrow, pit its potency against the victim's CON.

Marsh Spirits

Like Pictish tribes, each Marshman clan gains heathen magic by following an animal-spirit. Marsh spirits are provided for gamemasters who use *Beyond the Wall* and who may want to develop detailed Marshmen as recurring characters (or extend their magic to the regular Picts). However, Marshmen and marsh magic are utterly mysterious to the Saxons, so the GM need not feel bound by these descriptions.



Marshman

SIZ	12	Move	3
DEX	15	Damage	4D6
STR	11	Hit Points	25
CON	13	Armor	none
APP	8		

Attacks: Bow 12 Spear 8, Javelin 10, Dagger 7 Grapple 13
 Significant Traits: Cruel 15, Cowardly 12, Suspicious 18
 Significant Passions: Hate (Landsmen) 13
 Significant Skills: Awareness 13, Hunting 16, Swimming 17

Marshwoman

SIZ	10	Move	3
DEX	15	Damage	3D6
STR	10	Hit Points	25
CON	15	Armor	none
APP	7		

Attacks: Dagger 9, Spear 5
 Significant Traits: Cruel 17, Suspicious 19
 Significant Passions: Hate (Landsmen) 17
 Significant Skills: Awareness 14, Hunting 15, Swimming 17

Marsh Children

SIZ	6	Move	2
DEX	13	Damage	2D6
STR	7	Hit Points	16
CON	10	Armor	none
APP	7		

Attacks: Spear 3, Dagger 4, Grapple 10
 Significant Traits: Cruel 17, Suspicious 19
 Significant Passions: Hate (Landsmen) 14
 Significant Skills: Awareness 12, Hunting 15, Swimming 15

Marshwoman Fiosaiche

SIZ	11	Move	3
DEX	16	Damage	3D6
STR	9	Hit Points	25
CON	15	Armor	none
APP	6		

Attacks: Dagger 6
 Significant Traits: Cruel 17, Suspicious 20; all religious traits at 16+
 Significant Passions: Hate (Landsmen) 17
 Significant Skills: Awareness 14, Faerie Lore 13, Geomantic Lore 16, Hunting 15, Industry 12, Orate 13, Religion (Heathen) 15, Swimming 17
 Magic: Blessing 9, Control Faerie Creature 13, Healing 15, Spiral Walking 12, Weather Control 12; The Fiosaiche has the Religious Bonus for her Spirit, as well as its Fiosaiche benefits.





Marsh Poison Table

<i>Poison's Result</i>	<i>Victim suffers</i>
Critical	Fever, shakes, and weakness 2d6 minutes after infection: -1d6 each to DEX, CON, and STR
Success	As above, but only -1 to DEX, CON, STR
Any other result	No effect

If the victim loses Statistics, he is "Unhealthy" (*Pendragon* page 182). Statistics recover under the usual rules for "Unhealthy" damage and are subject to Deterioration. If any Statistic falls to zero or less, the character dies.

EEL

Eel lives among the reeds along the riverbank in the Otherworld. It is highly sexed, and will copulate with a serpent. Eel can only be killed if the head and tail are attacked at the same time. Eel fiosaiches are usually adept at Emotion magic, especially Lust.

Day: Imbolc

Main Trait/Stat: Lustful

Other Traits: Honest, Arbitrary, Proud, Worldly

Geas: Give sex freely.

Powers:

Invoked: CON or Swimming or Fertility (+5 when rolling on the Childbirth Table)

Clan Benefits: DEX +1, CON +1, Swim +5

Religious Bonus: +1 CON or +1 Dex or Fertility (as above)

Fiosaiche's Benefits: Eel magicians may breathe water, and gain +2d20 Emotion (Lust).

FROG

Frog lives all over the Otherworld, in the reeds of the swamps or among small trees. Frog is a raucous croaker, with the power to give speech or remove it. The Frog tribe is noisy, always singing or talking.

Day: Spring Equinox

Main Trait/Stat: Prudent

Other Traits: Honest, Arbitrary, Proud, Worldly

Geas: Never remain silent when speech or song are called for.

Powers:

Invoked: Dodge, Orate, Swim, Sing

Clan Benefits: Dodge +5; or Swim +5; or Orate +5 and Sing +5

Religious Bonus: +5 Swim; or +5 Sing and +5 Orate

Fiosaiche's Benefits: Frog magicians can mute a creature's voice, or give a voice to the voiceless. Either effect requires 50 Life Force + Duration.

HERON

Heron hunts for small amphibians and rodents in the fields and marshes of the Otherworld. Its long legs keep it clear of the water and allow it to scan the horizon easily. It will fly away at the slightest sign of danger.

Day: Autumn Equinox

Main Trait/Stat: Suspicious

Other Traits: Vengeful, Arbitrary, Proud, Worldly

Geas: Always be on the lookout for danger; do not endanger yourself needlessly.

Powers:

Invoked: Awareness, Grapple, Hunting

Clan Benefits: SIZ +1, +5 Hunting, -3 Hospitality

Religious Bonus: +5 Awareness and +1 DEX

Fiosaiche's Benefits: Heron magicians gain +2d20 Travel and +2d20 Divination.

MARSH HAWK

The Marsh Hawk, or Kite, is a thief and a killer, but has some honor, in that it will not steal from another marsh hawk. It hovers above the Otherworld marsh, flushing out small animals and birds.

Day: Midsummer's Day

Main Trait/Stat: Selfish

Other Traits: Honest, Arbitrary, Vengeful, Worldly

Geas: Never steal from your family; eat what you kill.

Powers:

Invoked: +1 Speed or +5 (weapon) Attack

Clan Benefits: -1 SIZ, +3 DEX, Awareness +5

Religious Bonus: +5 Awareness

Fiosaiche's Benefits: Marsh Hawk magicians gain +3d20 Spiral Walking.

TURTLE

The turtle is cautious, but can deliver a powerful bite to those that refuse to leave it alone. It relies more on camouflage and its defensive shell than on its bite, however.

Day: Imbolc

Main Trait/Stat: Prudent

Other Traits: Arbitrary, Proud, Vengeful, Worldly

Geas: Never race into things without thinking

Powers:

Invoked: -1 Movement and +3 Armor or +5 Hunting (to hide only)

Clan benefits: +2 CON, +2 DEX, -1 Movement

Religious Bonus: +3 Armor

Fiosaiche's Bonus: Turtle magicians may breathe underwater, and gain +2d20 Dispel.





Chapter 6

The Battle of Badon

"From then on victory went now to our countrymen, now to their enemies; so that in this people the Lord could make trial of his latter-day Israel, to see whether it loves Him or not. This lasted right up to the year of the siege of Badon Hill, the last defeat of the villains, and certainly not the least."

Gildas, The Ruin of Britain

Where is the real Badon?

Our first mention of a battle that stops the Saxons (temporarily) comes from Gildas, who calls it the Siege of Badon Hill. Nennius makes Arthur the British leader at the battle. Bede repeats both Nennius and Gildas, but from a line in Gildas, he places Aurelius at the battle instead of Arthur. *The Anglo-Saxon Chronicle* does not mention this embarrassing Anglo-Saxon defeat. Geoffrey of Monmouth places it on a hill overlooking Bath. The archaeologist Geoffrey Ashe thinks "Badon Hill" is a hillfort: either Little Solsbury, Badbury Rings in Dorset, or Liddington Castle, south of Swindon (Badbury village lies at the foot of the hill). Historians and novelists have since used one of Ashe's three sites for Badon.

I have followed Greg Stafford's lead in *The Boy King* and made Badon a four-day battle, culminating in a British victory, at Liddington Castle. You may change Badon's site, chronology, or tactics as you see fit, but Badon should happen *somewhere*, and should slaughter most of the Saxons, and many Britons. Badon is a major event for the "historical" Arthur, creating a peace that allows the more "romantic" Arthurian myths to flower.

The winds have turned cold and the trees have shed their last leaves. Shivering lookouts on the walls of Haestingaceaster spot a band of Saxon riders. Asked their business, they shout that they have a message from Bretwalda Aelle to Aetheling Coenhelm. The aetheling receives them, and invites you and other landed thegns to the conference.

"This upstart boy Arthur," begins the messenger, as his finger traces a map of Britain in a puddle of spilled mead, "a so-called pin-draaw-gohn of no lineage, holds sway from St. Michael's Mount to the Wall. Our allies and sub-

jects have welshed over to his side. He has defeated many Saxons, taken hostages, and then slain them. Can such a man be stopped?"

"Yes," Coenhelm answers decisively, "Colgrin stopped him at Eoforic, or Eburacum as they call it, and Colgrin's army still lives." Other thegns take the hint: *yes, he only beat Colgrin in the north with that ceorlish trick of building a wall; yes, Cynric and Port are still taking land; yes, we beat Uther, whom some call his father; yes...* The thegns shout, snarl, and bang their fists and knives on the table. You feel proud to be a Haestingas.

The messenger nods his approval. "You answer well. This Arthur says, one land, one king. Bretwalda Aelle agrees. If we side with Aelle, as the Welsh side with Arthur, we will prevail. Now, here is your part in Aelle's plan. First, spend the winter practicing arms ..." Soon the hall fills with battle-boasts, including your own.

Outside, the air is brisk, steamy, and bloody — ceorls are slaughtering stock for the winter. As you walk down the ramp, Coenhelm's slave-woman Enith falls in beside you, meets your glance, and presses a string of Christian beads into your hands. "I will pray for you," she says.

You look at her haggard, toothless face. She was once a bride of the Christian god (he has many), and Coenhelm spoils her because she is honest and diligent. Knowing what is in store for decent Britons like her, you nearly pity them. Yet even a favored welsh must know her place. "Keep your beads," you bark at her. "I do not need your god or your prayers."

"Yes," she says evenly, "you do."

The Campaign

Bretwalda Aelle summons Saxon leaders from all over Britain and the continent, and French knights and merce-





naries join him along the Channel coast. Aesc of Kent leads Aelle's vanguard; Cerdic and Port lead the rear-guard. Cheldric, Baldulf, and Colgrin, continental cynings who invaded the north two years ago, join Aelle's main body, as do the other foreigners. Cynings, thegns, and knights ride horses, while the fyrd majority march on foot — yet three quarters of them will have found travel horses by the time they meet Arthur's army. There are many side trips for looting, rapine and burning, which are punished harshly, since the army hastens through Saxon lands. Cerdic threatens to withdraw after a particularly flagrant raid; Aelle mollifies him, promising Cerdic gift-lands from the Witham to the furthest point of Cornwall.

From north of the Thames come Cwichelm of Anglia and Aescwine of Est Saexe, leading their thegns on many raids against the welsh on their way.

Marching past the Weald, the sacon army encircles Silchester, held by Duke Ulfius and a number of Round Table knights. The Saxons subdue the countryside; Aesc heads to Donnington to guard the road from Cirencester, while other forces set out in all directions, ravaging the land or cutting trees for ladders, stakes, and other siege gear. Aelle won't start a long siege while Arthur is loose, but he knows that idle troops make trouble. Cerdic and Port are already plotting against each other.

Yffi of Deira, Byrhtnoth of Lindissi, and Ossa of Nohaut lead the northern Saxons, strengthened by Picts, Irish, and still more Saxons from across the sea. This army marches south along Ermine Street. Bypassing London along the north bank of the Thames, they cross at Staines, reaching the Ridgeway just hours after the first skirmishes between Aelle and Arthur. Bad weather, and Pict and Saxon insubordination, delay the northern army; they will miss the first day of Badon.

Arthur, meanwhile, has gathered the armed might of Christian Britain at Carlion. From Cornwall comes King Mark and his soldiers; Cambrian spearmen and longbowmen march from the hills to serve their liege. Occitanian knights led by the de Ganis clan make a brave show, though there are fewer than Arthur had hoped, since King Claudas of France is attacking de Ganis. The King of 100 Knights leads the chivalry of the north himself, shadowing the northern Saxons who are marching to join Aelle.

The Battle Narrative

Day One - The Battle at the Fords

Aesc is surprised by a large force of knights, sent ahead to seize the Kennet and Enbourne fords. Caught off-guard, he retreats first across the Kennet, then across the Enbourne, where his fyrd is camped; they form a battle-line at the ford. Both Aelle and Arthur reinforce the fords, each hoping to force the other back, and both send out-flanking forces to the north and south. These detachments meet in skirmishes in the Chiltern Hills and the Savernak Forest — mere sideshows to the main battle raging back and forth across the Enbourne. Initially Arthur's forces have the advantage, but Saxon reinforcements arrive quickly on stolen horses to turn the tide.

Arthur is stalled at Enbourne, and worried by Saxons threatening his flanks. When the north Saxons are sighted, Arthur calls for a retreat, covered by knights and Cambrian longbowmen. Clouds have been gathering all day, and a torrential rain begins, drenching the roads and

Battle at the Fords

Commanders

King Arthur (Battle=19)

Bretwalda Aelle (Battle=22)

Battle Size

Huge

Modifiers

Arthur: -5, Aelle +5:

Arthur outnumbered -5

Arthur has superior troops +5

Arthur attacking across river -5

Battle length

Six Battle Rounds

The Fight

Round 1: First charge. Advance parties of knights chase Saxons across the Kennet and Enbourne fords.

Round 2: Saxon resistance stalls the knights at Enbourne. Reinforcements from both sides pour into the area.

Round 3: The battle expands along both sides of the ford as parties of knights and Saxons probe for other crossings.

Round 4: More of the same; skirmishes develop along the banks of the Enbourne.

Round 5: The northern Saxon army is spotted approaching the field. Arthur calls for a retreat to Donnington.

Round 6: Knights cover the retreat of Arthur's footsoldiers. A torrential rainstorm turns the roads and fields into mud, quickly churned into a thick soup by men and horses (-5 to all knights and archers).





lanes within minutes. Thick mud slows Arthur's knights, some of whom see wild women and wolves riding in the clouds.

Arthur's army reaches Donnington, but only the greatest nobles and Arthur's personal retainers can sleep in the safety of Donnington Castle. The rest sleep wherever they can: nobles and knights in houses seized in Donnington; footsoldiers in a cold, wet camp in the fields.

After the Battle

The Saxons follow the retreating army and camp outside Donnington. The entire Saxon army is jubilant; they faced the best Arthur had to offer and beat him! Many arm-rings are given for bravery and land is promised to warriors.

Player Hooks

The Haestingas join Aesc's contingent, and may be pushed back from Kennet by the scouting enemy knights. Alternatively, player characters may probe the flanks, possibly ambushing (or ambushed by) Britons in the hills to the north or the forest to the south. Let victorious characters be recognized by their lord, or by one of the cynings. They will need all the Glory they can get!

From here on, the ranks of player characters will thin. You might allow "dead" players to play Saxon commanders: thegns or ealdormen at first, but eventually the remaining cynings!

Day 2 - The Battle of Donnington

The rain continues into the morning. Arthur's priests see Saxon magic behind the sudden local storm. Nobody gets a hot breakfast. Bowmen are out of the fight: the rain has dampened their bowstrings and made them useless. Knights can't ride for fear of hurting their horses.

Arthur puts his dismounted knights in scildburhs — "Like the damn Saxons," they grumble. Both sides slog forward, the Saxons throwing javelins and axes. Many Britons fall to the hit-and-run attacks of Picts and Irish, who are in their element. Riders from King Barant's northern army arrive, cheering Arthur and his men. Arthur tells Barant to form camp on Mount Badon, an abandoned hillfort north of Mildenhall; then Arthur retreats to Badon, covered by the Round Table and de Ganis knights.

A mile from the battlefield, the rain is nowhere in evidence. Arthur's knights re-mount, forcing Saxon pursuers

into scildburhs and slowing them to a crawl. Yet the Saxons capture Donnington. Some stay there, looting and burning, while the rest reach camp at the foot of Badon. That night, they marvel at the half-seen movements outside Arthur's camp on the hill.

After the Battle

Corpses soak in the muddy fields of Donnington. Saxon camp followers squabble with Donnington's peasants. Again, the Saxons are overjoyed: Though Arthur still remains outside their grasp, he has retreated for the second day in a row. And there is more loot! Yet Saxons gain little extra Glory from the muddy, inconclusive fight unless they beat a knight or named Briton.

Player Hooks

Saxon magicians may be calling the storm from a nearby hill like Uffington Castle, requiring complex preparations and trustworthy bodyguards. They may even encounter Christians or enchanters from Arthur's side, leading to a "magician's Badon." That night, Saxons may volunteer to spy on Arthur's preparations, a very dangerous mission. If they somehow find Arthur's reserves, delay the spies with Cymric ghosts or faeries who live inside Badon. The spies will return from the Otherworld too late to change history, but at least gain a +5 Followers' Fate advantage for their own men.

Battle of Donnington

Modifiers

Arthur: -5, Aelle +5:

Arthur outnumbered -5

Mud and rain: -5 to all (negates Arthur's superior troop bonus)

Battle Length

Four Battle Rounds

The Fight

Round 1: Arthur dismounts his knights into scildburhs, while the lighter-armed Cambrians and Cornish trade blows with Aelle's Picts and Irish. The main Saxon and British hosts spend the round slogging across the fields.

Round 2: First charge; the main battle lines collide inconclusively. Muddy ground reduces Knockdown scores by 5, and forces Recognize rolls to tell mud-splattered friend from mud-splattered foe.

Round 3: Arthur's troops are falling back when they see Barant's reinforcements. Arthur, Uriens, and Barant plan to rendezvous at the abandoned hillfort of Barbury Castle and fortify it.

Round 4: Arthur's men retreat along dry roads. Many Saxons stop and loot the town of Donnington, while the rest reach Badon.





Badon, Day One

Modifiers

Arthur: +5, Aelle -5
 Arthur outnumbered -5
 Arthur on a hill +5
 Arthur's superior troops +5

Battle length

Eight Battle Rounds (two at night)

The Fight

Rounds 1-3: First Charge. The Saxons storm up Badon hill. Cambrian bowmen trade salvos with their Saxon counterparts. Knights charge scildburhs. Saxon warriors try to drag timbers and archers down from the breastworks. Furious melees swirl around weak spots in the wall.

Round 4: Another Charge: Arthur Criticals his Battle Roll, while Aelle Fumbles. Arthur's hidden de Ganis knights and Round Table reserves charge the unprepared Saxons. Many thegns die, and the Saxon army grudgingly falls back down the hill.

Rounds 5-6: The Saxon retreat continues. Night falls; still the knights attack.

Rounds 7-8: The Saxons form scildburhs at the base of the hill and spend a sleepless night harassed by horsemen. All characters suffer -10 from the darkness.



Day 3 - The Battle of Badon: Day One

"Barbury Castle" is two massive ramparts, separated by a deep ditch, encircling the upper third of the gentle, accessible Badon Hill. Two gates (east and west) break the circle of ramparts. Arthur's reinforced army has made hasty breastworks around the inner rampart. Inside the fort, Arthur places a cavalry reserve — mostly Round Table knights — under his personal command, and mans the outer rampart with footmen and archers. He places de Ganis knights and other still-mounted men behind a copse of trees to the west.

The Saxons arrive not long after sunrise, and storm the fort from the east and north. Arrows from both sides arc out to kill and wound. Knights harry the flanks of the Saxon columns, but cannot slow their advance. The first line of earthworks falls, and the Saxons begin to assault the improved inner ring. As more and more Saxons pour up the hill, Arthur signals his hidden knights to charge. They hit the Saxons from both flanks, carving their way into the fyrd. At the same time, Arthur leads a charge of his best knights through the east gate.

Hundreds of Saxons die, and the remainder slowly retreat down Badon to form scildburhs at its base, fighting off mounted knights and enduring a rain of arrows. The

attacks continue into the night, forcing the Saxons to stay alert while most of Arthur's army sleeps on the hill above.

After the Battle

The Irish, Picts, and French desert Aelle. Many French never reach the Channel, either submitting to Britons as vassals or becoming the bandit-knights that players will fight in the middle phases of Arthur's reign. Many ceorls desert as well; those that stay behind enter the heorthwerods of various cynings, made thegns on the spot. Every remaining Saxon is now well equipped. Spare weapons and shields are gathered and placed in strategic positions.

Player Hooks

With the foreigners gone, many ceorls gone, and many thegns dead, players might now command major parts of the Saxon army.

Day Four - The Battle of Badon: Day Two

Dawn reveals slopes strewn with dead and wounded warriors. Every man left in the Saxon camp — now a quarter of its former size — is a thegn or a cyning, armed with scavenged mail, helm, shield, and javelins. They are not the kind to flee a glorious, hopeless battle. Yet





Arthur's troops have also been reduced and exhausted, so the outcome of Badon remains in doubt.

The Saxons form scildburhs that shrink as the day passes, creating bulwarks of dead men and horses. Arthur rides near the Saxon lines; Aelle and his heorthwerod sally out to kill him. The Saxons lose the melee, dying to the last man. Arthur sends a herald to offer the Saxons surrender terms. The Saxons reply with the herald's severed head.

Cerdic surrenders when his command is overrun and surrounded, but no other Saxon gives up while he still has breath. Dead thegns lie in heaps. British archers, out of arrows, finish off wounded heroes with their dirks. Only when the last Saxon dies is the battle over.

Arthur has lost more than half of his army, including many knights and lords. No Briton is unwounded. No vulture goes hungry.

Arthur rests a day, then puts the British dead in a massive common grave. A mound is raised over the grave, and

the swords of the Saxons are made into a fence surrounding it. Nearby, the Saxon dead are cremated, deforming the area.

The Battle of Badon: Tables

The Forces

Use these tables to decide which contingent (nation, leader, troops) player characters will oppose at Badon. For variety, you might change the opposing contingent after 1d6 Battle Rounds. For the last two days of Badon, you might re-roll every round, as each army's starting organization deteriorates. Remember that Aelle loses his non-Saxon allies at the end of Day Three.

The British table lists traditional foes for each contingent; find Saxon foes by working backward from the British list. Forces may be pitted against their traditional foes early in the battle for tactical reasons; later, old rivals like the Cambrians and the Irish may seek each other out, pursuing their feud despite Arthur's or Aelle's intentions. You might instead assign opposing forces based on the Battle Narrative section of this chapter.

Unit Events Table

Use this table in place of the one in *Pendragon*, finding modifiers from the left column if Saxon, the right column if British. You might instead base Event modifiers on the Battle Narrative section of this chapter.

Random Battle Enemies

Use these tables in place of the one in *Pendragon*. You can also choose random enemies based on the Force tables (use Picts if you are engaged with Picts), or on the Battle Narrative section of this chapter.

Casualties

To find the minimum casualties suffered by a unit at Badon, find its parent army on the Battle of Badon Casualties table on page 96. Treat the d20 total as the percentage of KV lost, taken first from footsoldiers and ceorls, then from their betters. For player-led units, Follower's Fate Table (*Pendragon* page 261) losses are in addition to this number.

Some survivors from a totally annihilated unit may fight under another king. Most Cymric lords will join Arthur, and most Saxons will join Aelle; these two kings should roll 2d20 less than indicated, while King Barant and Cyning Ossa should roll 1d20 less.

Badon, Day Two

Modifiers

Arthur: +10, Aelle -10:

Arthur on a hill +5

Arthur has superior troops +5

Battle length

Six Battle rounds

The Fight

Rounds 1-2: First charge, Saxon scildburhs keep the knights at bay, with occasional British breakthroughs or Saxon counterattacks.

Round 3: Aelle fights Arthur and dies. His heorthwerod goes berserk, killing many knights before they join their master. The remaining cynings reject Arthur's truce.

Round 4: Cerdic of West Saexe captured by British troops, while his heorthwerod fall on their swords or surrender in disgrace. The other Saxon cynings sell themselves dearly, killing many knights.

Round 5: As the last cyning falls, the remaining thegns and ealdormen throw themselves heedlessly at the Britons.

Round 6: The Britons must kill each Saxon; none will surrender, and each tries to take a *welsh* with him into Hel.

After the Battle

Victory: Arthur, decisive

Plunder: 10£ of goods

Glory: 60 per round, x2 for decisive victory





Southern Saxons (4187 KV)

d20	Land	Cyning	KV	Thegns (1KV)	Ceorls (.2 KV)
1-3	Suth Saexe	Aelle	620	220	2000
4	Continent	Cheldric	106	106	0
5	Continent	Colgrin	232	232	0
6	Continent	Baldulf	150	150	0
7-11	Anglia	Cwichelm	940	140	4000
12-14	Est Saexe	Aescwine	685	85	3000
15-16	Kent	Aesc	325	85	1200
17	Wight	Cerdic	224	64	800
18	Gewissa	Port	94	34	300
Knights Foot					
19-20	French Mercenaries		812	412	2000

Northern Saxons (2025.25 KV)

d20	Land	Cyning	KV	Thegns (1KV)	Ceorls (.2 KV)
1-10	Deira	Yffi	1040	40	5000
11-12	Lindissi	Byrhtnoth	229	49	900
13	Nohaut	Ossa	130	80	250
Chiefs Warriors (.75 KV) (.2 KV)					
14-15	Irish		207.5	10	1000
16-20	Picts		418.75	25	2000

Saxon Total: 6212.25 KV

Unit Events

3d6	Modifier			Event
	Saxon	British		
03	-10	-15		Wotan and the Waelcyrige seen on the field.
04	+10	-10		Bretwalda Aelle fights nearby.
05	+10	-10		Saxon lord or ealdorman fights nearby.
06-07	+5	-5		A Saxon wecg crashes into the British line.
08	0	-5		Frisians shower the Britons with arrows.
09	0	-5		Saxon lord dies; his heorthwerod goes berserk.
10-12	0	0		Could go either way.
13	-5	+5		British locally outnumber the Saxons.
14-15	-5	+5		Famous British knight fights nearby.
16	-5	+10		A British lord and his bodyguard fight nearby.
17	-10	+10		Round Table knights fight nearby.
18	-15	+15		King Arthur fights nearby.

If desired, find the identity of lords from the Forces tables; find the identity of ealdorman or knights from the Who Was That table (roll d6+3 names for Round Table).

Southern British (4174 KV)

d20	Land	Lord	KV	Knights	Foot	Foe
			(1KV)	(.2 KV)		
1-13: Logres (2656 KV)						
1	Logres	King Arthur	350	150	1000	Suth Saexe
2	Bedegraine	Earl Sanam	75	60	75	Lindissi
3	Brun		80	40	200	Anglia
4	Clarence		145	95	250	Wight
5	Dorset		90	50	200	Gewissa
6	Hertford	Earl Gilbert	95	75	100	Est Saexe
7	Jagent		96	70	130	Gewissa, Irish
8	Lambor		80	60	100	Lindissi, Anglia
10	Lindsey	Duke Derfel	250	150	500	Lindissi
11	London	Duke Corneus	250	70	900	Kent, Est Saexe
12	Lonazep	Baron Macsen	77	65	60	Lindissi, Anglia
13	Roestoc		105	75	150	Lindissi, Deira
14	Rydychan		70	50	100	Est Saexe
15	Salisbury	Earl Robert	113	80	165	Suth Saexe
16	Silchester	Duke Ulfius	350	150	1000	Est Saexe
17	Somerset		185	95	450	Irish
18	Tribruit		85	25	300	Est Saexe
19	Wurensis		85	65	100	Wight
20	Occitanians	Sir Bleoberis	75	45	150	French

14-19: Cambria (1280 KV)

1-3	Cameliard	Leodegrance	160	100	300
4-5	Cheshire		80	50	150
6-11	Escavalon	King Alain	435	375	300
11-14	Estregales	King Lak	375	275	500
15-17	Gloucester	Duke Escan	160	100	300
18-20	Orofoise		70	50	100

20: Cornwall (238 KV)

1-10	Totnes	King Mark	100	70	150
11-16	Devon		60	50	50
17-18	Lyonesse	King Melodias	31	20	55
19-20	Tintagel	Sir Jordans	47	35	60

Northern British (1200 KV)

d20	Land	Lord	KV	Knights	Foot
			(1KV)	(.2 KV)	
1-9: Cumbria (580 KV)					
1-17	Malahaut	Barant	500	200	1500
18	Maris		20	10	50
19-20	Rheged		60	30	150

10-20: The North (620 KV)

1	Garloth		45	30	75
2-11	Gorre	King Uriens	330	250	400
12-17	Lothian		140	100	200
18-19	Strangorre		60	50	50
20	Benoic		45	15	150

British Total: 5374 KV





Random Saxon Enemies

Modify *all* Grade rolls by +3 for each day of Badon after the second.

d20 **Type**
(d20) **Grade**

- 01** **Frankish Mercenary Knight** *Note: replace Sword with Axe*
 01-02 **Young** (*Pendragon*, page 329)
 03-11 **Ordinary** (*Pendragon*, page 329)
 12-19 **Old** (*Pendragon*, page 329)
 20 **Notable** (*Pendragon*, page 329)
- 02-04** **Pict** *Note: Picts will use Double Feint*
 01-16 **Warrior** (*Saxons!*, page 112)
 17-20 **Chief** (*Saxons!*, page 112)
- 05** **Irish**
 01-13 **Bo-aire** (*Saxons!*, page 112)
 14-20 **Flaith** (*Saxons!*, page 112)
- 06-10** **Ceorl** (*Saxons!*, page 108)
- 11-14** **Thegn**
 01-08 **Poor** (*Saxons!*, page 108)
 09-20 **Landed** (*Saxons!*, page 109)
- 15-16** **Heorthgeneat** (*Saxons!*, page 109)
- 17** **Berserk** (*Saxons!*, page 109)
- 18-19** **Byrde** (*Saxons!*, page 109) and 2d6 Heorthgeneats
- 20** **Cyning or Aetheling** (use Byrde stats) and 4d6 Heorthgeneats

Inspiration: Byrdes and heorthgeneats may be Inspired by Loyalty; others by Hate, or Honor: (Boast). Franks only gain Inspiration against the hated Occitanians. Berserks are always berserk.

Saxon Cultural Weapon (d6)

Modifiers: Anglia, Deira -1; Wight, Kent +1; others unmodified

- | | |
|-----|-----------|
| 1 | Great Axe |
| 2 | Bow |
| 3-4 | Sword |
| 5 | Francisca |
| 6 | Spear |

Saxons also know Sword or Spear at 2 points less than their Cultural Weapon.

Battle of Badon Casualties

Day	Cymric army of the		Saxon army of the	
	South	North	South	North
1	2d20%	-	1d20%	-
2	4d20%	4d20%	3d20%	3d20%
3	6d20%	6d20%	6d20%	6d20%

Random British Enemies

Roll to find Type (**bold** numbers) and Grade. Modify the Type roll by +4 for a Cornish, Cambrian, or Northern force. Modify Grade rolls as indicated. Modify **all** rolls by +1 per day of Badon after the first.

d20 **Type** (grade roll modifiers by nation)
(d20) **Grade**

- 01-13** **Footman** Logres -4; Cornwall +2; Cambria, the North +4
 01-04 **Common Farmer** (*Pendragon*, page 331)
 05-08 **Archer** (*Pendragon*, page 331)
 Cambrian replace Bow with Longbow
 09-15 **Footsoldier** (*Pendragon*, page 331)
 16-20 **Warrior** (*Saxons!* page 111)
- 14-17** **Vassal Knight** Logres -1; Cambria, The North -4; Others -3
 01-05 **Young** (*Pendragon*, page 329)
 06-10 **Ordinary** (*Pendragon*, page 329)
 11-15 **Old** (*Pendragon*, page 329)
 16-20 **Notable** (*Pendragon*, page 329)
- 18-19** **Retinue Knight** Logres -2; Cornwall, the North -4; Others -3; Round Table knight nearby +5
 01-05 **Ordinary** (*Pendragon*, page 329)
 06-10 **Old** (*Pendragon*, page 329)
 11-15 **Notable** (*Pendragon*, page 329)
 15-20 **Famous** (*Pendragon*, page 329)
- 20** **Lord**
 01-03 **Ordinary** (*Pendragon*, page 329)
 04-10 **Old** (*Pendragon*, page 329)
 11-14 **Notable** (*Pendragon*, page 329)
 15-18 **Famous** (*Pendragon*, page 329)
 19-20 **Extraordinary** (*Pendragon*, page 329)

Inspiration: Logres vassal knights (only) use Loyalty: (*Pendragon*) or Hate: (*Saxons*), all retinue knights have Loyalty: (Liege).

Aftermath of the Battle

For Saxons

The Battle of Badon ends the Saxon campaign with the glorious deaths of its player characters. Their descendants will be oppressed for years to come, but may have the opportunity to join Arthur's courts as knights.

Alternatively, a new Saxon campaign can begin, pitting the outnumbered Saxons against the might of Logres and the knights of Arthur. Anglia never stops seething with rebellion; Soresan, Deira and Nohaut are still bastions of the Saxon culture and religion. Outlaw leaders, like Brus sans Pitie or Sir Turquine, may help Saxons to avenge the disaster of Badon.





For Britons

The fifth century left Britain and its neighboring islands divided into two broad cultures: the formerly-Roman Britons, and the never-Roman Picts, Irish, and Saxons. At Badon, great coalitions from these two opposing camps meet for the last time in the *Pendragon* campaign. The defeat of the barbarians at Badon marks the end of *Pendragon's* Dark Ages.

With the Saxon threat removed, Arthur and the Round Table build a Golden Age of Chivalry. Cymric characters can fill the many earldoms, baronies, and manors left vacant by the slaughter. Players may defend the claims of their lord's widow and children, expand their own holdings, teach those Saxon dogs a lesson, or serve Arthur as a sheriff, constable, or justiciar of a conquered area. The deadwood among the nobility has been cleared out, so opportunities abound for character advancement.

The Battle of Badon: Skirmishes

Saxon characters can participate in these mini scenarios within the Battle of Badon. With minor changes, they can apply to other characters in other battles, too. Use them to break the monotony of regular Battle Rounds, or to highlight the glory or pathos of a situation.

Note that the skirmishes are intentionally dramatic and deadly. War is Hell. A warrior who survives a skirmish has real bragging rights!

Rules: A Battle Round lasts about an hour and includes many skirmishes between moments of rest, regrouping, and confusion. Each of the skirmish mini scenarios occurs within one Battle Round — after the Unit Events roll, replacing the “Roll Battle,” “Find/Fight Target,” and “Follower's Fate” segments. Characters earn normal Glory for that Battle Round, plus possible bonus Glory for the skirmish.

As explained in *Pendragon* page 174, a skirmish is a series of melee rounds involving several player and non-player combatants. Players make Battle rolls to determine their attack modifiers for the first round only. The remaining rounds are unmodified, representing a swirling melee after the first charge. After the last round, players make Follower's Fate rolls, modified by that first-round Battle roll, to see how their non played subordinates fared.

Who Was That?

Use this table to identify random knights and gesiths. (Lords and cynings are named on the Forces table.) On the British (left) column, roll at +5 if facing the Northern Army, or -5 if facing the Southern Army.

The Saxon (right) column covers only Suth Saexe, West Saexe Kent, and Gewissa. Personal names are ealdormen or other high officers from those cyningdoms. Italicized names are *theods* whose ealdorman you have encountered.

d20 Knight	Byrde
01 Re-roll	Bieda of Gewissa
02 Sagremour le Desirous	Maegla of Gewissa
03 Lamorak de Gales	Beocca of <i>Basingas</i>
04 Marhaus of Ireland	Cynric of Wight
05 The White Knight	Stuf of Wight
06 Pellinore of the Isles	Wihthgar of Wight
07 Kay the Seneschal	Cissa of the Suth Saexe
08 Brastias the Constable	Wlencing of the Suth Saexe
09 Griflet son of Do	Cymen of the Suth Saexe
10 Tor le Fise Aries	Godhelm of <i>Godhelmingas</i>
11 Baudwin of Britain	Coenhelm of <i>Haestingas</i>
12 Galagers	Ingeld of <i>Staeningas</i>
13 Brown Knight of the Wilds	Sunna of <i>Sunningas</i>
14 Dodinas le Sauvage	Wulfric of <i>Woccingas</i>
15 Hervis de Revil	Hlothere of <i>Aethelnothingsas</i>
16 Galegantis of Garloth	Eardwulf of <i>Eastrige</i>
17 Agravaire of Orkney	Oswy of <i>Limenwara</i>
18 Gaheris of Orkney	Frithuwald of <i>Weowara</i>
19 Gawain of Orkney	Wilhelm of <i>Wilmingtonas</i>
20 Re-roll	Hereward of <i>Wincelingas</i>

What happened to?

To remain true to the Arthurian mythos (and other *Pendragon* products) the gamemaster should also ensure the following results:

People who should die

- All Saxon cynings except Cerdic and Cynric (who are captured)
- All Saxon aethelings
- 90% or more of Saxon thegns and their Heorthgeneats
- All Saxon player characters
- at least 50% of all British player characters
- 50% of the British knights
- Un-named lords from the British Forces Table

People who should survive

- King Arthur
- Barant of Malahaut, The King of 100 Knights
- King Mark of Cornwall
- Cynings Cynric and Cerdic
- Lords named in the British Forces Table
- Knights (not Byrdes) named in the “Who Was That” table





Run skirmish scenarios as melees involving only player characters and their foes. The “odds” listed for a skirmish establish both first-round Battle modifiers, and the literal number of enemies: if 6 player thegns enter a skirmish with 3-2 odds against them, they will face 9 foes. In each round, the more numerous side allocates its men evenly against the enemy, such that no enemy faces two opponents before every enemy faces one, no enemy faces three before every enemy faces two, and so on. Surplus player characters who could team up on the enemy can instead remain unengaged, helping the injured, using Awareness, and so on.

Despite the odds, no character should face more than three foot or two mounted foes at once, considering the limited space in a crowded fight. Each foe past this limit adds a +1 Leader/Follower Bonus to the engaged foes. A few skirmishes may revoke this limit, due to the incoherent battle and loss of men.

Characters can flee from a skirmish on any round, *if they move at least as fast in the current terrain as any known, nearby foe*. They and their followers leave the fight, but are pursued by unengaged foes from other fights. Modify their Follower’s Fate rolls by -10, and give them Cowardly

checks. A fleeing leader who loses all his followers is swarmed at 5-1 odds, and may be captured or killed outright. Skirmish scenario rules may make flight easier or harder than this, or even impossible.

The skirmish foes use the statistics provided in Chapter 7, *Pendragon* pages 329-31, or other products such as *Beyond the Wall* or *Pagan Shore*. If needed, you can generate random enemy contingents and leaders from the Badon Tables, above.

Skills, Passions, and Traits in Battle

These suggestions may be used with or without the Skirmish Scenarios.

Traits: You can call for Trait rolls during a battle, or just note character behavior and assign experience checks to appropriate Traits after the battle.

Traits

Energetic/Lazy - Can you muster the energy to pursue a fleeing enemy? Can you stay alert after a forced march? If your commander orders a dawn muster, do you fall in or stay in bed?

Forgiving/Vengeful - If you capture your hated enemy how do you treat him? If an enemy kills your brother, do you pursue him to the exclusion of other enemies?

Merciful/Cruel - Do you slaughter the downed enemy? Will you capture enemy knights or kill them?

Prudent/Reckless - Will you chase an enemy into a town where others may be waiting? Will you charge your horse uphill, into forests, or over uneven ground? Will you jump off a castle wall into the courtyard or use the stairs?

Valorous/Cowardly - Men facing charges need to roll Valorous if the enemy is clearly superior in equipment, élan, or numbers. Modifiers may apply for overwhelming advantages.





Passions

Players often request Passion rolls before a round of battle. A Passion persists until the round ends, or another Passion overrides it. For example, heorthgeneats Inspired by Hate: (Welsh) may switch to Loyalty: (Lord) when their lord dies, at the gamemaster's discretion. This would compel them to avenge their lord rather than pursue beaten Welshmen, and would allow them to Inspire a different skill if they so choose.

Skills

Awareness - Can you spot the ambush in the forest? Do you see the hole in the opposing line?

Battle - Roll Battle to put your followers into scildburh, wecg, or any other special formation. Single characters may need Battle to know whether they are safe in their own lines or deep among the enemy.

Boating - Can the Saxon warband launch its boat and out-range the enemy archers?

Heraldry and Recognize - Can you identify the unit opposing your troops? Can you find your sworn enemy in the melee? Will you attack men from your own side?

Orate - Use it to inspire troops before a battle, and to rally them during one. If you lead a large force, you may need to make the same speech several times, riding up and down the line so that each section hears you.

Skirmish Modifiers

Modify the first Battle roll of a skirmish by the modifiers already obtained for that Battle Round, plus the following modifiers for local conditions (which may be decisive, in a skirmish), as determined by the GM:

Better/Worse Troops: +/- 1 (ceorls vs. peasants) to 5 (ceorls vs. knights)

Better/Worse Ground: +/- 1 (defending a slight rise) to 10 (defending a castle wall)

Outnumbering/outnumbered at least 5-1: +/- 10

Outnumbering/outnumbered at least 4-1: +/- 9

Outnumbering/outnumbered at least 3-1: +/- 7

Outnumbering/outnumbered at least 2-1: +/- 5

Outnumbering/outnumbered at least 3-2: +/- 3

Random Element: Roll +2d6 and -2d6 to represent fluke events, like a stampede of riderless horses or a plume of smoke blanketing the melee, that could benefit either side.

Rescue!

Situation: You fight near your lord, who has pushed ahead of you against the weak but numerous enemy footmen. Suddenly, enemies surround your lord, who has just one bodyguard. (Modifiers: Outnumbered 3-2: -3; Better Troops: +2; Total Modifier: -1.)

Round 1: Fight a round of combat against the current foe.

Round 2: [Awareness: Succeed = You notice the lord's peril and can charge to his rescue, arriving after a one-round delay (on Round Four, in this instance). Fail = keep fighting current foes.]

If you remain fighting the foes you started with, keep track of the numbers you cut down and subtract these from the Round 5 reinforcements.

Round 3: As above. Your lord and his bodyguard valiantly hold their attackers at bay.

Round 4: Your lord screams for help as his bodyguard drops. You can join the rescue, as above, without passing Awareness.

Characters who noticed their lord's distress in Round 2 arrive. Whoever arrives first (resolve ties by Energetic rolls) must test Loyalty (Lord) for Inspiration, then Battle, both for his first-round skirmish modifier and to intervene between his liege and the foe.

Rescue Battle Result

Critical: Reduce odds by one level (from 3-2 to 1-1)

Success: Odds stay the same

Failure: Increase odds by one level (from 3-2 to 2-1)

Fumble: Increase odds by two levels (from 3-2 to 3-1)

The second and third characters to arrive also roll on this chart, which means that the odds, which affect all players helping their lord, can change up to three times. No Battle roll will improve the odds beyond 1-1. Odds apply to the number of player characters in the rescue area: if you arrive there when the odds are 2-1, two enemies automatically join the fight to counter you. You cannot flee from the rescue area.

Round 5: Characters who started in Round 3 arrive,





along with enough enemies to maintain the correct odds.
Round 6: All surviving foes from your first position now reach the rescue area, adding their numbers to the enemies there. Increase the odds one level.

Round 7: Still more foes arrive, increasing the odds another level against you. At the end of this round, a foe who feigned death tries to back-stab your lord. If you are not now engaged, roll [Battle or Awareness: Critical = your presence at your lord's back foils the attempt; Success = You can try to foil the attempt with an attack roll at -5; Otherwise you can't help]. If this villainy is not prevented, your lord is mortally wounded.

Round 8+: Friendly reinforcements draw enemies away from the rescue area, reducing the odds by two levels in your favor. Once you have dispatched the remaining foes the skirmish ends and you can return to your own lines. If the lord was stabbed, Critical First Aid by one unengaged character in this round stabilizes him; otherwise he is dying. Either way, he must be helped away by a character whose combat skills will be halved for dragging a casualty.

Aftermath: You saved your lord if you defeated all his attackers by Round 6, or foiled the murder at the end of Round 6. You must also make it back to your own lines. Gain +25 Glory if you were first to your lord's side, +100 more Glory if he survives, and +50 if you foiled the murder. Roll Follower's Fate normally.

Otherwise, your lord dies. Proceed to the "Death of a Saxon Lord" event for the next Battle Round.

Capture the Flag

Situation: This is a variation on "Rescue," above. Instead of seeing your lord in peril, you see the banner of an enemy lord exposed to capture by his sloppy charge. To capture it, an otherwise unengaged man must wrest it from the standard bearer, then return to his own lines. In Round 7, a stunned enemy recovers and tries to rescue his flag under the same rules as the lord's murder, above. He will escape with the flag if he is not defeated that round.

Whoever carries or grabs the flag must use either his **shield hand** (-5 to skills, shield armor halved, Strength x 3/4 to keep the flag), his **weapon hand** (can use only the Defense tactic; Strength x 3/4 to keep the flag), or **both hands** (can use only the Defense tactic, with +5 instead of +10 modifier; shield armor halved; full Strength).

Capture the Flag

Critical: You wrest the flag from its bearer, knocking him down.

Success: Gain a +/-5 reciprocal bonus to attacks and STR contests next round - if you keep fighting the bearer. These bonuses accumulate with no upper limit.

Tied: Inconclusive. Continue next round.

Beaten/Failed: -/+5 penalty, as per "Success."

Fumbled: The foe rips the flag away, knocking you down.

Modifiers to Strength: +5 if you beat the bearer in that round's melee; -5 if he beat you.

Attempts to control the flag follow melee attacks each round, pitting Strength vs. Strength in opposed resolution.

Up to two friends and two foes can grab the flag at once. Each side rolls combined STR vs. STR against the enemy. The +/- modifiers obtained thereby accumulate, and will apply next round to every flag contestant on that side.

Suggested Enemy Force: A great enemy lord and his suite of Old, Notable, and Famous knights. Odds are 3-2 in your favor, but the foe is formidable (Total Modifier: -2).

The knights you encounter in melee will be Old, but reinforcements will be Notable after Round 3, and Famous after Round 5. The enemy lord and his standard bearer are Famous. The stunned knight in Round 7 counts as Old.

Aftermath: Gain +15 Glory per round that you have a hand on the flag. +100 Glory, and + or -6 (in your favor) on the next Unit Event roll if you capture it.

Death of a Saxon Lord

Situation: Your lord falls from a mortal blow, and calls for his heorthwerod (and other followers) to avenge him. Meanwhile, enemy nobles rush in to exploit the Saxon loss: they are better in either equipment or numbers (GM must determine). (Total Modifiers: -5)

Round 1: Give the lord a grand death scene and a final speech, perhaps culling phrases from *Beowulf* or "The Battle of Maldon." Roll his Oratory (if unknown, it is 17). [Loyalty (Lord), +5 if he made a Critical Oration, +10





more if you are his heorthgeneat: Critical = +10 to Battle Rage, even if this starts at zero, in addition to the usual skill doubling]. Check for Battle Rage. Then roll Battle and begin the skirmish.

Round 2+: Melee. Characters who are not already berserk may roll to attempt to become berserk. Start adding up the modifiers in the box. When the score reaches twice the number of Player characters at the end of a round, the enemy retreats and the skirmish ends.

[Battle Rage, Page 123]

Death of a Saxon Lord

Each Player Character Critically Berserk: +2
Each Player Character Berserk +1
Each Opponent killed +1
Each Saxon killed -1

Aftermath: Roll Follower's Fate at -5. Gain +20 Glory if you went Berserk, +20 more if Critically Berserk. The enemies you face next Battle round automatically suffer roll "09: Saxon Lord Dies" on the Unit Events Table. Berserks remain berserk for the rest of the battle, until they die, or the day ends.

Attack the Baggage Train!

Situation: Both sides have baggage trains with them. Hundreds of wagons, whores, horses, wives, cows, cooks, campfires, slaves, and supplies are protected by the few, the inept, the unwilling, and the injured. You have broken through the lines to attack the enemy's camp — to gain loot, and maybe to rout enemies who see their supplies stolen. (Total modifiers: +2)

Round 1: As you rush to the camp, its least cowardly defenders charge screaming toward you, creating an instant melee (no Battle rolls). Each player rolls 1d3 times on the chart in the sidebar to find his foes.

Round 2: Melee. On the round after you defeat all your foes, you enter the camp. During each round in camp, you can take one action: murder for the fun of it (Cruel check), rape (Lustful check), loot (Selfish check; gain 1d6£ in goods), kill churchmen (Worldly check), leave early for fear of reinforcements (Cowardly check), get roaring drunk (Indulgent check), burn tents (Vengeful), and so on.

Rounds 3-4: As above.

Baggage Train Defenders

1d20	Camp defender (Use stats from <i>Pendragon</i> pages 329-331)
1-3	Scullion (use Serving girl stats)
4	Pageboy (use Maid-in-waiting stats)
5-8	Cook (use Common farmer stats)
09-10	Blacksmith (use Village Blacksmith stats)
11-12	Carter (use Common farmer stats)
13	Squire (use Rich farmer stats)
14-15	Wounded Footsoldier (use Footsoldier stats)
16-17	Wounded Man-at-Arms (use Sergeant stats)
18	Wounded Knight, as Young Knight, plus his unwounded squire as #13, above.
19	Wounded Lord, as Old Knight, plus two unwounded squires as above.
20	Wounded Great Lord, as Famous Knight, plus two squires and 1d3 Old Knights, all unwounded.

"Wounded" foes have already suffered 2d6 damage without armor. Lords, knights, and men-at-arms arrive mounted and charging if they pass [Horsemanship minus damage].

Round 5: [Awareness: Success = a column of enemy knights will reach the camp by Round 7; Failure = you are too busy to notice this]. If you see the knights, you can try to find and alert your friends [Orate: Critical = 2d6 friends believe your warning, treating you as their leader; Success = gain 1d6 followers; Failure = you are ignored; Fumble = you found another 1d3 camp defenders, who attack you]. Otherwise as Round 2.

Round 6: As above. Men alerted last round can flee through the enemy's rear area; they cannot rejoin the battle that day.

Round 7+: The knights arrive, and a proper skirmish begins. Roll Battle (-5 if you aren't alert yet, +2 for better ground if you are, +/- quality difference between your men and average knights). Odds start at 1-1 and increase one level per round, up to 3-1 against you. Knightly foes are a mix of skill levels (1d6: 1-2 = Young, 3 = Ordinary, 4 = Old, 5 = Notable, 6 = Famous). Persons carrying captives or loot suffer -1 to all attacks per Librum of value or -10 if carrying a body. On the round after a character defeats all knights opposing him, he can return to his own lines or aid his comrades.

Aftermath: Gain 10 Glory per round spent looting. Roll Follower's Fate, modified by the odds when you escaped (i.e. -3 for 3-2 odds if in Round 8). Downed and wounded looters will not be spared!





Promotion

Situation: It is night, between days of battle. In camp, Bretwalda Aelle hosts a great feast of stolen cattle and mead. Midway through the feast, he silences his men and starts calling out the names of his lords, from the greatest to the least. He pauses after each name to hear how that lord and his men fared. Deeds are told and bravery noted. When his call is answered by silence, he asks if anyone saw the named lord fall. You can recount the death or deeds of your lord, or a death you witnessed [lowest of Orate and Compose: Critical = 10 Glory; Success = 5 Glory; Failure or Fumble = you are shouted down and cannot try this again]. You should also give some account of yourself and your comrades, either to Aelle or as scuttlebutt passed around the army. Write this down and give it to the gamemaster.

Then Aelle calls for brave men to fill vacant posts. The gamemaster decides how many posts are open to players; the warlord promotes player characters to those posts, favoring the men who earned the most Glory or military success (defeated superior foes, kept followers alive) that day, and based on the accounts you and other players have written.

Aftermath: Ceorls and heorthgeneats may gain land as thegns, and landed thegns may be made ealdormen or

gerefas, if they showed leadership (normal Glory for gaining an office). Great fighters may be elevated to Aelle's heorthwerod (200 Glory). You can battle-boast about what you will do tomorrow in your new role.

[Glory Awards - One Time Honors: Page 127]

The feasting and drinking resumes. Aelle warns you to stay sober enough to fight. [Temperate: Fumble = ignoring the king's orders, you get plastered. Gain a check to Indulgent, and -5 to all skills on the first three Battle Rounds tomorrow. Failure = as Fumble, but only -1 to skills. Success or Critical = a good time, and no hang-over.]

Note that lands gained as a part of the Battle of Badon will soon be overrun by Arthur's knights. Lands awarded in other battles may be more permanent.

Rout and Rally

Situation: A numerous and terrifying foe (Round Table knights; a berserk heorthwerod) begins to charge your lines from across the battlefield. (Total Modifiers: -5)

Round 1: Each player character, and 1d3 nearby non-player leaders, tests Valorous. At least one non-player leader must Fumble. Make a Rout Total as follows: +2 points per Critical, +1 per Success, -1 per Failure, -2 per Fumble. If the total is negative, that many player characters and other leaders flee along with their followers, starting with the ones who rolled the worst scores. Add the starting odds modifier to the Rout Total, which cannot get worse than -10 or better than +5. *Example: Five players and one non-played leader are involved, scoring 1 Critical (+2), 1 Success (+1), 2 Failures (-2), and 1 Fumble (-2), for a total of -1. One leader (the man who threw down his sword and soiled his trousers) must flee. The Rout Total increases to -6.*





Round 2: Either **flee** as mandated above, or decide between **encourage your own men**, **rally fleeing forces**, or voluntarily **flee**.

Flee: Any leader can flee voluntarily, which adds another -2 to the Rout Total modifier for the remaining characters.

Rally fleeing forces: Roll [Valorous or Orate plus Rout Total]. Your results modify the Rout Total, which can recover cowards, or create more of them, increasing or reducing the Rout Total for the next round. *(Continuing the example above, three men try to rally fleeing forces, scoring 1 Success for +1 and 2 Failures for -2. This net -1 increases the Rout Total to -7, and means that one more force must flee. If you decided to encourage your own men, you do not roll now, but may be forced to flee by this outcome.)*

Encourage your own men: Roll [Valorous or Orate plus Rout Total]. Modify their Follower's Fate Roll according to your roll: Critical +10. Success: +5. Failure: 0 Fumble: -5]

At the end of the round, roll for your Follower's Fate, modified by the Rout Total. "Losses" are subordinates who run away.

Round 3: As above. If you choose the same action (**rally** or **encourage**) a second time, you gain a +3 modifier to your skill. Forces still fleeing at the end of this round cannot be rallied.

Round 4+: The enemy arrives and the skirmish starts. Roll First Round Battle. Odds are 3-2 against your *starting* forces, before anybody fled; this may make current odds worse than 3-2. The Rout Total still applies. The melee continues for 1d6 rounds. **Fleeing** forces make Follower's Fate rolls for *each* of those rounds.

Aftermath: Non fleeing forces roll a final Follower's Fate. If all followers are gone, leaders are killed or captured; if any followers remain, the enemy falls back. Gain 10 Glory for every round in which you did not flee, and 5 Glory per 5% of your followers still intact at the beginning of round 4. Remember to gain glory from Skill use, x2 if you rallied fleeing forces.

Attack the Horsemen!

Situation: An enemy duke Fumbles his Battle roll; instead of charging, his knights mill around in front of the Saxon lines, losing control of their mounts. Your leader announces a (very rare) foot charge against horsemen. You are outnumbered 3-2, but the knights' disorder cancels out their mounted superiority (Total Modifiers: -3).

Round 1: The Saxon leader and his immediate neighbors bellow their war cries and charge. More men join the charge, gathering into a wecg with the leader at its apex. Roll to form wecg. [**Wecg Formation: page 126**]

Round 2: The point of the wecg crashes into the swirling mass of horsemen. Only characters with Critical wecg results can fight. Their mounted targets must each test [Horsemanship -10: Critical, Success = fight normally; Failure = unhorsed, fight at -5; Fumble = thrown from horse for 2d6 damage ignoring armor, fight at -10]. Work out melees.

Each standing, dismounted man (friend or foe) is also attacked this round by a panicked horse [Kick at 5; damage 5d6], while prone men suffer [Trample at 10; 6d6 damage]. The British will ignore the horse attacks (making them unopposed); Saxons can do the same, or allocate part of their skills to fending off the horses.

Round 3: As above; only characters with Successful or better wecg results can fight.

Round 4: As above; all characters can fight. Continue until you obtain 2-1 odds in your favor, at which point the knights flee.

Aftermath: Gain normal Glory for defeating a knight, +10 for the unusual situation. Roll Battle twice: each Success gives you a knightly captive, and each Critical gives you two. (Saxons should pass Forgiving to save each captive for ransom — if they fail that, *and* pass Vengeful, the have killed the captive.) Roll Follower's Fate, as usual.





Hastings After Badon

After Badon Hastings was given as a fief to Sir (now Baron) Gerin. Sir Gerin was a household knight of King Leodegrance, and was part of Guenever's retinue and a personal friend before her marriage to Arthur. He accompanied Guenever when she moved into Arthur's household, and soon made a name for himself among the other knights as a man of honor and prowess.

Gerin helped attack the fords on the first day of Badon, and was wounded in the final charge of Arthur's Knights on the last day. In between these events he managed to single-handedly stem a breakthrough by Cyning Yffi's Deirans, and rescued King mark of Cornwall, as well as covering the retreat of the army after Donnington. For these deeds, Sir Gerin was ennobled and granted the Barony of Hastings. He moved south with several companions and pacified the territory.

He began construction of a motte and bailey castle outside the town of Hastings, and slighted the ramparts of the towns in the barony. He granted the towns as fiefs to his companions. Sir Gerin married Eadgyth, Aetheling Coenhelm's widow. Her two daughters were betrothed to knights in Cameliard, and her young son, Beocca, was fostered by Gerin's brother. He was raised as a good Christian, and has returned home to help his foster father run the barony. He will not inherit, however, as Sir Gerin and Eadgyth's son Guy was born in 521.

Gerin has fought a long war against the bandits in the Perdue Forest. These are mostly Saxon ceorls who fled the invading forces after the battle of Badon, but they are joined by a few nothing thegns and heorthgeneats of the surrounding lands who actually fled the Battle of Badon itself. Unknown to Gerin, the bandits are led by Bothild, the mother of Aetheling Coenhelm and grandmother of Beocca. Bothild, like many other Saxon widows, has sacrificed her body to learn the secret of the Runes, and she has bedeviled the Barony with her Curses and Summonings.

Immediate Neighbors

Kent

The Earldom of Kent was granted to Baron Kynniarc, a knight from Rydychan. He was among the first of the

knights who swore fealty to Arthur at London in 510. After the battle of Terrabel he was granted a barony in Galvoie, and after Badon he was given the Earldom of Kent. He married Cyneburh, and encouraged leniency to the defeated Saxons among his men. He fostered Aesc and Cyneburh's three sons to his father. Under Kynniarc the Saxons of Kent are quiet and peaceful.

Romney Marsh

Earl Celyn built Bodiam Castle on an island in Romney Marsh as part of his private demesne. Hundreds of Saxon ceorls are drafted to build the castle, and not a few succumbed to marshman poison and marsh fiend attacks. Bands of knights scoured the marsh, but could not fully eliminate the marsh's inhabitants. For their part, the marsh folk have learned to avoid the area around the castle.

Forest Perdue

The enchantment of Britain has made the forest darker and has seemingly filled it with even more beasts and mysteries. In addition, it is home to Saxon thieves and nithings who fled from Badon. No one travels through the Forest unless they are on a quest or surrounded by a sizeable retinue of armed men.

Pevensey Marsh

Earl of Pevensey claims to have eradicated all the marshmen and other beasts from the marsh. He has experimented with draining the marsh, but has had little success.

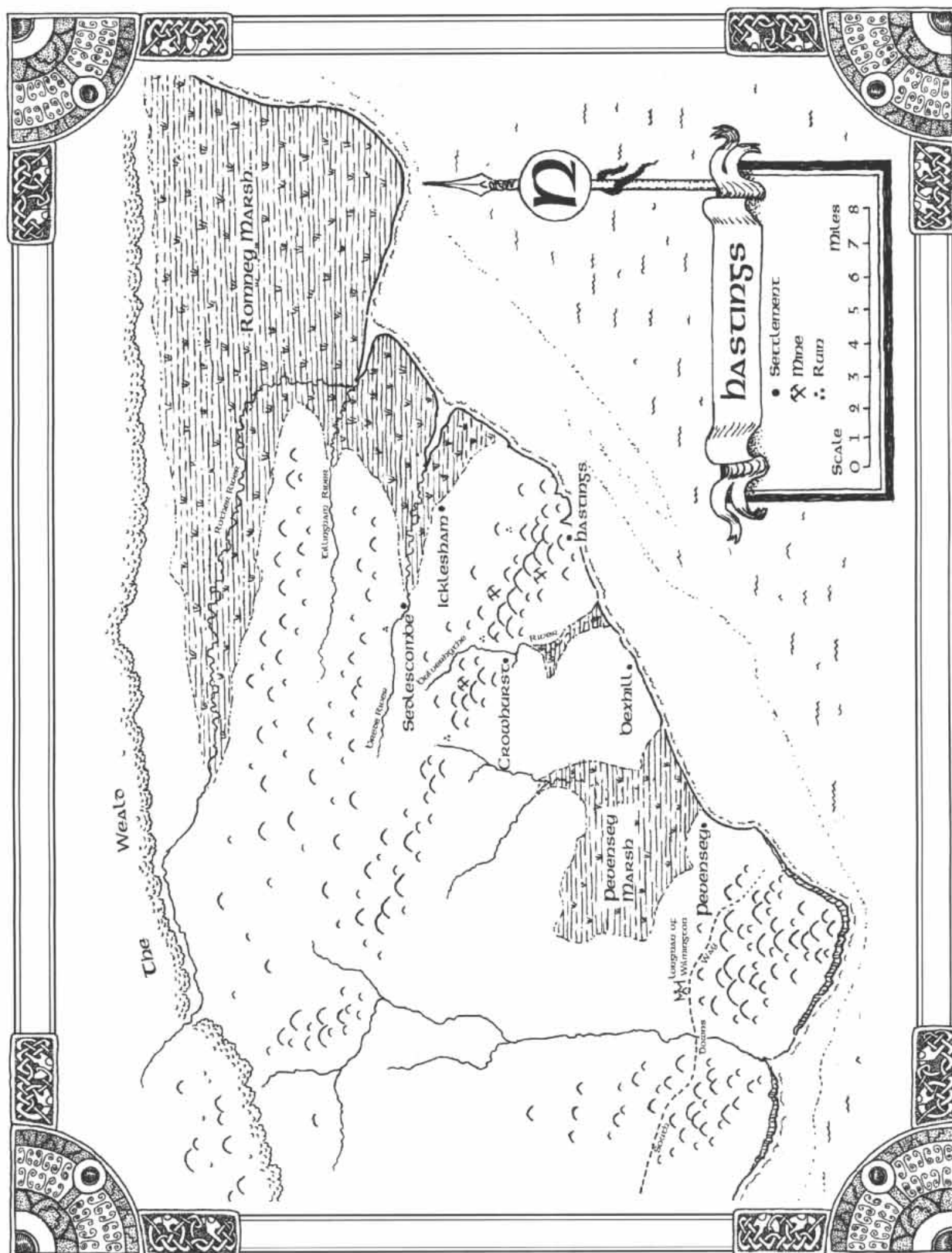
Pevensey

The slaughter of Anderida by Aelle in 491 left little but rubble until Sir Celyn was granted the Earldom of Sussex for his deeds at Badon. Celyn chose the abandoned site as his home and named it Pevensey, from the Saxon Pefenesea. He first built a motte and bailey castle inside the walls, then set about repopulating the town, rebuilding its wall and houses. Over the years Pevensey Castle has been upgraded several times, adding stone walls and towers and rebuilding the keep.

Sussex

The Earldom of Sussex was granted to Sir Celyn, a knight who at first opposed Arthur and fought against him during the rebellion of the 12 Kings, but he switched sides before the battle of Terrabel. He was one of the two knights who delivered King Ryons to Arthur on the eve of the battle. At first viewed as a traitor to his lord by the other knights, Celyn proves his worth time and again. At Badon he was part of the forces of Duke Ulfius surround-







ed in Silchester. He charged with the Knights of the Round Table at Badon, and was confirmed to the Round Table soon after.

Celyn has revoked taxes on beer, mead and other strong drink, and encourages his saxon subjects to drink their sorrows (and anger) away.

Towns of Hastings

Hastings

Ruler: Baron Gerin
Vassal of: Earl Celyn of Sussex
Population: 650
Pop: 5 DV 6 Curtain Wall, Gate
Hastings Castle: DV 14/10 (Cliff, Curtain Wall, Gateworks/Keep)

The old Saxon town was kept pretty much intact, though a new curtain wall was built around it. Hastings castle was built on a cliff overlooking the town. Baron Gerin maintains a garrison of five knights at the castle.

Sedlescombe

Ruler: Sir Miles
Vassal of: Baron Gerin
Population: 150
Pop: 1 DV 2 (Rock wall, gate)

Sedlescombe is in a declining state; Sir Miles is more interested in his wine cellar than the health and well being of his manor.

Crowhurst

Ruler: Sir Defi
Vassal of: Baron Gerin
Population: 350
Pop: 3 DV 3/1 (Rock wall, Gate/Residence)

Sir Defi is a secret Pagan, and worships Bran at the hill. His wife, Elaine, is a Christian, and wants him to cut the trees down and stop the "devil-worship" that goes on there, little knowing that her husband supports a druid (who lives in the woods as a hermit).

Icklesham

Ruler: Sir Briant
Vassal of: Baron Gerin
Population: 250
Pop: 2 DV 0/1 (Withy Fence/Residence)

Sir Briant is near death, and the manor is run by his young, childless wife. She is jealous of Sir Briant's child, Sir

Gilmer, who stands to inherit the manor and has no love for his stepmother.

Bexhill

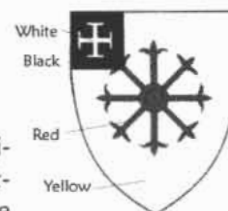
Ruler: Sir Perin
Vassal of: Baron Gerin
Population 200
Pop: 2 DV 1/3 (Rock wall, Gate/Mead-hall)

The first lord of the manor was Sir Bevedor, whose wife killed herself after the birth of their only child, Herlewse, because Bevedor had a torrid affair with a lady of the court during his wife's pregnancy. Sir Bevedor married his paramour, and was subsequently poisoned by his new wife's Occitanian lover. The Manor reverted to Baron Gerin, who gave it to his younger brother, Sir Perin.

Prominent People

Baron Gerin

Glory 6,500
Loyalty (Earl Celyn) 17



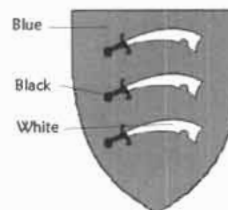
As mentioned, Baron Gerin is originally from Rydychan, but has adopted to his new lands and the unique problems of ruling Saxons. His is a loveless marriage, and Cyneburh plays little, if any, role in the running of the manor. The baron is turning more to the church as he feels the years creeping up on him. Several years ago he gave land for an abbey to the Benedictines, and plans to join the order in a few years.

He maintains a household of six knights in Hastings castle, along with his wife and servants. When traveling he is always accompanied by two squires (Alain and Aedmund) a herald, a chaplain, and numerous servants, grooms, pages, cooks, tents, horses, carts, chests and other appurtenances of a successful Baron.

Sir Beocca

Glory 2,250
Loyalty (Gerin) 14

Beocca is Gerin's adopted son, the offspring of Coenhelm and Cyneburh. Beocca was raised by Gerin's father in Rydychan since he was 5, and is a good (though not exceptional) Christian.





Newly knighted, he has returned to Hastings to help his father run the Barony, but he has little chance of inheriting his father's land because of his half-brother, Guy, the son of Gerin and Cyneburh. Beocca knows of his grandmother hiding in the woods, but has not told his father her identity.

Bothild

Bothild tried to dissuade her son from marching with Aelle (whom she never trusted), and was driven mad when she learned of his death. In her grief she sacrificed her beauty for the secret of the Runes. She secretly leads the bandits who plague the Hastings, always veiled from sight. She has a deep and abiding hatred of all Cymru, and doesn't care much for Saxon kings, either. Hers is a personal crusade to destroy the men who took her son's land, not a cultural struggle pitting Saxon against Cymru. She will use any means at her disposal to torment Gerin (or anyone else who holds the lands she swears rightfully belong to her son).

Bothild

Insight 3,450

SIZ	14	Move	2
DEX	12	Damage	4d6
STR	12	Hit Points	25
CON	11	Armor	none
APP	4	Age	57

Attacks: Dagger 23

Significant Traits: Energetic 12, Generous 15, Cruel 16 (+3 vrs. Cymru), Vengeful 18, Proud 19, Worldly 17, Reckless 17, Indulgent 19, Suspicious 16,

Significant Passions: Love (Cynn) 16

Significant Skills: Awareness 14, Chirurgery 23, Faerie Lore 19, Hunting 19, Industry 18, Read Runes 21, Recognize 17, Religion (Wotanic) 17, Sight 19

Magic Limit: 87 Magic Defense: 87

Personal Life Force: 4d20

Significant Talents: Banish 15, Curse 19, Control Faerie Creature 16, Necromancy 23, Summon Faerie Creature 19

Runes Known: Ear, Nyd, Ae, Eh, Hagl, Ger

Talismans: Animate Corpse 120, Command Corpse 60

Equipment: Rune wands, dagger, veil, various herbs and charms

She has met her grandson, and only family feelings allowed her to hold a conversation with a man who has joined the enemy. She was appalled by his heartfelt adoption of Christian values and morals. But, he is still her grandson and no harm shall come to him or his from her.

Gerin, Baron Hastings

Glory 6,500

SIZ	16	Move	3
DEX	14	Damage	5d6
STR	15	Hit Points	32
CON	16	Armor	14 + shield
APP	12	Age	47

Attacks: Sword 21, Lance 19, Spear 19, Axe 16, Horsemanship 21, Battle 15

Significant Traits: Chaste 15, Energetic 14, Forgiving 16, Merciful 17, Modest 15, Temperate 18

Significant Passions: Honor 17, Hospitality 16, Love (Family) 12, Loyalty (Celyn) 17

Significant Skills: Awareness 16, Courtesy 15, Dancing 12, Heraldry 14, Hunting 17, Orate 15, Recognize 18, Religion (Christian) 15, Tourney 12

Horse: Destrier (Move 7, Damage 8d6)

Equipment: Partial Plate (14 pt armor), shield, weapons, Clothes worth 2£, two squires (Ages 14 and 12), many horses, hounds, etc.

Sir Beocca

Glory 2,250

SIZ	19	Move	3
DEX	13	Damage	7d6
STR	20	Hit Points	31
CON	12	Armor	12 + shield
APP	14	Age	18

Attacks: Sword 13, Lance 10, Spear 12, Horsemanship 11, Battle 9

Significant Traits: Energetic 17, Cruel 12

Significant Passions: Honor 16, Hospitality 15, Love (Gerin's Family) 12, Love (Coenhelm's Family) 11 Loyalty (Gerin) 14

Significant Skills: Dancing 12, Heraldry 9, Hunting 10, Recognize 12, Tourney 13

Horse: Courser (Move 9, Damage 5d6)

Equipment: Reinforced chain (12 pt armor), shield, weapons, several horses, clothes worth 1£.





Chapter 7

Raids and Encounters

"We call up to seven men thieves, from seven to thirty-five a band, and above that an army."

The Laws of Ine.

Saxon warriors spend most of their years either raiding enemies or defending their theod from raids. This chapter details raiding warriors, raiding parties and targets, and supernatural foes.

Saxons and Other Germans

Saxons can be encountered as farmers defending their land, as traders, or as raiders out for slaves and loot. The last two categories overlap. Even Saxons fear bands of traveling Saxons.

Raiding parties will normally be led by a landed thegn or byrde with a number of other thegns as companions. The leader may have 1-12 heorthgeneats with him, depending on his wealth. Ealdormen and cynings have large heorthwerods, with dozens of hardened warriors.

Franks, Frisians, Northmen, and other Germanic warriors may be created from the rules in this book, or using *Land of Giants*. Use the Character Generation tables or the Saxon Cultural Weapon table for group composition.

Ceorl

Ceorls rarely have even leather armor, most making do with their everyday woolen tunics. Ceorls defending their farms may carry only a saex, but can use farm tools like wood axes to deadly effect. When they muster for war, rich ceorls bring leather armor, shields, and spears, while the poorest ceorls rely on clubs and thrown stones, at least until they can scavenge better equipment.

Poor Thegn

A thegn down on his luck, or a ceorl recently elevated to thegn status. He wears the sleeveless leather jerkin of a rich ceorl, and has only one of each weapon. Though able to ride a horse, he does not own one.

Landed Thegn

This well-to-do thegn might be the leader of a raiding party or the captain of a boat. He can afford Saxon chain armor and an iron helmet. His belt is decorated with silver. He has a number of arm rings to reward his followers. He might command a heorthgeneat or two.

Saxon Cultural Weapon

d6	Culture	Weapon
1	Angle	Great Axe
2	Frisian	Bow
3-4	Saxon	Sword
5	Frank	Francisca
6	Jute	Spear

Modifiers: Anglia, Deira -1; Wight, Kent +1; others unmodified.

Ceorl

SIZ	14	Move	2
DEX	9	Damage	4d6
STR	12	Hit Points	27
CON	13	Armor	none or 2 + shield
APP	12	Knight Value	.2

Attacks: Spear 9, Javelin 10, Dagger 10

Significant Traits: Valorous 12

Significant Passions: none

Significant Skills: Awareness 15, Boating 10, Swimming 10

Equipment: Cap, possibly a leather jerkin (2), shield, spear, knife. Purse with 1d6d

Poor Thegn

SIZ	16	Move	2
DEX	8	Damage	5d6
STR	14	Hit Points	30
CON	14	Armor	4 + Shield
APP	12	Knight Value	.5

Attacks: Cultural Weapon 13, Javelin 13, Dagger 13, Battle 12, Horsemanship 7

Significant Traits: Valorous 12

Significant Passions: Honor 10, Loyalty (lord) 12

Significant Skills: Awareness 15, Boating 12, Swimming 10

Equipment: Leather armor, cultural weapon, shield, spear, saex knife. Purse with 1d20d, Clothing worth 60d

Heorthgeneat

The personal bodyguard of a cyning or aetheling, a heorthgeneat is the closest equivalent to a professional warrior among the Saxons (even more so than a thegn). Many heorthgeneats are younger sons or foreigners, with no chance of advancement except at their lord's whim.





Landed Thegn

SIZ	17	Move	2
DEX	11	Damage	5d6
STR	15	Hit Points	31
CON	14	Armor	8 + shield
APP	12	Knight Value	1

Attacks: Cultural Weapon 14, Sword 13, Javelin 14, Dagger 15, Battle 13, Horsemanship 7

Significant Traits: Valorous 15

Significant Passions: Honor 12, Loyalty (Lord) 14

Significant Skills: Awareness 15, Boating 15, Swimming 10,

Equipment: Saxon chain armor, cultural weapon, sword, shield, 2 spears, saex knife, palfrey. Clothing worth 60d

Heorthgeneat

SIZ	19	Move	3
DEX	13	Damage	6d6
STR	17	Hit Points	36
CON	17	Armor	8 + shield
APP	12	Knight Value	1

Attacks: Cultural Weapon 22, Sword 20, Javelin 18, Dagger 17, Battle 16, Horsemanship 16

Significant Traits: Valorous 17

Significant Passions: Honor 15, Loyalty (Lord) 17

Significant Skills: Awareness 17, Boating 14, Swimming 14

Equipment: Saxon chain armor, cultural weapon, sword, shield, spear, saex knife. Clothing worth 60d

Byrde

SIZ	17	Move	3
DEX	14	Damage	5d6+1d6
STR	15	Hit Points	34
CON	17	Armor	8 + Shield
APP	11	Knight Value	1.5

Attacks: Cultural Weapon 20, Sword 19, Javelin 19, Dagger 17, Battle 16, Horsemanship 19

Significant Traits: Valorous 18, all Wotanic traits at 18, Generous 17

Significant Passions: Honor 20, Loyalty (Vassals) 20

Significant Skills: Awareness 18, Boating 18, Swimming 10,

Equipment: Saxon chain armor, (possibly with arm and leg splinted armor for 10 Armor), fancy helm, gold- and silver-decorated weapons, richly furnished belt and equipment, several gold arm-rings, courser. Clothing worth 1£

If his lord is threatened, the heorthgeneat will invoke his Loyalty (Lord) passion and attack his lord's opponents; on a Critical Loyalty (Lord) roll, the gamemaster may allow the heorthgeneat to go berserk. To maintain his Honor, a heorthgeneat cannot outlive his lord's killer.

[Heorthgeneats as Squires: page 130]

Berserk - (before becoming berserk)

SIZ	17	Move	3
DEX	15	Damage	6d6+1d6
STR	21	Hit Points	35
CON	18	Armor	none
APP	8	Knight Value	1

Attacks: Cultural Weapon 20

Significant Traits: Valorous 22, all Wotanic traits at 17

Significant Passions: Berserk 18, Loyalty (Lord) 20

Significant Skills: Awareness 5, Recognize 10, Swimming 10

Equipment: Cultural weapons

(Under influence of berserk)

SIZ	27	Move	3
DEX	15	Damage	8d6+1d6
STR	21	Hit Points	45
CON	18	Armor	none
APP	8	Knight Value	2.0

Modifier to Valorous: -5

Attacks: Cultural Weapon 30

(Critically berserk)

SIZ	34	Move	3
DEX	15	Damage	9d6+1d6
STR	21	Hit Points	52
CON	18	Armor	none
APP	8	Knight Value	2.5

Modifier to Valorous: -10

Attacks: Cultural Weapon 40

Byrde

A rich thegn, ealdorman, aetheling, or cyning: the top of Saxon society. Such a man's arms and armor are richly decorated with gold, silver, and precious stones. He rides a good horse, though he still dismounts to fight. He is surrounded by his loyal heorthwerod at all times. He leads his people in both peace and war.

Berserk

The Berserk has no fear, no tactical sense, and no equal. He is pointed at the enemy and released; if he cannot spend his fury on foes, he will spend it on friends.

Between wars, the berserk leads a marginal or criminal life; this lunatic's best hope is to be sheltered as a heorthgeneat. **[Battle Rage Passion: page 123]**





Frankish Knight

SIZ	16	Move	3
DEX	13	Damage	5d6
STR	16	Hit Points	31
CON	15	Armor	8 + shield
APP	10	Knight Value	1

Attacks: Axe 17, Lance 18, Sword 16, Throwing Axe 17; Horsemanship 20
 Significant Traits: Proud 15, Reckless 16, Valorous 18
 Significant Passions: Hate (Saxons) 15, Loyalty (Lord) 17
 Significant Skills: Awareness 11, Boating 9, Hunting 14
 Equipment: Saxon chain, shield, weapons, Clothing worth 120d
 Horse: Charger (Move 8, Damage 6d6)

Frankish Knight

Descended from Germanic federates, these uncouth knights are the enemies of Armorica, Ganis, and other chivalrous states in Gaul. Saxons may encounter Frankish knights when raiding or trading across the Channel.
[New Weapon Skill - Throwing Axe: page 125]

Romans

Most Roman soldiers left with the legions in Phase -5, but a few retired legionaries remain around the colonias of Glevum, Eburacum, Lindum, and Camulodunum. While "Roman" in culture, these men are mostly Britons, Gauls, Germans, or Africans, rather than Italians. Roman cavalry veterans use Armorican statistics, below, but cannot use the lance charge.

Old and injured Roman veterans may form militias to resist Saxon raiders. Their antique equipment always breaks on ties. Each retired Roman may be handicapped, as shown in the box.

Roman Legionary

A citizen and soldier, trained to fight in a shieldwall. He disdains noncitizens and barbarians. A richer retired soldier with a successful villa would have many horses, servants, and slaves.

Roman Decurian

The *decurian* leads ten or more soldiers, like a sergeant in a modern army. This one descends from German federates (he uses full Courtesy when dealing with Saxons). He probably has (or had) a fine townhouse or villa.

Roman Tribune or Praetor

In fifth-century Britain, *praetors* govern major towns as

Roman Legionary

SIZ	10	Move	2
DEX	13	Damage	4d6
STR	12	Hit Points	20
CON	10	Armor	4 + 9 (Roman shield)
APP	12	Knight Value	.25

Attacks: Sword 12, Javelin (Angon) 12, Dagger 7
 Significant Traits: Proud 13
 Significant Passions: Loyalty (Colonia) 13
 Significant Skills: Battle 12, Read Latin 9
 Equipment: Weapons, toga and jewels worth 120d.

Roman Decurian

SIZ	13	Move	3
DEX	15	Damage	5d6
STR	14	Hit Points	26
CON	13	Armor	4 + 9 (Roman shield)
APP	13	Knight Value	1.0

Attacks: Sword 15, Javelin (Angon) 15, Dagger 10, Battle 16, Horsemanship 10
 Significant Traits: Proud 15, Valorous 13
 Significant Passions: Loyalty (Colonia) 13, Loyalty (House of Constantin or Vortigern) 13
 Significant Skills: Awareness 13, Courtesy 12, Intrigue 10
 Equipment: Several weapons; manor with 3d6 servants and horses; toga worth 2£

Roman Tribune or Praetor

SIZ	9	Move	2
DEX	13	Damage	3d6
STR	10	Hit Points	20
CON	11	Armor	none
APP	15	Knight Value	.15

Attacks: Sword 12, Dagger 11, Battle 10, Horsemanship 11
 Significant Traits: Cowardly 11, Proud 12, Deceitful 14, Just 15, Worldly 15
 Significant Passions: Love (God) 13, Loyalty (Colonia) 15
 Significant Skills: Awareness 14, Chirurgery 11, Courtesy 17, First Aid 13, Intrigue 15, Orate 15, Read (Latin) 15, Religion (Pelagianism) 15, Stewardship 15
 Equipment: Town manor with 3d20 servants, 1d10 horses, clothes worth 6£, many Roman scrolls, blueprints, and maps, Vulgate Bible.

Roman Retiree Handicaps

d20	Handicap
01-15	None
16	Bad leg: Move = 1
17	Bad eyes: -5 to Awareness, Recognize, Missiles
18	Short of breath: Roll CON each round or -5 to physical skills
19	Old and weak: -1d6 damage
20	Roll twice at 1d6+13
d20 Modifiers: +5 per Phase after Phase -5	





judges and mayors, while elected *tribunes* organize defenses or divide the harvest. While no fighters, these men are highly educated, shrewd, and persuasive.

Britons

These are highland Britons who never learned Roman ways, or lowland folk who have forgotten them. They have some use as raiders, but are poor fighters. For more warlike Britons, use the Cilydd's Warband from page 117.

Warrior

An impoverished civitas resident or a hill tribesman. The Brigantes and northern Cambrians favor greatspear and slings.

Chieftain

A village, clan, or civitas leader. He is torn between native and Roman influences, fighting one day like a prudent Roman and the next day like a reckless Celt, and doing poorly in either case.

British Warrior

SIZ	10	Move	2
DEX	12	Damage	4d6
STR	12	Hit Points	22
CON	12	Armor	4 + shield
APP	9	Knight Value	.2

Attacks: Spear or Greatspear 10, Javelin or Sling 9, Battle 5
Significant Traits: Energetic 13, Valorous 12
Significant Passions: Honor 12, Loyalty (Civitas) 12
Significant Skills: Awareness 12
Equipment: leather armor, spear, wooden shield, dagger, colorful tunic and cloak worth 60d.

British Chieftain

SIZ	12	Move	3
DEX	12	Damage	4d6
STR	13	Hit Points	27
CON	15	Armor	5 + shield
APP	9	Knight Value	.5

Attacks: Sword 15, Spear or Greatspear 12, Battle 8, Horsemanship 8
Significant Traits: Energetic 13, Valorous 14, Reckless 11
Significant Passions: Honor 13, Loyalty (Civitas) 13, either Hate or Loyalty (Vortigern) 15
Significant Skills: Awareness 12, Courtesy 13, Hunting 13, Read Latin 4
Equipment: Cuirboilli armor, weapons, rouncy, imitation toga worth 80d, small hillfort or vicus.

Armoricans

Warriors from Armorica (Brittany) — many of them bitter refugees whose lands were taken by Saxons — enter Britain with Aurelius Ambrosius. They introduce knightly customs and warfare, and begin turning the Saxon tide.

Armorican Footman

SIZ	11	Move	3
DEX	15	Damage	4d6
STR	12	Hit Points	24
CON	13	Armor	none + shield
APP	10	Knight Value	.2

Attacks: Bow or Light Crossbow or Javelin 12; Spear 10, Dagger 10
Significant Traits: Valorous 11
Significant Passions: Hate (Saxons) 11, Loyalty (lord) 13
Significant Skills: Awareness 13
Equipment: Weapons, long knife, purse with 1d6 d.

Armorican Miles

SIZ	13	Move	3
DEX	13	Damage	4d6
STR	14	Hit Points	27
CON	14	Armor	4 + shield
APP	12	Knight Value	.5

Attacks: Lance 15, Spear 12, Sword 14, Javelin 13, Horsemanship 18
Significant Traits: Valorous 15, Modest 14
Significant Passions: Hate (Saxons) 12, Loyalty (Lord) 13
Significant Skills: Awareness 12, Boating 10, swimming 10
Equipment: Leather armor, kite shield, lance and sword, Clothing worth 120d
Horse: Charger (Move 8, Damage 6d6)

Armorican Equites

SIZ	13	Move	3
DEX	14	Damage	5d6
STR	15	Hit Points	27
CON	14	Armor	10+shield
APP	14	Knight Value	1

Attacks: Lance 20, Spear 17, Sword 20, Javelin 11, Horsemanship 20
Significant Traits: Modest 18, Prudent 17, Valorous 17
Significant Passions: Hate (Saxons) 15, Loyalty (Lord) 17
Significant Skills: Awareness 10, Boating 12, Courtesy 11, Flirting 12, Swimming 15
Equipment: Armorican chain, kite shield, lance and sword, clothing worth 1£
Horse: Charger (Move 8, Damage 6d6)





Armorican Footman

The mass of the Armorican foot fight in rough formation (not as well as Saxons). Most are poorly armored. About a fifth are missile troops; these are poor freemen, often hunters.

Armorican Mounted Miles (Sergeant or Poor Knight)

Younger sons of knights, or rich freemen, the miles are light cavalry. They follow an *Equites* (knight) as his foragers, scouts, and squires.

Armorican Equites (Knight)

Armorican knights fight using stirrups, allowing them to use the lance. Some still fight overhand with their spears, using Spear skill instead of Lance, and even throw them like javelins.

Irish

The Irish often raid the western parts of Britain, and have established footholds in Cambria, Pictland, and Cornwall. Hengist and Horsa fought the Irish a number of times, but after Aurelius invades, Saxons and Irish rarely meet except at sea. For more about the Irish, see *Pagan Shore*.

Irish Bo-aire

SIZ	12	Move	2
DEX	13	Damage	4d6
STR	11	Hit Points	24
CON	12	Armor	4 + shield
APP	12	Knight Value	.2

Attacks: Javelin or Sling 11, Sword 9

Significant Traits: Valorous 11

Significant Passions: Love (Family) 15, Honest 16

Significant Skills: Awareness 15

Equipment: Javelin or sling, sword, leather armor and shield

Irish Flaith

SIZ	13	Move	3
DEX	14	Damage	5d6
STR	15	Hit Points	27
CON	14	Armor	6 + shield
APP	13	Knight Value	.75

Attacks: Sword 16, Javelin 15, Spear 14, Horsemanship 17, Battle 14

Significant Traits: Valorous 17, Reckless 14, Proud 17, Worldly 15, Just 16

Significant Passions: Honor 16, Hospitality 18, Love (Family) 18

Significant Skills: Awareness 15, Courtesy 15, Hunting 16,

Orate 14, Religion (Paganism) 14

Equipment: Sword, javelin, cuirboilli armor and shield

Irish Bo-aire

The poor, ill-equipped mass of Irish tribal armies. They fight as skirmishers, raining javelins and slingstones upon their enemies, but scatter if charged by a well disciplined foe.

Irish Flaith

The Irish aristocracy, equivalent to thegns or knights. They fight dismounted, or may fight mounted on chariots if encountered in Ireland. Greater chieftains are just more powerful flaiths, with many lesser flaith in their retinues.

Picts

The Picts are a major threat to fifth-century Britain, raiding deep into the south before returning to their mountain fastnesses. The creation of the border cynningdom of Nohaut in 455 and the death of Pict chieftain Drust in 458 reduce the Pictish threat — or, rather, confine it to the north.

Pictish warriors can call on the power of their clan spirits for aid. This usually means +1 to a specific statistic, or +3 to a specific skill. For more on Picts and Pictish magic, see *Beyond the Wall*.

Pictish Warrior

SIZ	8	Move	2
DEX	15	Damage	3d6
STR	11	Hit Points	19
CON	11	Armor	none
APP	9	Knight Value	.2

Attacks: Great Spear 12, Dagger 13

Significant Traits: Vengeful 14, Honest 16, Proud 17, Valorous 14

Significant Passions: Love (Family) 16

Significant Skills: Awareness 15, Hunt 17

Equipment: Great spear, dagger, tattoos

Pictish Chief

SIZ	11	Move	3
DEX	17	Damage	4d6
STR	14	Hit Points	24
CON	13	Armor	6 + shield
APP	10	Knight Value	.75

Attacks: Great Spear 17, Sword 16

Significant Traits: Proud 17, Vengeful 17, Honest 18, Arbitrary 16, Worldly 18, Valorous 16

Significant Passions: Hospitality 18, Love (Family) 19

Significant Skills: Awareness 15, Hunting 18

Equipment: Great spear, sword, cuirboilli armor, shield, tattoos





Pictish Warrior

Covered in tattoos that link him to heathen spirits, the Pictish warrior strikes from ambush, using the double-feint tactic to disable armored opponents. Pictish warriors will flee a bad fight, vanishing into the underbrush with uncanny skill.

Pictish Chief

Pictish chiefs are the heads of families, able to lead 50-100 warriors or more. Their somewhat better equipment is looted from luckless knights.

Typical Settlements and Bands

Settlements

Player characters can raid or defend these sites. Raiding is riskier. Raiders have no "aerial" view of their target. They cannot see over walls, through forests, or past nearby buildings, nor do they necessarily know which of several modest structures houses the loot — or the leaders. The constant presence of domestic animals and livestock, both easily alarmed by strangers, can be a greater deterrent than bored human watchmen. The Settlement Event table provides random events that may upset the plans of raiders or defenders.

Sedlescombe, A Typical Saxon Town

Leader: Ealdorman Saeberht (see page 74).

DV: 0/3 (Wattle fence/Mead-hall)

Population: 100 ceorls and 400 other folk. About a third live in or near the walls, the rest in outlying steads. Saeberht is a respected warrior who keeps a six-man heorthwerod.

Saeberht's hall: In the center of town, a plank building 20' by 30'. Walls are 5' high, supporting a pitched-beam roof, covered with rushes, about 11' at its peak. Two doors are centered in the long walls (facing each other), with a log and brass gong to summon ceorls outside the north door. Inside is a beaten earth floor, covered with rushes. A long firepit runs lengthwise down the floor, flanked by trestle tables and feasting-benches. Three heorthgeneats sleep here — each is awake and sober on d6 = 5-6. A wooden partition separates the upper third of the hall as quarters for Saeberht and his wife (weapons and jewelry worth 4£). The other end has a cellar entrance, bolted. *Awareness:* 16.

Settlement Events

d20	Event
01-10	None; settlement is as described below.
11-12	Rain has turned the beaten ground into muck; -5 Horsemanship and Knockdown.
13	As above, plus the main hall has been vacated due to water damage.
14	Half the residents are away at a fair, taking half their chattel goods.
15	Disease: 10% of residents suffer or tend the suffering at all hours. May spread to raiders.
16	A visiting holy man may rally residents or provide magic.
17	Site is mysteriously deserted; nothing remains but a few senile old folk.
18	Residents have hired mercenary warriors as guards (1d6 per 100 residents).
19-20	Site is hosting its liege and his retinue (1d6 elite warriors per 100 residents).

Modifiers: -5 in Winter/Spring; +2 in Fall

Note: *Awareness* is listed for different parts of each settlement. This is the chance (vs. *Stealth*) that raiders in that area will trigger an alarm, under ideal conditions. Modify it for worse conditions by -1 (light mist or rain) to -10 (moonless, rainy night). Sleeping defenders must pass two *Energetic* rolls in succession to awaken.

Adjacent to the hall are sheds for weaving, brewing, and other chores, and Saeberht's horse barn (1 courser, 2 pal-freys, 2 nags). *Awareness:* 13.

Raedwulf's shrine: Fifteen yards from Saeberht's hall, a hall half as long, with one wall open to nature. Inside: altar and effigies for Wotan, Frig, Thunor. A spear on the altar is dedicated to Wotan, +1 to Battle. To enter, intruders must pass [Valorous. Failure: run away screaming.] A small adjacent building houses Raedwulf, the godere (2d20s in goods and coin) *Awareness* 10.

Other houses: Several ceorl's houses cluster around Saeberht's. Each has outbuildings (privies and chicken roosts; maybe kilns, drying sheds, root cellars), small garden, a low wattle fence (Jump, or one round to cross safely), and 1d6-3 dogs. Each houses 1d3 ceorls, 1d3-2 heorthgeneats, 2d6+2 dependents. Residents will flee to Saeberht's hall, escorted by heorthgeneats. (1d6s in goods) *Awareness:* 9, 12 if dogs are present when the fence is crossed.

Pig pen: 3d6 adult and 4d6 suckling pigs in a pen (wattle fence as above), near the north gate. They are led into the





woods to eat acorns by day; penned by night. The pigceorl hates pig thieves, and will fight to the death with his Spear 21 (Inspired), 3d6 damage. *Awareness* 9.

Town Fence: A wattle fence 7' high surrounds Sedlescombe (Climb or Jump -5 to cross), with one gate facing the ford on River Brede and one facing north, to the forest. Each family maintains part of the town fence, and can be fined if cows or sheep break through their section. Outside the Brede gate are eight huts for slave families; two ceorls live with them as overseers *Awareness* 11.

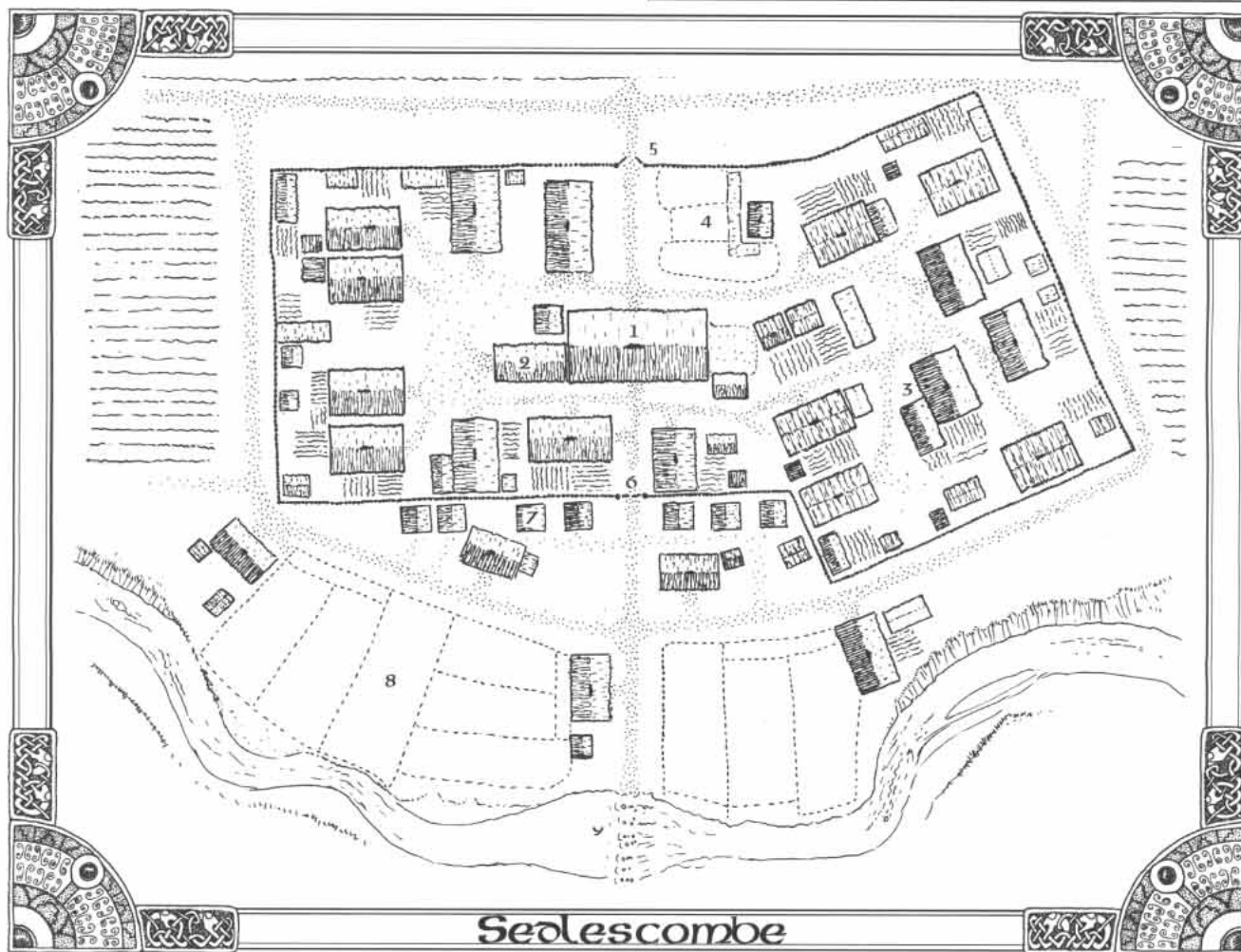
Hides: 200-odd acres outside the fence are plowed in long furrows (to avoid frequently turning the 8-ox teams, one owned by Saeberht, the other shared by three town families). There is little cover here for raiders, though the land outside the north gate has only 40 yards of open ground.

Heords, Outlands: A half-hour's walk beyond the plowland, village boys graze cattle and sheep (*Awareness* 10 by day). At night, stock are penned near the ford, guarded by three ceorls. Near the west heords lies the burial ground, with many small grave-mounds and thatch canopies; thegnly barrows are marked by ditches and carved poles. Raedwulf is here at night on d6 = 6. Ten minutes further west stands an abandoned, haunted Roman villa (town residents will not approach it without Raedwulf).

Sedlescombe

Legend

1	Saeberht's hall	6	Brede gate
2	Horse barn	7	Slave huts
3	Raedwulf's Shrine	8	Stock pens
4	Pig pens	9	Brede River ford
5	North Gate		





Scattered farms lie within a mile of the town. They pay Saeberht feorm, which he pays to Lord Cenwal. Most provide grain, vegetables, and meat; families near the Brede bring fish, eel, and duck; a brewer sends barrels of beer, adding to the small casks of mead made in Saeberht's hall. Saeberht gathers feorm at the end of each moon and stores it in the cellar of his hall.

tered with mud). Interior wattle walls create rooms for sleeping, storage, and animals. Dogs live here, as do piglets, cats, and chickens. One spear-armed brother is on duty as a bodyguard. Four small exterior roundhouses (12' diameter) are used for work or storage. A round hut elevated on posts keeps grain safe. (6d6d in goods and coin) Awareness 11.

Baeddcoed, a typical British village

Leader: Brugyn, a Regnenses chieftain, is village headman.

DV: 1 (wattle fence on rampart)

Population: Ten families of about twenty persons each, all living within the walls. Brugyn can muster ten British warriors (his brothers and in-laws), plus 60-odd rock-throwing peasants.

Brugyn's Roundhouse: A round building 45' in diameter, with a conical thatched roof. The walls are wattle and daub (hazel or willow shoots woven together and plas-

Other Roundhouses: Around Brugyn's house stand ten clusters of 3-5 small roundhouses (20' or less diameter), as above — each house is one "room" in a family domicile. Smaller sheds hold chickens, firewood, goats, and slaves. Small fenced gardens grow herbs, tubers and greens. (1d6-2d in Goods each) Awareness 10.

Baeddcoed			
Legend			
1	Gate	3	Work area
2	Brugyn's roundhouse	4	Roman tower





Tower: The Romans collected grain and pork from Baedddcoed. They left a rickety 20' tower to watch for raiders. A boy watches by day, and sometimes (d6: 5-6) by night; When he blows his horn, the villagers scramble over the walls and flee into the Andredesweald, covered by Brugyn's warriors. *Awareness 13.*

The Wall: A Roman ditch (5' deep) and rampart (4' high) surrounds the village; the Romans topped the rampart with a timber palisade (10') high (two Climbs at -3 to cross from the ditch to the town). 2d3 dogs prowl near the ditch at night. One ramp and gate, bolted at night, faces seaward. *Awareness 10;* the dogs will attack.

The Fields: About 700 acres are under cultivation.

Andredesweald: Pigs, more feral than not, are kept in the forest. Deeper in Andredesweald is a sacred grove where fleeing villagers will gather. Deeper still, people get lost and never return.

Bigbury, a Typical British hillfort

Leader: Lord Cilydd, acting king of the Cantii.

DV: 3/3/1/7 (Double ditch and wall/palisade/keep)

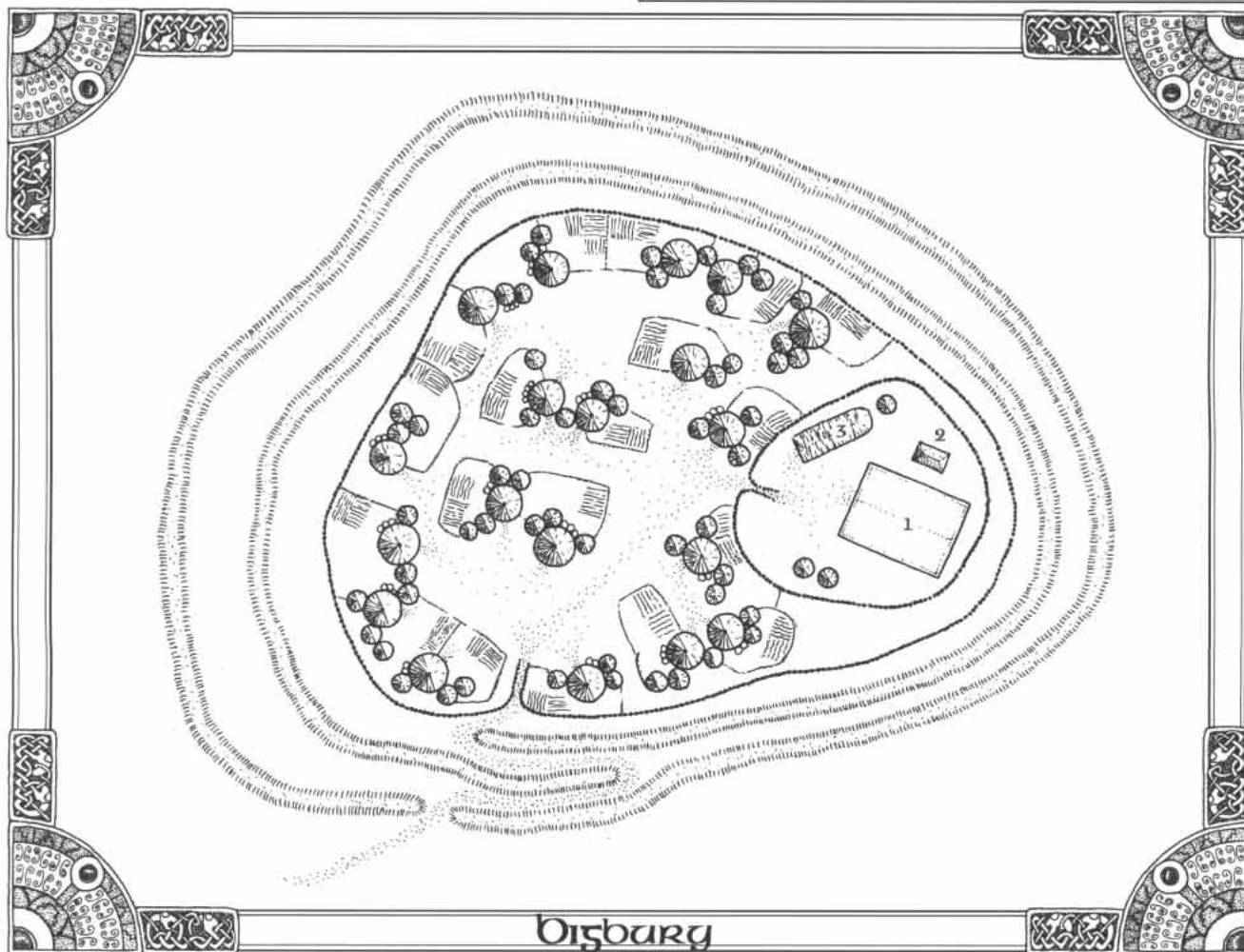
Population: 50 mounted warriors, 100 foot warriors, 400 women, children, old folk, and slaves.

The Fort: Bigbury occupies the crest of a gentle hill. The inner wall on the crestline is a log palisade. The two outer ramparts are topped by palisades and 1d6 warriors at any point. A single gate opens on the hill's steep face. *Awareness 12.*

Bigbury

Legend

- | | | |
|---|---------------|-----------|
| 1 | Llywel's keep | 3 Stables |
| 2 | Martyrorium | |



Bigbury





Lord Cilydd's Keep: The Romans built a stone temple (45' by 60') here to appease local gods; Cilydd, more or less a Christian, has fortified it to house his family, retainers, arsenal, and treasure (8£ in hoarded Roman coins, 16£ in fine things). Two British warriors always guard the single door, and 2d6 more are inside. *Awareness* 17.

Martyrorium: Cilydd's priest, Derfel, has relocated his shrine to the Holy Martyrs from Durovernum to this small stone house beside the keep (40 points of Sanctify Sacred Space, +2d20 Emotion). A refuge of last resort for Bigbury's Christians. *Awareness* 13.

Stables: 3d20 good horses here at any time.

Palisade: The palisade surrounds the keep, church, and stables. Three warriors guard the single gate. Bigburians run here if the outer walls fail. A guard is always on duty at the gate. *Awareness* 17

Other Buildings: Family roundhouses, as at Baedddcoed, fill the area between the palisade and the inner fort (1d6 warriors and 3d6d treasure each). *Awareness* 12.

The Fields: many hundreds of acres surrounding the hill's foot are cultivated. They are guarded by ditches and fences and patrolled by horsemen night and day. *Awareness* 8, 1d3 horsemen within half a mile; riders can blow horns to summon 1d6 more.

Durovernum (Canterbury): The former Cantii capital, a walled Roman town lies to the east. Saxons raid but do not occupy it. A few Cantii stay in this ghost town.

The Durovernum/Bigbury situation is common in the southeast: Britons hold towns and forts, but Saxons hold everything else. After the Cantii defeat at Wippedesfleot in 465, the Saxons finally conquer Bigbury, martyr Derfel in his martyrorium, and enslave the survivors.

Cilydd's Warband

Count Cilydd uses foot warriors to defend Bigbury from raiders. Lately, he and his son Owein have counterraided the Saxons with a mounted band of freebooters and assorted other men. 15 chain-clad horsemen are the solid core of his force, while 23 lighter-armed men scout and skirmish on the flanks. Cavalry like these lack chainmail before Phase -2, and stirrups or lances before Phase -1.

Cilydd

SIZ	16	Move	3
DEX	12	Damage	5d6
STR	14	Hit Points	34
CON	18	Armor	10 + shield
APP	13		

Attacks: Spear 21, Sword 19, Lance 16, Dagger 14

Significant Traits: Lustful 17, Energetic 18, Generous 16, Honest 19, Proud 19, Valorous 18

Significant Passions: Hate (Saxons) 16, Honor 18, Loyalty (Vassals) 15

Significant Skills: Awareness 15, Horsemanship 18, Hunting 15

Equipment: Armorican chain armor, sword, shield, spear/lance, dagger

Horse: Charger (Move 8, damage 6d6)

Description: Cilydd is a large Cymru, though smaller than most Saxons. He is an expert horseman who knows the lands around his land so well that he can always outmaneuver raiding Saxons. His generosity attracts many followers. He is a pious pagan (+2 Healing Rate). He and his followers bear shields decorated with simple quartered fields of red and yellow. In battle, he flies his colors on a small pennant from his spear.

Owein

SIZ	14	Move	3
DEX	13	Damage	5d6
STR	13	Hit Points	31
CON	17	Armor	10 + shield
APP	17		

Attacks: Spear 16, Sword 16, Lance 10, Dagger 9, Battle 14, Horsemanship 17

Significant Traits: Lustful 19, Honest 16, Proud 19, Reckless 16

Significant Passions: Hate (Saxons) 17, Honor 14, Loyalty (Cilydd) 19

Significant Skills: Awareness 11, Hunting 12, Flirting 17

Equipment: Armorican chain armor, sword, shield, spear/lance, dagger

Horse: Charger; Move 8, damage 6d6

Description: Owein uses his beauty to good effect on local maidens, despite his father's marriage plans. As second in command, he either forms the center with his father, or leads long flanking moves with the lighter horsemen.





Heavy Horsemen

SIZ	16	Move	3
DEX	15	Damage	5d6
STR	15	Hit Points	31
CON	15	Armor	8 + Shield
APP	12		

Attacks: Spear 18, Sword 15, Lance 12, Horsemanship 18,
Significant Traits: Lustful 16, Energetic 14, Proud 17, Valorous 16

Significant Passions: Honor 12, Loyalty (Cilydd) 16

Significant Skills: Awareness 10 Hunting 14

Equipment: Saxon chain armor, sword, shield, spear/lance, dagger

Horse: Rouncy (Move 6, damage 4d6)

Light Horsemen

SIZ	13	Move	3
DEX	16	Damage	4d6
STR	13	Hit Points	30
CON	17	Armor	6 + shield
APP	14		

Attacks: Spear 16, Sword 15, Lance 14, Horsemanship 16

Significant Traits: Energetic 17, Valorous 16

Significant Passions: Honor 12, Loyalty (Cilydd) 13

Significant Skills: Awareness 16, Hunting 14

Equipment: Cuirboilli armor, sword, shield, spear/lance, dagger

Horse: Rouncy (Move 6, damage 4d6)

A Typical Saxon Warboat Crew

The *flotmann* (pirate) Botwulf is renowned for his luck, independence, and generosity. He raids both sides of the

Channel from his stead on the Isle of Wight. He currently has one 40-oared warboat crewed by 40 rowers, six other men, Breca the helmsman, and Botwulf himself (48 men total). Botwulf's *flotmenn* will attack merchant ships, settlements, Saxons, Britons, Franks, and the unlucky.

Nihtgenga

These Saxon monsters may be native to Britain, or have come to the island with the invaders.

Ent

Giants, most of whom are exactly like their British counterparts (*Pendragon*, page 341), but some of whom are intelligent, and may even know Rune-lore. Such creatures combine cunning with great size and strength.

Botwulf

Glory 4,500

SIZ	19	Move	3
DEX	13	Damage	6d6
STR	16	Hit Points	32
CON	13	Armor	8 + shield
APP	15		

Attacks: Spear 21, Sword 19, Javelin 18, Dagger 14, Battle 12, Horsemanship 12

Significant Traits: Valorous 18, Generous 18, Energetic 17, Reckless 12, Proud 19, Worldly 16, Indulgent 18

Significant Passions: Hate (Northmen) 18, Honor 15, Loyalty (Boat's crew) 16

Significant Skills: Awareness 11, Boating 18, Swimming 13

Equipment: Saxon chain armor, sword, shield, angon, 3 javelins, saex knife. Clothing and loot worth 6£.

Description: Botwulf is handsome, with long flowing blonde hair and a luxuriant mustache. He favors red and reddish-brown clothing. His weapons are gaudy with gold, enamel and jewels, but are serviceable under the gilt. As a Jute, he hates the Danes and other Northmen who took Jutland. He is a calculating fighter, too Prudent to earn a Wotanic bonus.

Breca

Glory 3,400

SIZ	21	Move	3
DEX	13	Damage	7d6
STR	20	Hit Points	35
CON	14	Armor	8 + shield
APP	14		

Attacks: Spear 20, Sword 18, Javelin 19, Dagger 16, Battle 11, Horsemanship 11

Significant Traits: Valorous 17, Indulgent 17, Generous 16, Energetic 17, Proud 17, Reckless 19, Worldly 16

Significant Passions: Hate (Northmen) 17, Honor 14, Loyalty (Botwulf) 17

Significant Skills: Awareness 17, Boating 22, Swimming 9

Equipment: Saxon chain armor, sword, shield, spear, 3 javelins, saex knife.

Description: Breca is Botwulf's brother, look-alike, helmsman, and second in command. Breca is distinguishable by his many scars, relics of a recklessness that worries Botwulf.

Mearsc Feond

Marsh demons are found throughout the British and continental marshes. They are fearsome hunters, sometimes banding together in packs of two or three to hunt cattle on solid ground. Normally, though, the mearsc feond hunts alone and by ambush, waiting perfectly still under the water, concealed by its mottled green-brown skin (-10 Awareness to spot), until the oblivious prey walks by. Then it shoots up from its lair, grapples its prey, and drags it underwater, drowning it.





Typical Warrior

SIZ	19	Move	3
DEX	15	Damage	6d6 + 1d6
STR	18	Hit Points	36
CON	17	Armor	8 + shield
APP	9		

Attacks: Spear, Axe, or Sword 15, Javelin 18, Dagger 15, Horsemanship 8

Significant Traits: Valorous 17, Indulgent 17, Energetic 17, Proud 18, Reckless 18, Worldly 18

Significant Passions: Honor 12, Loyalty (Botwulf) 15

Significant Skills: Awareness 12, Boating 18, Swimming 13

Equipment: Saxon chain armor, sword, axe or spear, shield, 2 javelins, saex knife.

Botwulf's 46 hard-bitten warriors share rowing duty at sea and form a tough raiding force on land. Most are Jutes or Saxons; a few are other Germans, Pictish, Irish or British. All are superbly equipped thanks to Botwulf's luck and largesse.

Typical Archer

SIZ	17	Move	3
DEX	15	Damage	5d6
STR	16	Hit Points	32
CON	15	Armor	6 + shield
APP	14		

Attacks: Bow 17, Spear 17, Sword 15, Javelin 10, Dagger 14, Horsemanship 10

Significant Traits: Valorous 13, Indulgent 16, Energetic 15, Proud 17, Reckless 10

Significant Passions: Honor 13, Loyalty (Botwulf) 16

Significant Skills: Awareness 19, Boating 17, Swimming 12

Equipment: Saxon chain armor, sword, shield, bow and arrows, spear, saex knife.

There are four archers in the crew. Botwulf appreciates their Prudent ability to stay out of the general melee. Their duty in battle is to note enemy leaders and eliminate them.

Scucca

Scuccas are animated bodies of the dead who have been kept from passing over to the land of the dead because of hatred, unfinished business, or a curse. A scucca has statistics based its previous life: SIZ + 2d6, DEX -1d6, STR x2, and CON x2. It is immune to Knockdown, Major wounds and Unconsciousness. Many scucca are immune to pointed weapons, some ignore all non-magical weapons, some are invulnerable to all weapons but fire, some are vulnerable only to wood, etc. Hacking away at the scucca's hit points "kills" it, until it returns intact the next night. Permanent destruction requires a unique ritual.

Medium Ent

SIZ	40	Move	7
DEX	05	Damage	8d6
STR	20	Hit Points	50
CON	25	Armor	15

Modifier to Valorous: -5

Glory to Kill: 275

Attacks: Great Axe 15 (9d6 damage), or two stomps @ 10 each

Magic: Knows 1d6 runes at 14; 6d20 Life Force

Banish: N/A; Control: 150; Summon: 170

Mearsc Feond (Marsh Demon)

SIZ	22	Move	4/4 Swim
DEX	16	Damage	7D6
STR	20	Hit Points	48
CON	26	Armor	5 (Scales)

Avoidance: 25 in the marsh, 15 elsewhere

Modifier to Valorous: -5

Glory to Kill: 125

Attacks: 2 Claws @ 12, Grapple @ 16

Description: Mearsc feonds are huge amphibious beasts, each one a unique-looking combination of frog, salamander, and something almost ... human.

Once grappled, the target must try to overcome the mearsc feond's STR each round; success frees the target, while failure requires a Swimming roll that round (*Pendragon* page 173); continue until the target escapes or drowns. A mearsc feond that loses its grip on a target will fight with claws if it thinks it can win, but will flee from strong or numerous foes, using its camouflage and water-breathing abilities to vanish into the marsh.

Some scuccas must be burnt and their ashes carefully gathered and buried, others must be set adrift on the sea, and so on. Some scuccas will rest when a wrong is righted or a deed done that they neglected in life.

To know the ways of a particular scucca requires research. Faerie Lore reveals the above information. A necromancer can summon the scucca for 60 Life Force, but no magician can control it (non Saxons are -10 at these rolls). Talking to the scucca's cynn and theod, and learning about his mortal life and death, may provide the best answers.

Thyrs

Also known as trolls or ogres, the thyrs is an intelligent monster, knowing when to attack, when to lay low, and





when to retreat. Thyr's are normally solitary hunters, seeking their prey in the trackless hills and forests. Some have adapted to the marshy lands of the coastal valleys, where they contend with the native marsh fiends.

Werwulf

Werwulfs are men who can turn into a ravaging wolf by some magical ability. Some berserks have this ability, some men are cursed and must take the form of the beast at specified intervals (not always the light of the full moon), and some men are blessed by the gods with the ability. Some men can take the form of bears, boars or other wild beasts. A werwulf is usually immune to non-magical weapons, their flesh and bones reknitting the round after they are wounded. To kill a werwulf requires magic of one form or another; magical weapons, rune magic or spells, or divine intervention.

Cursed werwulfs may pass the curse on after their death, though not through their bite. Research and burial precautions like those for a scucca are required. Any werwulf's bite is a carrier for disease, however, and it can rarely be cured by Natural healing or First aid; healing magic is required. Men bitten by a werwulf (if not savaged and killed outright) become Unhealthy (*Pendragon*, page 182), suffering chills, uncontrollable shivering, and a great thirst. Chirurgery will keep the character from getting worse, but it cannot stop the infection. Bitten characters suffer Deterioration or Aggravation (*Pendragon* page 183) as normal.



Typical Saxon Scucca

SIZ	24	Move	3
DEX	8	Damage	9d6
STR	30	Hit Points	52
CON	28	Armor	8 + 2d6

Modifier to Valor: -10

Glory to Kill (temporarily): 75 for the first "death" only

Glory to Kill (permanently): 300

Attacks: Grapple 16; Twist & Tear 25

Avoidance 12

Significant Traits: N/A

Significant Skills: Hunting 12

Attacks: A scucca grapples its victim (*Pendragon* pages 176-77). If successful, it twists and tears the victim's limbs for normal damage, ignoring armor.

Banish, Control: N/A; Summon: see text

Thyr's

SIZ	32	Move	5
DEX	19	Damage	10d6
STR	30	Hit Points	59
CON	27	Armor	8 (hide)

Modifier to Valor: -10

Glory to Kill: 150

Attacks: Claws 22, Grapple 17, Bite 19, Thrown rock 14

Banish: 150; Control: 80; Summon: 100

A thyr's may be driven off by the vigorous application of fire (such as thrusting a torch in its face), but a thyr's knows enough to scatter fires and foes with thrown rocks. The thyr's will claw at multiple foes; otherwise it grapples its victim and carries him into the weald. A thyr's will only bite grappled opponents.

Werwulf

SIZ	6	Move	8
DEX	21	Damage	3d6
STR	15	Hit Points	36
CON	30	Armor	2 (fur)

Modifier to Valor: -2

Glory to Kill: 100

Attacks: Harass 17 (vs. Knockdown), Bite 25

Avoidance 13

Banish, Summon: N/A; Control: 75 (requires Animal Friend)

A werwulf tries to bear down his target and chew its throat on the same round. If his initial leap does not tumble the victim, the werwulf circles, dashing in to nip at legs or arms, possibly dealing a serious wound. Werwulfs are immune to mundane weapons





Chapter 8

New Rules

We have gathered the new rules mentioned in other parts of this book here for your convenience. Most of these rules can be used as is, or slightly modified, for any *Pendragon* cultures. Rules specific to a culture or set of cultures are noted as such.

Glorious Items

Certain items are so marvelously made that they boost game scores, earn their own Glory, and even acquire names and histories. Such items and effects belong in the gamemaster's control. The following rules are offered to gamemasters as suggestions.

1. Find Origin and Inherent Glory: When an item was made, and whether it was made by a great human smith, a faerie, a magician, a smith-god, or a being older and stronger than the gods, is a gamemaster fiat. Items made for nobles and warriors have Glory; items made for magicians have Insight; some items have both Glory and Insight. An item starts with roughly 1 point of Glory and/or Insight per 30 or so points of Life Force it contains. Use the table in the sidebar as a guide.

Suggested Origins:

Created by a smith-god (Gofannon, Goibhniu, Wayland/Volund, Vulcan)

Created by a supernatural race (dwarves, svert-alfar, giants, fairies, etc.)

Created by a magician

Created by a supernaturally skilled human smith

Created for a god

Created for a great human

Normal weapon, but used by a great human

Normal weapon, but used for a great deed

Normal weapon blessed or cursed by a god, priest or magician

2. Find Lineage: If the item was just created, or just now appeared in the world, this is its final Glory/Insight. If the item has existed for generations, it probably has its own lineage of famous owners. Use the lineage system with the following changes. [Lineage, page 67]

Start from the item's creation or discovery and work your way forward. Most items were probably made or found in the Mythic Phase. The item's number of names equals the highest of its Inherent Glory or Insight; thus an item that gives +4 to Sword Attack should have 4 names in its

Glorious Item Inherent Glory or Insight

Effect	Glory
+1 Weapon damage	+1
+1d6 Weapon damage	+3
+1 Skill, Statistic, Trait, Passion, or Talent	+1
+2 Derived Statistic	+1
+1 Armor	+1
+1d20 Ambient Life Force	+1
+2d20 Specific Life Force	+1
each 30 other points of cast magic it contains	+1
Non sword weapon that breaks as if a sword	+2
Bane weapon (see page 135)	+3
Never breaks by ordinary means	+3
Effect	
Insight	
+1 Read or Lore	+1
+1 Talent	+2
+1d20 Ambient or 2d20 Specific Life Force	+2

lineage. All names may be Great, at the gamemaster's discretion. Names may come from any culture, since the item may have changed hands many times.

Spend three points adding Trait, Passion, Statistic, Talent, or Skill modifiers to the item: thus +3 to one rating, or +1 to three ratings, and so on. These are qualities from the item's owners or history that have "rubbed off on it"; for example, a seax used to gut hapless Britons in the Night of the Long Knives might have +1 Cruel; if it earlier belonged to Vortigern, it might have +1 Deceitful; if it was used to kill Romans in the London riots of 410, it might have +1 Hate (Romans). The goal is less to increase the item's power than to give it a colorful history. The item's Lineage neither adds Glory nor suffers Attrition by itself, but should be noted for future reference.

3. Other Qualities of Items: An items that extends the Traits or Passions of its owner has an *animus*, a purpose, and will resist being used in ways antithetical to it. Reckless spears "want" to take risks. Honorable armor "wants" to protect its wearer. A Lustful manor "favors" adultery. These qualities may be unknown to the owner except by trial and error, Divination, or a Critical Recognize roll.





If the wielder of the Cruel saex described above wants to withhold a blow (*Pendragon* page 163), his own Honor must beat his own Cruel (boosted by the saex's) in opposed resolution; the winning roll determines whether the blow did 1/2 or full damage. This principle applies to other items used against their natures. Unwilling armor might fail (resist 1/2 normal points), belts fall off, houses grow icy cold, and so on.

4. Glory/Insight Gain by Items: An item's Glory and Insight increase by "experience checks" as if they were Skills with the same rating (*Pendragon* page 151-152).

Items gain a Glory/Insight "experience check" whenever their owner gains 100 Glory/Insight and could not have done so without the item, or when the owner gains 1,000 Glory/Insight in any fashion. Items also gain Glory/Insight as in Step 1 if enchanted with new abilities.

5. Glory/Insight Gain from Owning Items: Gain the Item's Glory as an annual Glory award.

6. Attrition of Items: See page 136.

Names: Any item covered by these rules deserves a name announcing its prestige and powers. This might be a descriptor (the Heart Blade), a name (Joyeaux), or anything else the gamemaster or player decides.

Recognition: Items can be Recognized independently of their owners, at +1 to Recognize per 5 points of the item's Inherent Insight/Glory.

Other Kinds of Item: With some imagination, these rules can apply to things other than tools and weapons. For example, they might apply to an old tree tended by druids, a standing stone, a tower, a shrine, a lineage of horses descended from a faerie stallion, and so on.

Extraordinarily Glorious Items: Excalibur, the Grail, the Philosopher's Stone, the Ring of the Nibelungs, and other equally legendary items contain more power and Glory

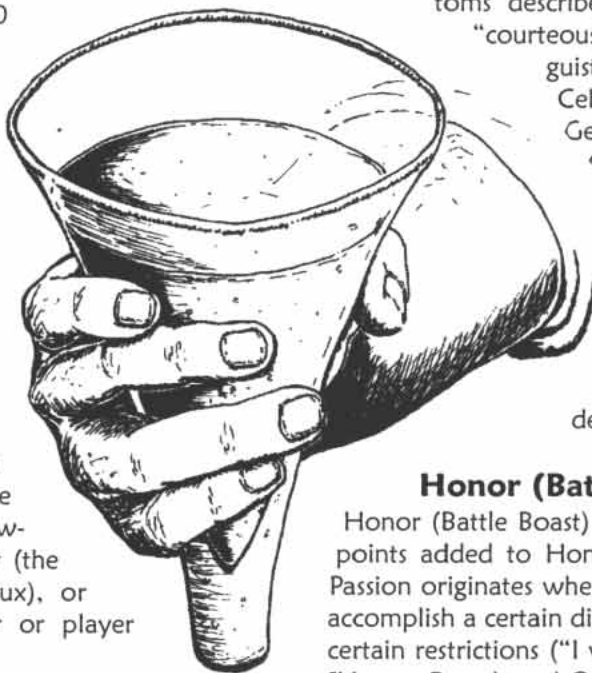
than can be indicated by mere rules.

Other Cultures: *Saxons!* includes these rules because of the great passion and mysticism with which the *Beowulf* poet, among other Anglo-Saxon writers, describes weapons, halls, ships, and ornaments. The rules apply, however, to all *Pendragon* cultures. Since these cultures regarded even skilled artisanship as a sign of divine favor, distinctions between "magic" and "non magic" Glorious Items should be avoided.

Traits, Passions and Noncombat Skills

Courtesy

Saxons test Courtesy to remember the laws and customs described in Chapter 1 and to behave "courteously" within Saxon culture. The linguistic divide between Romans and Celts on one hand, and Saxons or Germans on the other, penalizes Courtesy by -10 when used for understanding or communication between these two broad cultures. This penalty decreases to -5 or less for Saxon federates, British laets, conquered Saxons and their Cymric rulers after Phase 2, and other cases determined by the gamemaster.



Honor (Battle Boast)

Honor (Battle Boast) is a directed Passion consisting of points added to Honor under certain conditions. The Passion originates when you publicly boast that you will accomplish a certain difficult combat goal, possibly under certain restrictions ("I will kill a bear, barehanded"). Test [Honor, Proud, and Orate; for each roll add the following modifiers to Honor (Battle Boast) modifier: *Critical*: +3. *Success*: +2. *Failure*: No effect. *Fumble*: -2]. Note that the Orate roll can be Inspired, perhaps by Love, Hate, or Loyalty.

If the three rolls produced no positive total, your boast was not credible; otherwise, the total increases your Honor *only for fulfilling that boast*. For simplicity, you should have no more than two Honor (Battle Boast) directed Passions at once.

Your Honor (Battle Boast) modifier lasts until you fulfill the boast or until fulfillment becomes impossible; then it





goes away. If you renege on the boast or delay its fulfillment, the modifier remains, but your underlying Honor is penalized as noted in the sidebar. Finally, you can publicly disavow a boast, losing the directed modifier and 1 point of Honor, as noted above in the sidebar.

You may use your Honor (Battle Boast) during encounters that can impede the fulfillment of your boast — to dispatch bandits blocking the way to your enemy's keep, for example, or to plead with your lord for a boat to sail to Pictland to rescue your kidnapped sister. You may also invoke it in the ultimate phase of your quest — when you face the man you swore to kill, or struggle for the item

New Trait and Passion Rules

These rules extend *Pendragon* pages 200-201, and refer to concepts introduced in *Saxons!* Chapter 1.

Saxon Lord Refuses to Share at Least Half the Plunder with His Followers: Automatic Selfish Check. Additionally, the GM may rule that his followers lose 1 point of Loyalty (Lord).

Saxon Cynn or Guardian Fails to Collect Wergild or Vengeance: -1d6 to both Honor and Love (Cynn).

Saxon Renounced by Cynn: -2d6 Love (Cynn).

Nithinghood: Possible if a Saxon's Honor or Hospitality falls below 6.

Character Renounces or Defaults on Battle Boast: -1 Honor to formally renounce a boast; -1 Honor per winter that a still-maintained boast goes unfulfilled, or -3 Honor if a boast is clearly and irreparably shirked (boaster swears to wear no armor at Badon, yet wears armor).

Character Completes Battle Boast successfully: Resolve an immediate Honor Experience Check, in addition to any normal Experience Check to Honor. Gain Glory for the boast (page XX).

Halved Honor/Hospitality Penalties for Deeds against Another Culture: Dishonor penalties across cultures are halved (round up). This option allows would-be Hengists and Vortigerns to betray folk from other cultures without losing too much face at home. It ceases to apply in Britain after 518, and in other lands where Christian and feudal ideals are gaining influence.

Lineage Distorted or Concealed: -2 Love (Family) to any character who willfully denies, withholds or distorts the facts of his lineage, plus checks to Deceitful and/or Modest, as appropriate.

you vowed to retrieve. **[Glory Awards - Fulfilling Boasts: page 127]**

Other Cultures: Folk for whom Proud is a religious virtue (Pagans and Wotronics) can Battle Boast.

Battle Rage Passion and Berserks

Battle Rage is a blind, aggressive fury that possesses warriors who are also Inspired by normal Passions; in effect, the Battle Rage Passion registers the chance that an Inspired warrior may also become berserk.

You can gain the Battle Rage Passion by beseeching Wotan for war frenzy when you have already Critically Inspired a weapon skill. Roll Religion (Wotanic) or Love (Wotan): *Success* gives you a starting Battle Rage Passion of 2d6, *Critical* gives you a starting Battle Rage of 3d6. In addition, you are inspired with a Battle Rage of the same level as your roll result. Battle Rage increases like any other Passion. However, the GM may restrict acquisition of this Passion — or forbid it entirely — on the grounds that easily enraged heroes are too unbalancing or too unpleasant.

Battle Rage

Whenever you test a Passion to Inspire a weapon skill, and your roll would pass both the target Passion and Battle Rage, you become Berserk. If you Critically Inspire your skill, *and* pass Battle Rage, you have become Critically Berserk. You gain the intended benefit of Inspiring the weapon skill, plus the following effects of Berserk:

- Add a Normal or Critical Inspiration Bonus to your SIZ. This does not make you larger, only harder to hurt. It applies to derived Statistics like Hit Points, Knockdown, and Damage.
- Ignore Unconscious and Major Wound rules.
- Gain a -5 Valorous modifier vs. anyone whom you attack (-10 if Critically Berserk).
- You must use the Berserker Attack option.
- You must attack the nearest target; you can bypass a friend if you Recognize him.

The Berserk state continues until:

- You have no more Hit Points.
- You have no more targets.
- You recover. This means beating the Berserk Passion in opposed resolution with another Passion or Trait (Prudent and Forgiving are default options). You may attempt recovery only after you defeat (kill





or mortally wound) a target; if you fail, you must defeat another target before trying again. Your own recovery attempts are at -5. A friend can help you, either using his Traits or Passions, or invoking yours (e.g. if your lord orders you to stop, use your Loyalty [Lord], but he becomes a target if he fails).

You pass out. Test [lowest of CON or Energetic] every hour, or every Battle Round; failure means you have passed out. You awake 2d6 hours later in a post-Berserk state.

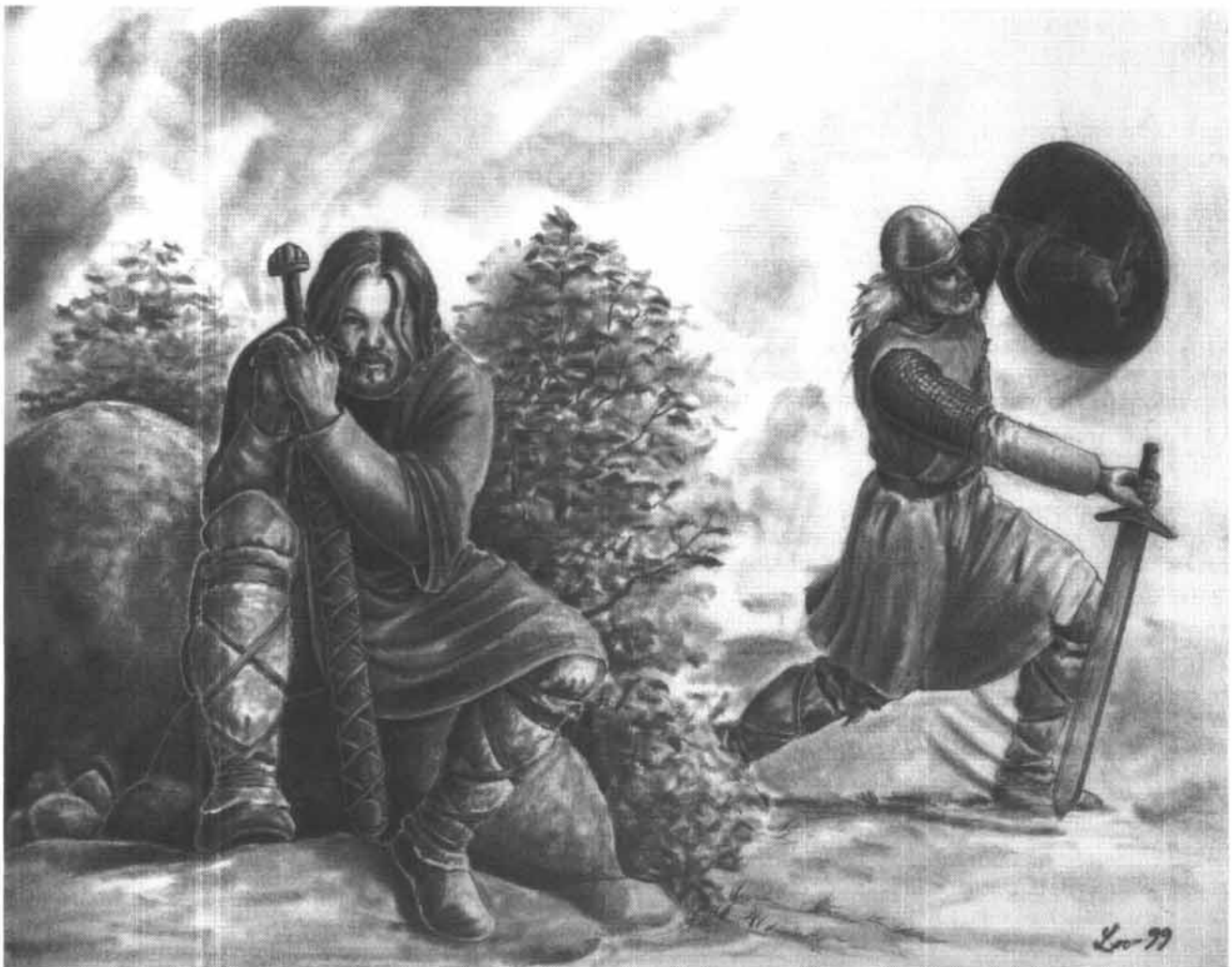
True Berserk

Rather than becoming Berserk as a side effect of another Passion, some people can choose to roll Battle Rage directly, Inspiring both a combat skill and their Size as above. By definition, they are Inspired by a Passion for *violence itself*. Recovery tests are -10 for self, -5 for oth-

ers; Recognize is at -5. True Berserks must savage animals or property if they can't find human foes.

If you invoke the Battle Rage Passion directly as above, you become a true Berserk, and will be treated as such by those around you. After the battle, you must roll Battle Rage opposed to Honor. The losing Passion loses 1d3 points, which are transferred to the winning Passion. As long as your Honor is at or above 6, you will be treated as a normal (though extremely dangerous) member of society. Once your Honor reaches 5 or less, you are cast out from society like a wolf or bear that has snuck into the village.

If you try to enter a True Berserk state, yet fail you become disheartened (-5 to skills); you can either flee the fight (-1 Berserk and Honor and a Cowardly check), or stay and fight under Berserk's restrictions, but without its





benefits (note that your Berserker Attack is still a net +5). If you Fumble, you go mad (*Pendragon* page 209) with horror at what you nearly became.

Berserks with a Battle Rage passion of 16+ *must* roll when combat is imminent or when under stress.

Except in the respects noted here, and in that it gives you access to magic, True Berserk is the same as Battle Rage.

After the Berserk Rage Passes: Once the Berserk state ends (whether gained from Battle Rage or True Berserk), you lose all its effects, including any bonus Berserk Hit Points that still remain. If damage has carried over to your normal Hit Points, you may be Major Wounded, Unconscious, or Dead by the normal rules. If you still live, you suffer -10 to all Skills and Energetic for 1d20+6 hours as you enter a silent, irritated depression. However, if attacked or (gm's judgment) pestered in this state, you can attempt to become True Berserk, restoring yourself to full berserk strength if you succeed.

Berserks and Magic: Emotion magic can calm or incite a Berserk state. True Berserks can use a limited magic themselves. See page 131.

Other Cultures: Religion (Odic) can replace (Wotanic). Arguably, there are Celtic Berserks affiliated with gods like Crom. This kind of Celtic paganism was quashed in Roman Britain, but may survive in isolated communities far from Roman cities. In Ireland, Chuchulain's warp-spasm is a similar effect, though achieved in different ways.

Weapon Skills and Battle

New Weapons

Angon: A spear with a metal-reinforced shaft for half its length. Angons can be thrown, as javelins. In melee, angons only break when tied by swords. Angons are continental weapons, favored by Romans (who called it a *spiculum*) and their enemies. Angons have special shield-damaging properties, below. **Skill:** Spear, Javelin.

Francisca: A Frankish single-bladed axe balanced for throwing as well as hand-to-hand combat. Like all axes, it does +1d6 damage against shields. **Skill:** Axe, Throwing Axe (below).

Sling: Though favored by the Irish, this strap for hurling rocks is a universal weapon of poor skirmishing troops. **Skill:** Sling (below).

New Weapon Skills

Sling: Slings do 3d6 damage out to 20 yards, 2d6 damage from 21-40 yards, and 1d6 damage from 41-60 yards. The victim of a sling-stone always suffers *at least* 1/3 of the sling's damage from concussion, no matter how well-armored he is. For example, a man in partial plate armor (14 pts.) who is hit by 9 points of sling damage will suffer 3 points, despite his armor.

Throwing Axe: An axe balanced for throwing may be hurled up to 20 yards; other one-handed axes will travel half as far. Normal damage is -2d6, but only -1d6 vs. shielded foes. On a fumble the axe breaks, and cannot be recovered to be used later.

Thrown Stone: The very poorest ceorls and kerns resort to man's oldest and cheapest weapon: the common stone. Stones are hardly a threat to armored knights, but they can injure an unarmed man or spook a horse. Damage for a thrown stone is generally 1d6, 2d6 on a Critical skill roll; use DEX for the thrower's skill. Riders must make Horsemanship rolls each round they are a target, as the horse shies from the missiles. Combat-trained horses (chargers and destriers, sometimes rouncies and coursers) are inured to this, so may ignore it.

If the thrower drops a rock onto his target (off a castle wall, or in an ambush), he may drop a stone up to his own Damage rating. Immensely strong humans and giants may throw stones with a -4d6 Damage modifier. Siege weapons can hurl huge stones. As the stone grows larger, the damage it can do even against armor increases. Use the following table to determine how much protection Armor affords against stones:

Rock Damage	Armor protects
1d6-3d6	normally
4d6-6d6	at least 1/3 Damage gets through
7d6-9d6	at least 1/2 Damage gets through
10d6-12d6	at least 3/4 Damage gets through
13d6+	Armor is useless

Optional Rule: Damage to Shields

As noted on *Pendragon* pages 176-177, all axes inflict +1d6 damage vs. shielded foes. Use a different-colored





die for the extra d6; damage from this extra die applies to the target normally, and on a “6” it also breaks the target’s shield. He can rearm (if another shield is available) under the usual rearming rules.

As noted on *Pendragon* page 174, missile attacks suffer a -5 penalty against shielded foes. If an attack misses because of this penalty, the missile has lodged in the shield. Arrows and stones do not matter, but if it the missile is an angon that scores 5+ points of damage, or any other hurled weapon that score 6+ points of damage, the target suffers a -/+2 reciprocal penalty in hand-to-hand combat *per missile stuck in his shield* until he removes them. Removing one missile requires a full round and either a Strength -5 roll (-8 for angons and other barbed javelins) or inflicting 12 points of damage (16 for angons) on the missile (no attack roll needed). Each impacted missile also reduces the shield’s -5 benefit against missile attacks by 2 points (the shield moves awkwardly).

Sturdier shields become available in Phase 3 for triple the usual cost. Such shields resist shield damage effects half the time (d6 = 1-3).

New Battle Rules

Battle Formations

Gamemasters can use these formations to describe the moves and countermoves of a *Pendragon* battle. They apply only to the first charge, after which units usually disintegrate into individual melees and skirmishes. Optionally, characters whose commanders place them in a formation gain certain benefits during the “Melee against Random Enemies” segment of the Battle System. This can include a Leader/Follower Bonus, even though these do not usually apply to first charge.

Scildburh Formation

A foot unit can form a scildburh if it is two to ten men deep, and at least five times as wide. The front rank carries large shields and huddles together so that they overlap. Two-handed swinging weapons are useless within the crowded scildburh. Spears, on the other hand, let rear ranks contribute to the battle. While durable, even against cavalry, scildburhs are slow, clumsy, and easily outflanked; moving scildburhs also tend to drift dangerously rightward, as each man unconsciously crowds toward the shield to his right. The Saxons and the Romans are the main users of the scildburh (the Romans know it as the *testudo* or *fulcum*).

If your commander puts you in scildburh during the first charge, test Battle:

Success gives the following advantages:

You gain +2 shield armor. Your shield modifies enemy missile fire by -7.

Against foot foes, or any foes in wecg, you gain a Leader/Follower Bonus equal to the half depth of the scildburh or +6, whichever is lower.

You reduce the Mounted reflexive +/-5 modifier to +/-2, and can cancel it entirely by passing an extra Prudent test.

Failure to form scildburh forces you to test [Reckless. Success: you charged ahead of the scildburh, gain none of its benefits, and count as Alone next round. Failure: you are in the scildburh’s rear ranks, where you gain no scildburh benefits and probably don’t engage the enemy].

The best Roman troops can break their scildburhs into smaller units, enabling them to maneuver freely and avoid the rightward drift problem. Such well-drilled Roman troops are rarer than giants or wyrms in Britain after 400.

Other Cultures: Cultures who do not normally form scildburhs (Cymri, Picts, Irish, Occitanians, etc.) use the *lower* of Battle or Prudent when forming the scildburh.

Weceg Formation

This amplifies a battle line’s tendency to “bulge” when the central commander and his bodyguards charge, and then men farther from the center join in. As this “wedge” of warriors hits the enemy lines, soldiers rushing to join its back ranks push the “point” deep into the enemy formation. A weceg is not highly maneuverable: it either goes forward, or stops.

Weceg is exclusively a Saxon (Germanic) and Roman tactic (the Romans call it the *cuneus*, or swine’s head). Later in the *Pendragon* campaign, the Saxon knights who join Sir Mordred charge in mounted wecegs on huge barded destriers — a fearsome sight straight out of *Alexander Nevsky*.

If your commander puts you in weceg, test [lowest of Battle, Energetic, or Horsemanship if mounted. Critical: At the point. Gain a +6 Leader/Follower Bonus. Success: On the edge. Gain a +3 Leader/Follower Bonus. Failure: In the rear. No bonus. Fumble: A leaf in the storm. “Alone” in next melee round].





Sacrificing Opposing Troops to Wotan

Rarely, Saxons or Northmen ask Wotan for victory in battle by declaring the entire enemy army as a sacrifice. The leader of the Saxon army, or his godere, must pass a Religion (Wotanic) roll, carve evil runes on a spear, and hurl it over the opposing lines (or walls, if attacking a city or castle). The person performing the ceremony immediately gains Cruel +2; and Love (Wotan) +2 or starts Love (Wotan) at 3d6.

This grim decision allows all men in the army performing the sacrifice to make Inspiration tests at +5. As a result, most men will gain +10 skill, and around 15% of the thegns and heorthgeneats, and even a few ceorls, will go Berserk. As noted under "Extra Sources of Life Force" (page 131), this sacrifice increases the Life Force available to Saxon magicians at that battle.

If any enemy goods or persons pledged to Wotan survive intact, the added Life Force creates a Curse that automatically affects all members of the sacrificing army at the battle. The details of this Curse and the way, if any, to dispel it are left to the gamemaster.

Rival Wotanic armies can pledge each other to Wotan. This amuses Wotan. He benefits either way.

Other Cultures: Religion (Odinic) may be used in place of Religion (Wotanic).

Glory Awards

These Glory sources add to the ones described in *Pendragon* pages 120-121.

One-time Honors, Titles and Ceremonies

	Glory
Made Heorthgeneat	100
Made Thegn	200
Made Gerefa, Wigfruma or other office	300
Made Ealdorman	500
Become Aetheling or Cyning	1,000
Conquer neighboring Theod	1,000

Gifts

Gift	Giver's Glory	Recipient's Glory
Armring of 1£ value	3	5
Armring of 5£ value	8	12
Sword	15	20
Suit of Armor	30	45
Horse and tack	50	75
Glorious Item	10x Glory	15x Glory

Funerals

The indicated Glory goes to the deceased; 10% of it goes to his heirs.

	Glory
Average Funeral	100
Rich Funeral	200
Sumptuous Funeral	500
Extraordinary Funeral	1,000

Defeating Enemies

Saxon thegns equate to knights of the same Glory class (Ordinary, Notable, etc.). Ceorls equal Saxon raiders (35 Glory). Other foes are as noted on *Pendragon* page 120.

Note: Gamemasters who want to encourage "premedieval" combat tactics should consider awarding full Glory for foes defeated in an *exchange* of missiles, if the character's culture normally uses missiles (javelins for Saxons, Angles, Britons, or Romans; franciscas for Franks; bows for Frisians; slings for Irish). This amends the normal "1/10 Glory for missiles" rule (*Pendragon* page 174).

Fulfilling Boasts

	Glory
Simple Boast (<i>defeat a named ordinary foe; use only one weapon, even if it breaks; fight all foes on equal terms; etc.</i>)	15
Hard boast (<i>use one-handed weapon without shield; never retreat unless wounded</i>)	50
Dangerous Boast (<i>no armor; never rest or retreat at all</i>)	75
Mad Boast (<i>use no armor or shield; no weapons; kill awesome foe single-handedly</i>)	125

Law

Winning a suit, per 50 points of Oath-Weight you defeated	+1
An aetheling or cyning was your judge.	+50
Completed Ordeal	+25
Completed Threefold Ordeal	+75
Hearing a suit as Judge, per full 100 points of combined Oath-Weight	+1
Obtaining boot or vengeance per full 20£ of wergild that you collect, whether peacefully or by violence	+1

Annual Glory

Lineage:

per Name	+2
per Great Name	+5
Glorious Items	Item's Glory

Insight

Solved ordinary riddle	5
Solved very difficult riddle	10

Know Runes: per rune, annually.

(Maximum 100 Insight per year from Runes)

Insightful Items

Item's Insight





Legal Ordeals

The GM need not go through the process of having the player roll to determine whether he is innocent, if the character actually *is* innocent. He can describe the ordeal and the injuries suffered from it, but declare that on the third day the signs prove the character's innocence.

Cold Water

You are forced to drink water, bound hand and foot, and tossed into a pond or stream. Test [Swim to sink; failure or fumble means that you float — the water rejects you because you are guilty]. In either case, make 1d6 CON

rolls vs. Suffocation (*Pendragon* page 185), at a -5 penalty for the water you already swallowed, before observers judge you guilty or innocent and fish you out.

Hot Water

You must retrieve a stone from a boiling pot with your bare hand. This means passing [Valorous and CON (Fail either: you hesitate, or drop the scalding stone, proving your guilt)]. This costs you 1d6 hit points (no armor). Your hand is bandaged, though not treated with any healing skill or magic. Each day Roll [CON. Critical: recover half your Healing Rate. Success: recover 1/3 Healing Rate. Failure, Fumble: no recovery and check for Aggravation





(*Pendragon* page 183-4)]. If your wound has completely healed after three days, you are innocent; if not, you are guilty.

Hot Iron

You must carry a red-hot one-pound iron bar for nine feet. Rules and effects are identical to Hot Water, above.

Threefold Ordeal

Only used for serious crimes, the Threefold Ordeal triples the weight of the iron bar, or requires you to reach into scalding water up to your elbow instead of your wrist (-3 to Valorous and CON in these cases). Sometimes it means performing all three ordeals in succession.

Goods and Prices

Market Prices (*Pendragon* pages 240-243):

Britain's markets are in chaos during the *Saxons!* campaign. One Saxon scilling equals 2d6x2 *Pendragon* denarii; roll for each market Saxons visit to reflect fluctuating conditions. One librum equals 20 (+1d6, -1d6) scillings (thus the range is from 15 to 25). Use the Standard Price list, ignoring "Inn" and "Abbey" items. A few luxuries from the Great City Price List may be available from Roman cities at either twice or half the normal price, depending on which way desperation is pushing the Roman folk. For land and fortifications, see below.

Funerals: Costs may be shared among cynn. The Glory gained by the deceased is passed down to his descendants as normal (1/10th Glory)

Boats: The typical Saxon boat is 75 feet long, with a square sail and oarlocks for fifteen men on a side. It holds ten passengers in addition to the thirty oarsmen.

Funeral Costs

Burial	Cost
Average Funeral (<i>buried in local grave with clothes, a knife, and perhaps a spear; or cremated and buried in a modest urn</i>)	60d
Rich Funeral (<i>as above, but with more grave goods and/or a priestly ceremony</i>)	5£
Sumptuous Funeral (<i>interred in a barrow with goods and perhaps slaves; cremated in massive public ceremony</i>)	10£
Extraordinary Funeral (<i>as above, but either buried with a ship, or set adrift in a holed or burning ship</i>)	30+£

Wergilds and Oath-weight

Wergild

Laet	5£
Ceorl	10£
Thegn	120£
Ealdorman	1,000£
Aetheling, Cyning	2,100£
Child, Woman	twice normal
	(for compensation only)

Injury Wergild

The Saxons had 40 or more injury wergilds, based on the extent of the injury, the person injured, and the person committing the crime. Rather than list all forty here, we have abstracted them down to the following:

Struck with fist	1 healsfang (up to three times per fight)
Hit with a weapon	2 healsfangs (up to three times per fight)
Major Wound	5 healsfangs
Mortal Wound	10 healsfangs (whether the victim died or not)

Oath-weight

Oath-weight equals wergild, +1 per full 500 points of Glory. However, the GM may raise or lower your oath weight by +/- 25% for successful pleading (Orate, Traits, Passions) or favorable or adverse situations (the judge hates your cynn, strong evidence in your favor, etc.).

Typical Fines

Lie with cyning's serving woman	50s
Lie with nobleman's serving woman	20s
Lie with ceorl's serving woman	6s
Armed another during an argument (no blood yet spilled)	6s
Armed a robber	6s
Armed a murderer	20s
Shirked military or other duties, if landed thegn ("bord-bot")	120s
Bord-bot, if ceorl	60s
Bord-bot, if heorthgeneat	30s
Kidnapping	5 healsfangs
Theft, battery, rape, manslaughter	Normal wergild
As above, in your host's house	Doubled
As above, before cyning or aetheling	Doubled again
Any of the above, if it breaches an aetheling's or cyning's protection or peace	+50s
As above, if secretive, gratuitous, or sorcerous	Bootless





Boat Prices

Boat	Cost
Rowboat	10d
10 oars	1£
20 oars	4£
30 oars (the typical Saxon boat)	10£
40 oars	20£

and draws only four feet when loaded (that is, it can raid inland up a six-foot-deep river). Its crew can be halved (to draw less water) or tripled; treat every 350 lbs. of cargo as another passenger.

Lordly Domains for Saxons

This section details additions and changes to the rules in *Lordly Domains* for GMs who want to use that supplement with *Saxons!*.

Land Terminology: This is less well defined than in feudal society. Roughly, thegns equate to knights or bannerets, aethelings and ealdormen to bannerets or barons, and cynings to counts or dukes. Of the Saxon cyningdoms in 518, Anglia equates to a duchy, while all the others are equivalent to counties.

Historically, no Saxon leader holds a major city for very long; Eburacum and London were held for a few years, and Lincoln was repeatedly besieged but never taken. Should a cyning take one of these cities, his holding would become a *Lordly Domains* kingdom.

Thegn's Holding: Five hides (the basic thegn's holding) equates to 1 POP. A Saxon POP varies from 80-120 peasants living in a town, with the remainder in farming steads; each stead has from 20 to 80 inhabitants, counting men, women, children, and slaves. Because a thegn's POP is more scattered and rural than in a manor, reverse the "Food" and "Goods" columns of the Manor Population and Income Table (*Lordly Domains* page 14) and the Settlement Income Table (*Lordly Domains* page 18). One hide is nominally worth 12£.

Retinue: A thegn's retinue is his heorthwerod — poor, landless thegns. A higher leader's heorthgeneats are still landless, but better equipped.

Heorthgeneat Support Table

Quality	Food	Coin
Ceorl	.5£	.5£
Poor Thegn	1£	1£
Landed Thegn	2£	2£
Heorthgeneat	3£	3£

Defensive Works

Wattle Fence [DV 0, Cost 1£ per Area, height 3'] Posts driven into the ground with willow or other flexible branches woven between them. When defended, it gives a reflexive +/-2 to attack. It can be quickly destroyed by an axe. It keeps animals in, or out, as desired.

Mixed Wall/Palisade [DV 4, Cost 4£ per Area, Height 6'-20'] Gaps in an existing Roman wall can be filled in with a wooden palisade backed with rubble. This is a compromise between a true wall, and a true wooden palisade, cheaper than either because the majority of the work is already in place.

Mead Hall [DV 3, Cost 5-10£] The gathering place for the lord's heorthwerod, the mead-hall can also act as a refuge during a siege. Unfortunately, most are wooden, and can be set afire with relative ease. More expensive mead-halls are larger and more ornate. Heorot, the mead-hall of King Hrothgar of the Danes, is reputed to be roofed in gold. A tremendous expense, but a most Glorious one.

Siege Equipment: Saxons neither have nor need complicated siege equipment. Any army can create impromptu siege equipment at the rate of 1 point per 100 men per day; this gear only reduces the DV of wooden fortifications. It includes scratch-built ladders that can aid an assault.

Heorthgeneats as Squires

A heorthgeneat can perform the battle duties of a *Pendragon* squire, based on his Awareness rather than his age. However, heorthgeneats are not lackeys, and will not polish armor, groom horses, skin deer, or fetch weapons used only for sport. Richer Saxon nobles may have squire-like armed servants for these duties.





Magic

Extra Sources of Life Force

Battlefields: Saxon magicians (and perhaps others who love “dark” or warlike gods) gain Life Force from battlefields, usable only for Curse, Berserker Magic, Necromancy (for which the site may also count as a cemetery), or to affect weapons or warriors. This additional Life Force is available during the battle itself and lingers on afterward, slowly decreasing over time. Find the time since the battle ended on the Duration Costs chart (*Pendragon* page 276). The indicated number *subtracts from* the battle’s Life Force; thus the site of a Medium battle fought one month ago generates 3d20-40 Life Force.

If the enemy has been given to Wotan (page 127), double the battle’s Life Force for its duration. If Wotan is cheated, this Life Force becomes a Curse against all who thwarted him.

Runes: A magician using Talent adds 2d6 Life Force to a normal magic casting per rune he has gained (page 132) that applies to that casting, up to a limit of +8d6. This does not apply to Rune Magic itself.

Sacred Days: See the sidebars on pages 25 and 132 for a description of the Saxon calendar.

Sacrifice: If a godere is present and passes a Religion (Wotanic) roll, boost the Life Force yield of a Sacrifice by +1d6 per 3 points of Item Glory, 2£ worth, or 500 points of regular Glory the sacrifice has earned.

Skills: Saxons can gain extra Life Force by successful skill use (see sidebar).

Berserker Magic

Persons in a True Berserk state (page 124) can perform magic using their Berserk Passion as a Talent (note that it cannot be Inspired). The hours or minutes of ritual required to cast the magic do not break the Berserk state; the Berserk is wandering around howling and gibbering even if he is not killing people at that moment. Berserks using magic have the restrictions noted in the boxed text. Some of these restrictions would not apply to Berserks with real Talent, but real Talent does not work in a Berserk state.

Additional Life Force Sources

Battle Size	Life Force
Small	+1d20
Medium	+3d20
Large	+5d20
Huge	+6d20
Sacred Days	
Geol days	+4d20 (<i>and 1d20 more dedicated to the god presiding over that day</i>)
Litha	+4d20
Fourth Day following Solstice or Equinox	+3d20
Every day of Haligmonath	+1d20
During Cart Ceremony	+2d20 Bless
Full Moon	+2d20 (<i>toward effects consistent with that moon’s influence</i>)
Skill Use	
Skill Result	
Critical	+1d20
Success	+1d6
Failure	-1d20
Fumble	Automatic failure (<i>cannot be attempted again today</i>)
Goderes can use <i>both</i> Religion (Wotanic) and Read (Runes) on this table. Wiccawicces can use <i>one</i> of the following rolls: Celestial Lore, Folk Lore, Industry, Read (Runes), Singing, Hate (any).	

Berserk Magic Restrictions

Berserks gain full Life Force benefits from Battlefields, Personal Life Force, and sacrifice — *if* they personally kill or wreck the sacrifice — but only *half* Life Force benefits from other sources.

Berserks cannot use talismans or preparation time; they must pay the price in aging or sleep.

Berserks cannot use magic to benefit others.

Berserks gain no benefits from groups.

Berserks have no magical defenses or Sight.

Lacking Talents, Berserks can only work Curses and gain limited Shapeshift and Animal Friend effects. For the latter, a Berserk must choose Wolf, Bear, or Boar as his totem, further limiting Shapeshift and Animal Friend to effects associated with that creature.





Gaining Runes

Besides being an alphabetical symbol, each rune also symbolizes one of the elements of the universe. If you “gain” a rune, you have a special intimacy with that rune and its magical powers — an inner knowledge of the rune’s secrets. This adds 2d6 to your Personal Life Force when you use Talent to create effects involving that rune. You can also use the rune to cast permanent Rune Magic (below), whether or not you have any real Talent. However, rune knowledge is hard-won, requiring dire rituals of self-sacrifice.

1. Make First Sacrifice: To attempt a sacrifice, you must pass Religion (Wotanic) to know the right prayers, or be guided by a godere who passes the roll for you. You must also pass a Trait or Passion roll at a modifier dependent on the severity of the sacrifice. Damage and other game effects occur immediately; future goods or behaviors must be renounced for all time. However, if you renege on a vow or compensate for sacrifice damage by magic, you have cheated Wotan, forfeiting all sacrifice benefits and exposing yourself to his curses.

Besides the listed permanent benefits, your sacrifice also generates bonus Life Force which you can spend immedi-

ately if your sacrifice was part of a ritual; otherwise it goes away.

The following winter, for each 4 points of the modifier of your sacrifice, you permanently gain one rune of your choice (you may not choose “unknown rune”), two random runes, and the indicated Insight. 2 point sacrifices gain you one rune of your choice, plus the indicated Insight.

2. Later Sacrifices: In following years you can make further sacrifices. However, if the sacrifice has the same or lower modifier as your last sacrifice, you gain only one random rune, and half as much Life Force or Insight. To keep gaining the same effects as the first sacrifice, you must keep making more dangerous sacrifices. If you randomly roll a rune you already have, you do not roll again, it is just one of the arbitrary vagaries of Wotan.

Once you have gained a rune, record it on your character sheet. It is a permanent part of you. You can use it for Rune Magic, below, even if you have no talents.

Self-crucifixion: This is a special, one-time-only sacrifice, emulating Wotan’s search for knowledge and power. The character must first make a Valorous roll at -12 to even

Rune Sacrifices

The Modifier column represents the difficulty of the sacrifice. It modifies the Trait or Passion which the player must roll. If a character must succeed on the roll (Valorous), then the modifier is subtracted from the Trait or Passion. If the character must fail the roll (for example, fail Love [Cynn] to vow never marry), then the Trait modifier is added to the Passion or Trait.

Modifier	Bodily Sacrifice (Valorous)	Other Sacrifice	Insight	Life Force
2	Ear, Nose, or Finger: 1d6 damage, disfigurement (-1d3 APP); others may mark you as a sorcerer.	Give all gifts you get to Wotan: Fail Selfish	+100	+1d20
4	Hand/Foot: 2d6 damage; x1/2 move, weapon attack, or shield armor	Never marry (no heirs): +200 Fail Love (Cynn)		+2d20
8	Eye/Arm/Sexual Organ: 4d6 damage; drastic, continuing campaign effects	Always kill opponents in combat: Fail Merciful	+400	+4d20
12	Self-crucifixion: Pass CON roll by $\leq 1/2$ or die, plus an additional -8 Valorous sacrifice	No equivalent	+1,000	+8d20

Notes: Something already lost by campaign events cannot be sacrificed. Bodily sacrifices can be repeated (you’ve got two eyes), subject to the law of diminishing returns. “Other” sacrifices are vows; breaking them brings a deadly curse from Wotan.





begin the sacrifice. He then hangs for nine days and nine nights. During that time he will travel to the Spring of Wisdom, where Mimir will approach and take a sacrifice. Mimir will take *something* from the character, but not necessarily what the character expects. Wotan sacrificed an eye for the knowledge of the runes; Mimir can take a body part, knowledge of a skill, a statistic such as CON, or a passion or Trait. What, exactly, Mimir takes is up to the gamemaster, not the player. Once taken, the sacrifice is *gone* and can never be recovered.

If Mimir takes a body part, it will be normally be at the 8 modifier level (Eye/Arm/Sexual Organ).

Mimir can take the character's Fertility (The result of the Childbirth roll during the Winter Phase [Pendragon page 346] is always "No Birth").

If Mimir takes a knowledge, the player will lose one skill. The skill will drop to 0 and can never be raised.

If Mimir takes a Trait, it will be permanently lowered to 0, and the corresponding trait permanently raised to 20. Trait pairs permanently set in this way are not counted for Armor of Honor or Religious Bonus. Directed Traits based on the trait pair will be set to either 0 or 20, depending on which trait it is based.

If Mimir takes a Passion, it will be permanently lowered to 0 and may never be raised.

If Mimir takes a Statistic, it will be permanently lowered to 1 and may never be raised.

At the end of the sacrifice the player must make a roll of CON/2; failure means he died. Assuming the character is still alive, he gains the following benefits:

If the person was un-Talented before the sacrifice, he gains knowledge of all the runes, plus the following Talents: +6 Necromancy, Bless (weapons, warriors), Divination; +4 Curse, Dispel; +3 Summon, Control; +2 Sight, Healing. Figure Magical Limit, Magical Defenses, and Personal Life Force normally.

A Talented practitioner of this rite gains knowledge of all runes, plus 10 points to split among Wotan's Talents of Necromancy, Bless (Weapons, warriors), and Divination.

The wicce has a personal tie to Wotan through this ritual. How this manifests is up to the GM. Wotan may aid the character in some situations (a bonus to a die roll), withhold aid, or even demand further sacrifices without additional benefits.

Rune Magic

Runeres use the magic inherent in the Runes to imbue objects with magical effects. They can cast *permanent* magic using Read (Runes) as a Talent. They do this by tracing or carving runes into various materials (see insert). Rune magic is inferior to Talented magic, but may be learned by anyone, Talented magician or not.

Runeres without Talent have no magic defenses, talismans, Sight, or group or follower benefits. They do have Personal Life Force and Magic Limit, figured normally.

Rune Magic Materials

Material	Time	Magic Limit	Attrition	
<i>Notes</i>				
Wind	Ritual	-3d6	15	A
Liquid	Ritual	-3d6	14	B
Dirt	Ritual	-1d6	13	—
Flesh	Preparation	—	(15)	C
Wood	Ritual	+3-5d6	16	D
Stone	Preparation	+6d6	17	—
Metal	Winter	+2d20	17	D
Precious Metal	Winter	+3d20	15	D
Semiprecious Gem	Winter	+3d20	16	D
Precious Gems	Winter	+4d20	17	D
Ashes and Dust	Ritual	—	—	E

Notes

A: The rune must be traced on "a wind," such as "the Northeast Wind that blows through the valley". The nearest target(s) downwind of the casting point is affected. The runes are only visible to Sight. Modify Attrition if there are many crosswinds that might scatter your runes.

B: The runes may be traced in liquid, or painted on another surface using the liquid. The former is like beruning the wind; the latter might have an even lower Attrition rating, as painted runes easily rub off.

C: By tattooing or scarification. Magic Limit is +1d6 per d20 of the target's Personal Life Force. Check Attrition only (and always) when the target suffers a Major Wound.

D: Certain trees, metals, or gems may add more Magic Limit to specific effects, or have different Attrition ratings, based on the GM's research into the lore of these things.

E: The runes are carved in some other material (using its modifiers), which is then destroyed. This applies a permanent curse or blessing to specific, named target(s) within a day's travel of the ceremony. The effect does not suffer attrition, but can be Dispelled.





Rune Effects

Find random runes on this chart by rolling 1d6 for "tens" and a second d6 for "digits;" thus 4 followed by 3 equals 43; 1 and 6 means 16, and so on.

A rune can only *invoke*, *augment*, or *increase* its listed qualities. Where the quality is a game statistic, it is boosted as if by Bless; where the quality is part of the world, like Money or Fire, it is summoned, or manifested as if by Glamour. It may also be augmented by a kind of Glamour; for example, the Eo rune can make a corpse speak; the Eh rune can give a horse a tougher hide or a man greater wisdom — the thing becomes "more itself" but does not gain powers foreign to it, like flight. Note that "Glamour" made permanent is basically "real," except that it can be Dispelled.

d66	Rune	Qualities
11	Feoh	Cattle, Money, Selfish, Industry
12	Ur	Strength, Constitution, Armor, Reckless
13	Thorn	Damage, Nihtgenga, Vengeful, Intrigue
14	Os	Orate, Religion, Gods/Faeries, Pious
15	Rad	Land travel, Arbitrary, Bad Luck, Horsemanship
16	Cen	Fire, Loyalty, Navigation, Read
21	Gyfu	Gifts, Generous, Sacrifices, First Aid
22	Wynn	Happiness, Recognize, Feasts, Appearance
23	Hagl	Wintry weather, Shelter, Cruel, Folk Lore
24	Nyd	Disease, Poison, Famine; Resistance to same
25	Is	Ice, Avoidance, Stealth, Deceitful
26	Ger	Harvest, Plants, Lustful, Flirting
31	Eo	Corpses, Wyrð, the Other Side
32	Peorth	Hospitality; Play, Dance, and Sing; Love
33	Eolh	Awareness, Suspicious, Fear
34	Sigel	Sunlight, Warmth, Luck, Dexterity
35	Tir	Swords, Valorous, Just, Ordeals
36	Beorc	Childbirth, Healing, Increase/Dispel Magic
41	Eh	Horse, Proud, Movement
42	Man	Merciful, Trusting, Courtesy, Human will
43	Lagu	Water, Sea Travel, Cowardly
44	Ng	Ancestors, Kings, Stewardship
45	Oe	Land, Mobility/Restraint, Walls/Defenses
46	Daeg	Daytime, Sanity, Communication
51	Ac	Honor, Prudent, Chaste
52	Ae	Energetic, Magical Duration, to Aging or Attrition

53	Yr	Battle, Hunting, Weapon Skill
54	Ia	Indulgent, Buildings, Love (Cynn)
55	Ear	Graves, Lazy, Stasis
56	Unknown Rune ???	
61-66	Re-roll	

Time: the Time Required for Rune magic is the same as for other magic. However, part of this time is spent carving runes, or supervising someone else who carves them, as indicated on the Rune Magic Materials sidebar.

Ritual: The runes are carved during the ritual, whether it is normal length or hasty.

Preparation: The runes are carved during Preparation time, all of which must be finished before the ritual begins.

Winter: As *Preparation*, plus the caster gains no game benefits for the Winter Phase. Aging and attrition are rolled for as normal.

Life Force: Figure this normally from Personal, Ambient, and Specific Life Force.

Magic Limit: Figured normally, which means that it may fluctuate from casting to casting. Then, *add* or *subtract* the Magic Limit modifiers from the Rune Materials chart, and *subtract* the sum of all Rune or Permanent Life Force you have previously cast.

Using Read (Runes) as a Talent: First, you must write a *spell* or sentence explaining how you want the magic to work. The sentence can include any words, except concepts that exist only in game terms (*Increase Strength*, *Pious*, or *Life Force* count as terms a Saxon might understand, but numerical game modifiers like +2 *Strength* or +2d6 *damage* do not). Each personal name, or number however written, is a single word. Finally, the statement must list one or more of the caster's gained runes that will invoke the effect; these need not be worked into the sentence grammatically.

The GM interprets the magic effect based on what the spell *literally* says, what kinds of magic can be invoked by the listed runes, and the usual function of the be-runed object. He assigns a Life Force cost for the spell, and the runere makes a Read (Runes) roll, comparing the roll to the box on the next page.





Read (Runes)

Critical: Double the caster's Personal Life Force and Magic Limit.

Success: Find Life Force and Limit normally.

Failure: The spell fails — or it works, with 1/4 its words rewritten by the GM.

Fumble: The spell fails — or it works, with half its words rewritten by the GM.

Modifiers: *besides the usual modifiers for Hasty Ritual or Inspiration, Read (Runes) is -1 per full two words, numbers, or runes placed in the spell.*

A ritual that fails, or that does not generate enough Life Force for the target effect, does nothing and may not be attempted again that month. If a rune ritual works, its Life Force becomes a permanent negative modifier to the runere's Magic Limit. Thus a runere who has cast three 50-point rune rituals during his life has a -150 Magic Limit modifier.

Targets: Normally, enchanted objects benefit any person who uses them, in the same fashion as normal objects. A runere can spend words to exclude certain persons from the benefits of a beruned item ("only my family," "not for Picts"), but may earn Selfish, Arbitrary, and/or Love/Loyalty checks for doing so. Magic that works *against* or *upon* rather than *for* the item's user must be specified as such ("Damage to wielder").

Enchanted objects directly benefit only one user, though by boosting one man's Battle or Stewardship they may indirectly affect thousands of others. This also applies to an item shared by many people, like a hall or a boat: "Boost Hospitality" or "Boost Boating" normally apply just to the hall's lord or the boat's captain. If you want rune magic to affect more people, use the Multiple Targets modifier.

Runes placed in nature — traced on a wind or in a spring's water — are trickier. As a rule, such spells affect one target per year, usually the first person who contacts them (breathes the wind, drinks from the well) after the casting's anniversary that year. Unless permanent (like damage) the effects on *that* target last until the casting's next anniversary. The Multiple Targets modifier can extend these effects. *Example: On Geol, a runere traces 30 Life Force of Ur into a well, boosted by +60 to affect six targets (Spell: "Ur Boost the Constitution of Six Drinkers"). Every year, the first six people who drink from the well after Geol gain +1 CON until next Geol.*

Permanence: Like other Permanent items, be runed things can be Dispelled with a Permanent Dispel of equal value. Alternatively, new rune enchantments of equal strength to an old one can add runes, numbers, or words to it, but cannot delete or rearrange the existing spell. Rune effects suffer from Attrition (see page 137).

Wording and Interpreting Spells: Four principles for the GM are —

Interpret the spell as literally as possible using the runes and Life Force available to it, and the nature of the beruned item.

The spell should be one complete sentence, not counting the runes. Spelling and grammar both "count," and poetic effects like alliteration or rhyme may earn bonus Life Force.

A runere unsure how his spell will "work" should consult an experienced nonplayer magician (a mouthpiece for the gamemaster), who can suggest likely outcomes.

Runes, like all magic, are elusive and fickle and may not work the same way twice.

Saxon Spellbook

Here are some common Saxon magical effects. Some of them are preceded by a Rune Magic sentence and its (parenthesized) Read (Runes) modifier, but these can also be cast by Talented magicians, using the runes for color or extra Life Force.

Bless

Sword Sharpener: 30

"Tir makes the sword bite harder" (-3). For each 30 points invested in the magic, the weapon does +1 damage. 120 Life points can imbue the item with +4 *or* +1d6 (caster's choice).

Shield Strengtheners: 30

"Ur armors the shield" (-2). For every 30 points invested in the item, the shield will resist an additional 1 point of damage.

Guide the Arrow: 60

"Yr guide my aim" (-2). Adds +2 to the user's appropriate Bow or Thrown Weapon skill. Placed on a single arrow, javelin, or other missile weapon.



**Bane: 90**

"Thorn pierce [specific creature or person]" (-2). The weapon ignores all armor (except the Armor of Honor) for a specific creature (for instance, the Worm of Abbingdon) or named person (Duke Hervis of Anglia). An additional +60 creates a Bane that affects an entire Lineage of people or all of a certain type of creature (all wolves, all thyr's).

Curse**Doom: 70**

"Man, Eo give the outcast [name] no friends" (-4). The target must have been renounced, outlawed, made a nothing, or have cheated the gods. He suffers -5 to all attempts to impress or persuade new acquaintances, who in turn gain +5 Suspicious against him. The target is always preceded by rumors of his bad deeds, or suspected of things he didn't do; the worst possible interpretation is placed on his actions and motives.

Wretch: 80

"Eo, Rad, Oe keep the outcast [name] homeless." The target must meet the same standards as a Doomed man, above. The target cannot remain in one district for more than a moon. Men, gods, fate, and the elements will destroy him if he tries.

Emotion**Calm Berserk: 60**

"Man, Daeg, calm the Berserk" (-2). The Berserk target gets a free recovery roll at +5.

Incite Berserk: 70

"Man, Thorn, Hagl make the [user/target] Berserk" (-3). This is a version of Evoke Emotion (*Pendragon* page 289). The target must either test Battle Rage for Pure Berserk, or test a Passion that might make him Berserk, solely to see if he becomes Berserk. If this is a permanent effect, the target must test every night, or every time he uses the beruned item.

Berserk Magic

These spells all include the limitation, "must be purely Berserk and/or in animal form."

Bite/Claw: 30

The Berserk can do his full damage barehanded or in animal form.

Harry: 50

Wolf-Berserks only. The Berserk forces one melee target per round to check DEX for Knockdown *before* combat resolution; if the target fails, the Berserk gains a +/-5 modifier for attacking a downed man.

Hide of the Animal: 40

The Berserk gains +3 magical armor per 40 points.

Hug: 50

Bear-Berserks only. The Berserk gains +10 strength for Grappling only.

Ram: 30

Boar-Berserks only. The Berserk's attack automatically forces one target per round to test DEX -10 for Knockdown, after sustaining damage.

Attrition

Attrition shows whether your Lineage, Famous Items, or "permanent" Rune Magic effects fade over the years. This extra bookkeeping is optional, but fairly simple.

Lineage Attrition: To receive Annual Glory for your lineage, you must pass a Love (Cynn) roll in the Winter Phase. Failure in one year means you earn no Lineage Glory that year. Each *consecutive* annual failure after the first removes one name from your lineage — the last one. This does not mean that you have "lost" or "forgotten" descent from this ancestor; rather, other persons claiming to be his descendants have eclipsed your claim. The gamemaster may boost your Love (Cynn) for keeping your lineage intact if you have conspicuously bragged about your ancestors, tended their graves, or hired poets to praise them in the preceding year.

Any lineage you still have when you die passes intact to your heirs. It includes your name if you earned at least 2,000 Glory in life. If you gained 4,000 Glory or more, yours is a Great name. **[Lineage: page 69]**

Glorious Item Attrition: This resembles lineage attrition, as an item may lose fame if it is not kept in the public eye. Each year that the item is not carried prominently, it temporarily loses 1d6 points of Glory/Insight. If it ever loses all its Glory, it is no longer a Glorious item, just an interesting piece of family history. If it is brought back to the attention of the public with even 1 Glory/Insight point remaining, it regains all the Glory/Insight it temporarily lost. The GM may rule that some items are so inherently





Glorious that they will never lose *all* their glory, even if buried in a barrow for generations.

Rune Magic Attrition: While Rune Magic is permanent, the materials in which you carved it are not. Each type of material has an Attrition number (see the Rune Magic

Materials chart, page 135). You must roll 3d6 equal to or less than this number the first time the magic is used each year. Failure means that half or more of the Rune spell is lost or distorted by the gamemaster; two consecutive failures mean that the runes fade away altogether. A beruned item can also break by ordinary means.

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Warrior Series #1	Norman Knight
Warrior Series #3	Viking Hersir
Warrior Series #5	Anglo-Saxon Thegn
Warrior Series #9	Late Roman Infantryman 236-565 AD
Warrior Series #15	Late Roman Cavalryman 236-565 AD
Warrior Series #17	Germanic Warrior



Pendragon Placename Chart

Pendragon Map	Coordinates	Roman	British	Saxon	Modern
Abbey of Beale					
Adventure	N-14			Wittune	Whitton
Aberystwith	I-16		Aberystwith		Aberystwith
Aldborough	M-13	Isurium Brigantum		Aldeburh	Aldborough
Amesbury	L-19			Ambresbyrig	Amesbury
Arbray	G-22		Cambron		Camborne
Bangor	I-15		Baneor		Bangor
Bath	K-19	Aqua Sulis	Caerbathon	Bathum	Bath
Beale Valet	O-17	Durovigutum		Huntadun	Huntingdon
Beaumaris	I-15				Beaumaris
Bedegraine	M-16			Northworthig	Derby
Bourton	L-18			Burton	Bourton
Bristol	K-19	Abona		Brycgstow	Bristol
Brun	M-17			Castorp	Castlethorpe
Buckenham	P-17			Buccham	Buckenham
Caerwent	K-18	Venta Silurum	Caer Guent		Caerwent
Caistor	N-14	Venta Icenorum		Ceaster	Caistor
Cambridge	O-17	Durolipons	Caergrant	Grantanbrycg	Cambridge
Camelot	M-20	Venta Belgarum	Caergwent	Wintanceaster	Winchester
Canterbury	P-19	Durovernum	Caerkent	Cantwaraburg	Canterbury
Cardiff	J-19		Caertaf		Cardiff
Cardigan	H-17		Ceredigion		Cardigan
Carduel	K-11	Luguvallium	Caerliel	Luel	Carlisle
Carisbrooke	M-21			Whitgaraesburh	Carisbrooke
Carlion-on-Usk	K-18	Isca Silurum	Caer Uisc		Carlion-on-Usk
Carmarthen	I-18	Moridonum	Caermyrddin		Carmarthen
Carohaise	L-16	Letocetum		Wealhtun	Wall
Carreg Cennen	I-18		Carreg Cennen		Castle Cerreg
Castle Bodiam	O-20			Bodeham	Bodiam Castle
Castle Hill	N-16	Margidunum		Ceasterheah	Castle Hill
Castleford	M-14	Lagentium		Ceasterford	Castleford
Catterick	M-12	Cataractonium	Catraeth	Cetreht	Catterick
Cerne Abbas	K-20		Cerne Abbas		Cerne Abbas
Chelmsford	O-18	Caesaromagus		Ceolmaersford	Chelmsford
Chichester	N-20	Noviomagus	Caerrei	Cisseceaster	Chichester
Cirencester	L-18	Corinium	Caerceri	Cirenceaster	Cirencester
City of Legions	K-15	Deva	Caerthleon	Ceaster	Chester
Colchester	P-18	Camulodunum	Caercolden	Colneceaster	Colchester
Conisbrough	M-14		Caerconan	Cyningsburh	Conisbrough
Degannwy	J-15		Degannwy		Degannwy
Doncaster	M-14	Danum	Caer Daun	Doneceaster	Doncaster
Donnington	M-19			Deringtonne	Donnington
Dorchester	K-20	Durnovaria	Caerdrom	Dornwaraceaster	Dorchester
Dore Castle	H-21		Trefmetun		Trematon Castle
Dover	P-20	Dubris	Dubras	Dofras	Dover
Eburacum	M-13	Eburacum	Caerbranc	Eoforwic	York
Exeter	J-20	Isca Dumnoniorum		Escanceaster	Exeter
Folkingham	N-16			Folcinghamm	Folkingham
Glastonbury	K-19		Glastonia	Glastingabyrig	Glastonbury
Gloucester	L-18	Glevum	Caerclou	Gleawanceaster	Gloucester
Gower	I-18		Gwyr		Gwyr
Guinon	P-17			Beadriceswyrth	Bury St. Edmonds
Hantonne	M-20			Hamtun	Southampton
Hereford	K-17			Hereford	Hereford
Hertford	O-18			Heorotford	Hertford
Ilchester	K-20	Lindinis		Giuelcestre	Ilchester
Ilminster	K-20			Ilmynster	Ilminster
Ipswich	P-18			Gipeswic	Ipswich
Kineton	M-17			Quintone	Kineton
Kynke	I-18				n/a
Kynnedonne	I-19				n/a
Lambor Castle	M-17	Venonis		Wicgestan	Wigston Parva



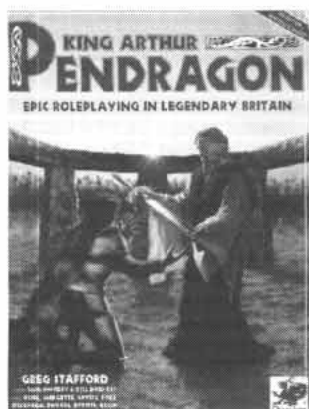
Pendragon Map	Coordinates	Roman	British	Saxon	Modern
Leicester	M-16	Legorensis Civitas	Caerlirion	Ligoraceaster	Leicester
Levcomagus	M-19	Levcomagus			East Anton
Lincoln	N-15	Lindum Colonia	Caerludcoit	Lindcylene	Lincoln
Llancarfan	J-19		Llancarfan		Llancarfan
Llanilltud Fawr	J-19		Llan Illtud Fawr		Llanwit Major
Lonazep	N-16	Pons Belli		Steanford	Stamford
London	O-19	Londinium	Caer Lud	Lunden	London
Magouns	N-20			Harhundell	Arundel
Maldon	P-18			Maeldun	Maldon
Mancetter	M-16	Manduessedum	Manduessedon	Manecester	Mancetter
Menavia	H-17	Menavia	Menyw		St. David's
Newark	N-15			Niweweorc	Newark
Newcastle	M-11			Niweceaster	New Castle Upon Tyne
Norwich	P-16	Venta		Northwic	Norwich
Nottingham	M-16	Margidunum		Snotingaham	Nottingham
Oroquelenes	K-16	Viriconium	Ouirokonion	Rocheceaster	Wroxeter
Oxford	M-18		Rydychan	Oxnaford	Oxford
Pembroke	H-18		Pennbro		Pembroke
Penkridge	L-16	Pennocrucium	Pencrug	Pencric	Penkridge
Pentwaeth	G-21	Belerium Promunturium	Pentwaeth	Land's End	
Peterborough	N-16	Durobrivae		Medeshamstede	Peterborough
Pevensey	O-20	Anderita		Pefenesea	Pevensey
Pleure	I-16				Aberheidol
Pocklington	N-13			Pocelingtun	Pocklington
Portchester	M-20	Portus Adurni	Caerperis	Porteceaster	Portchester
Red City	O-14			Grimmasburh	Grimsby
Rochester	O-19	Durobrivae		Hrofaesceaster	Rochester
Royston	O-18			Reyston	Royston
Sarum	L-20	Sorviodunum		Sarisbyrig	Salisbury
Silchester	M-19	Calleva	Caersigent	Silcester	Silchester
Sinadon	I-15	Segontium	Caernarvon		Caernarvon
Southwark	O-19			Suthriganaweorc	Southwark
St. Albans	N-18	Verulamium		Waeclingaceaster	St. Albans
Stafford	L-16			Staethford	Stafford
Staines	N-19	Pontes		Stane	Staines
Stonehenge	L-19			Stanenges	Stonehenge
Tadcaster	M-13	Calcaria		Tateceaster	Tadcaster
Thetford	P-17			Theodford	Thetford
Tintagel	H-20		Din Tagell		Tintagel
Totnes	I-21			Tottaness	Totnes
Tribuit Castle	M-17			Daedingtun	Deddington
Wandborough	L-19			Wemburh	Wandborough
Wandesborow	M-11	Segedunum		Wandesburh	Wallsend
Wareham	L-20			Wereham	Wareham
Warwick	M-17			Waeringwicum	Warwick
Wells	K-19			Willan	Wells
Whitechurch	K-15	Meliolanum		Hwite Cirice	Whitechurch
Wilderspool	K-15			Walintune	Warrington
Windsor Castle	M-19			Windlesora	Windsor
Winteringham	N-14			Wintringeham	Winteringham
Yarmouth	Q-16			Gernemoutha	Yarmouth





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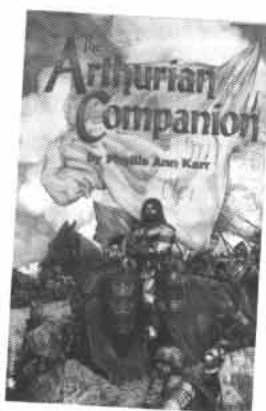
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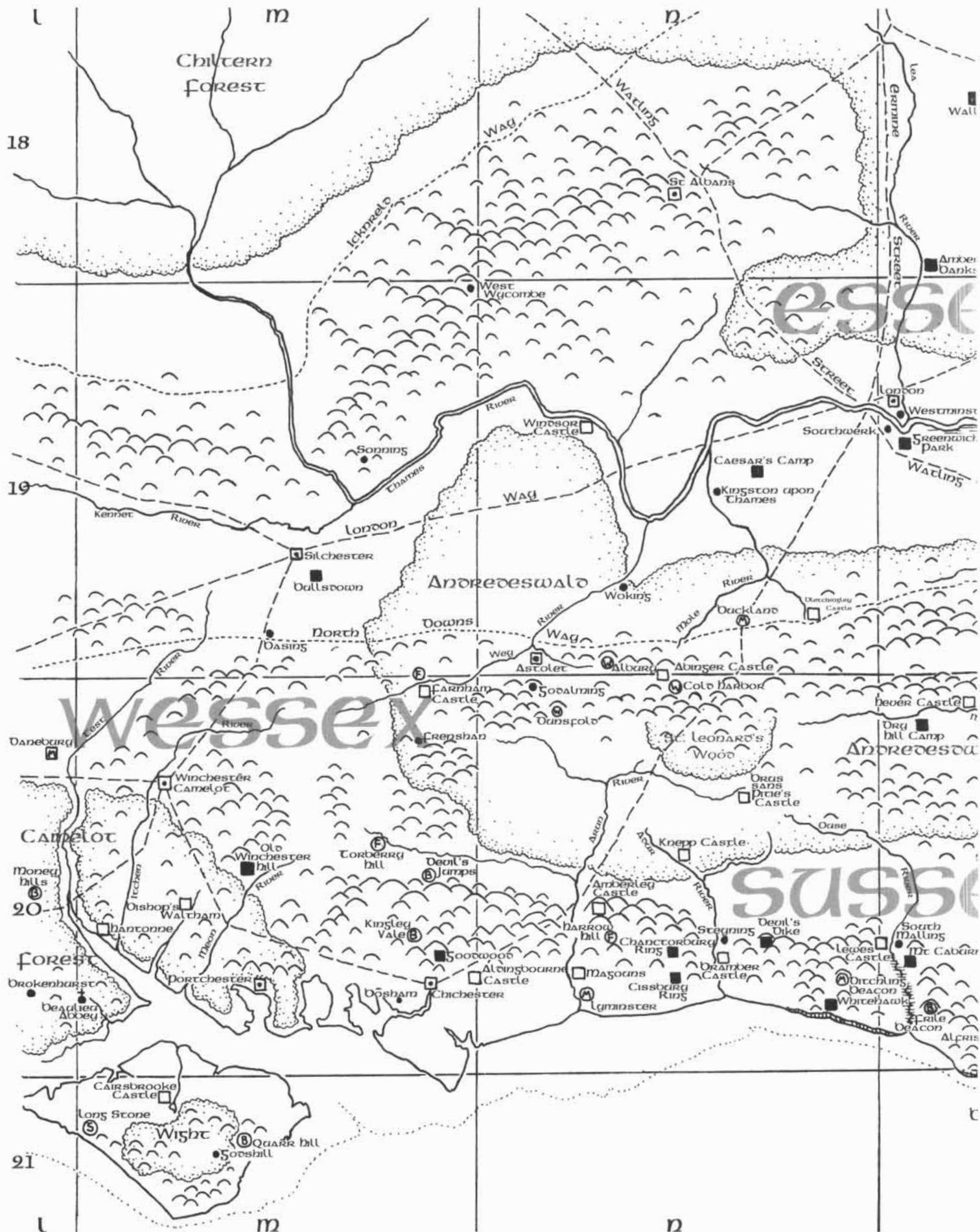
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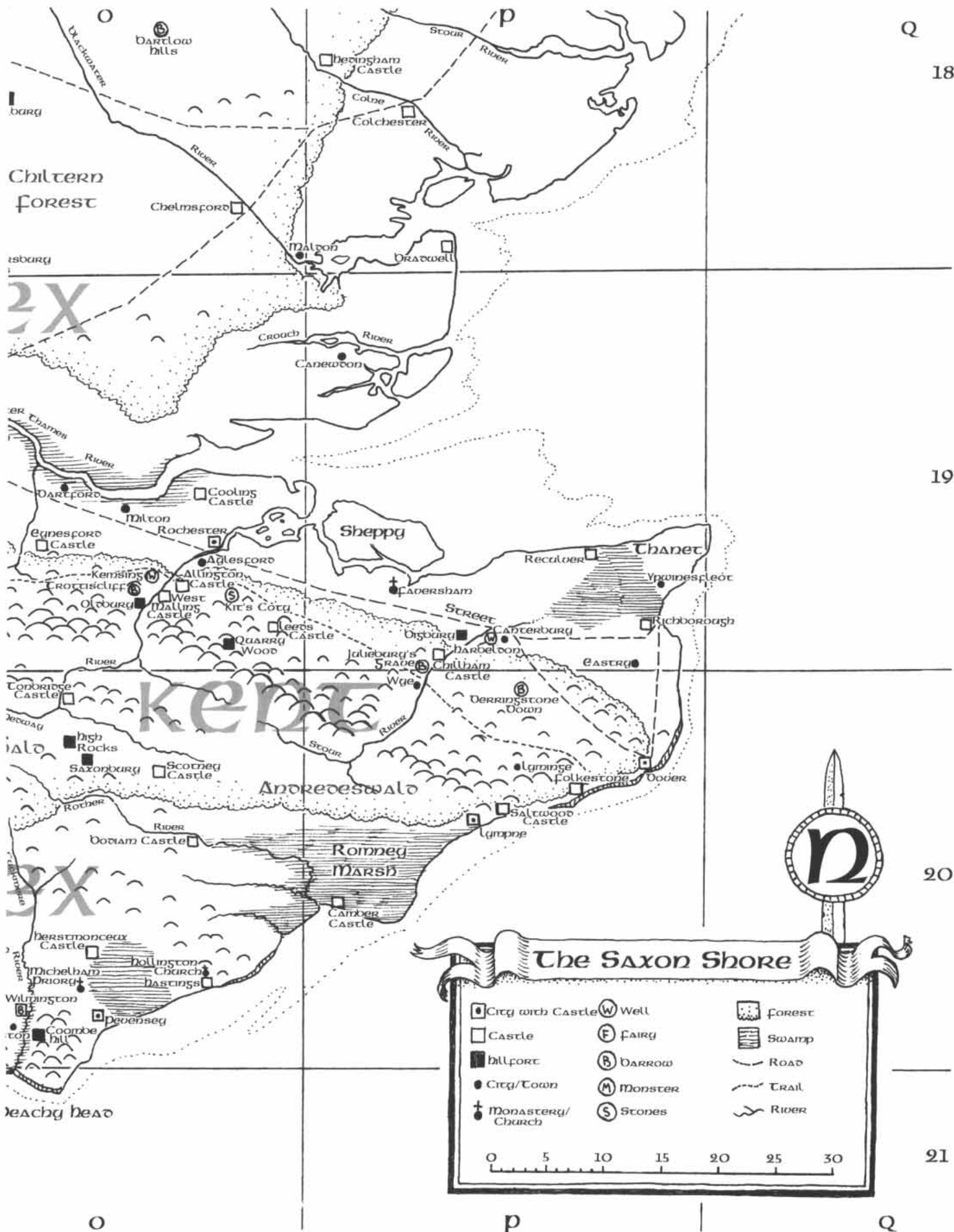
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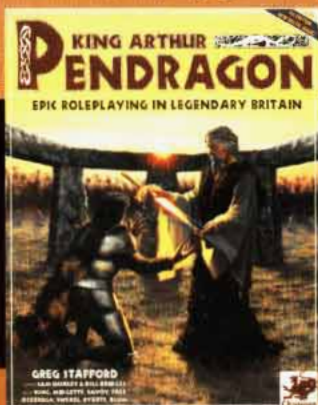
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